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ADVENTURE PATH[™]



Wrath of the
Righteous

THE MIDNIGHT ISLES

by James Jacobs and
Greg A. Vaughan





Anevia Tirabade
Spymaster of Drezen

If Anevia accompanies the PCs into the Abyss, you should advance her to be an 11th-level rogue. In Alushinyrra, allowing her to scout the city adjusts random encounter results by -10 (treat results lower than 01 as a major rumor, as detailed on pages 24–25).



Aravashnial
Riftwarden of Drezen

Advance Aravashnial to be a conjurer 5/riftwarden 6 if he accompanies the PCs on this adventure. His knowledge of portals grants a +4 bonus on all saves and checks associated with closing the rift in the Midnight Fane (see Closing the Rift on pages 19–20).

Horgus Gwerm
Foul-Tempered Treasurer

If Horgus accompanies the PCs into the Abyss, advance him to be an aristocrat 4/rogue 8. In Alushinyrra, his skill at haggling and marketplace shenanigans grants the PCs a 5% discount on all purchases in the city, as long as their Notoriety score is at least 25.



Irabeth Tirabade
Leader of Drezen

If Irabeth joins the PCs in their adventures, advance her to be an 11th-level paladin. Irabeth is a competent combatant and healer, and her presence in Alushinyrra increases the PCs' Notoriety score by 3 immediately upon their arrival in the city. This is a one-time bonus.



Queen Galfrey
Ruler of Mendev

Once the rift in the Midnight Fane is closed, Queen Galfrey teleports to Vigil in Lastwall to report on the closing of the rift. There, she aids scholars in the development of a greater ritual for eventual use on the Worldwound itself—an event detailed in *Pathfinder Adventure Path #78: City of Locusts*.



Sosiel vaenic
High Priest of Drezen

If Sosiel accompanies the PCs into the Abyss, advance him to be an 11th-level cleric. In addition to the extra healing and spellpower the cleric provides to the group, his presence increases the PCs' Notoriety score by 3 upon their arrival in the city of Alushinyrra. This is a one-time bonus.

Aron Kir
Warden of Drezen

If the PCs bring Aron along with them into the Abyss, advance him to be a rogue 5/low templar 6 (he chooses the path of light at 5th level for this prestige class). His aid grants the PCs a +8 bonus on Disable Device checks to deactivate the grinder in area A8 (see page 18).



Arueshalae
Risen Succubus of Desna

Arueshalae knows much about the Midnight Isles, and you can use her as a useful source of information throughout the adventure, whether to give the PCs advice or to help keep them on track. See page 9 for more details on her involvement in this adventure.



PATHFINDER ADVENTURE PATH™



ADVENTURE PATH  PART 4 OF 6

THE MIDNIGHT ISLES



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<i>Advanced Race Guide</i>	ARG	<i>Blood of Fiends</i>	BOF	<i>Ultimate Combat</i>	UC
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<i>Bestiary 2</i>	B2	<i>Lords of Chaos, Book of the Damned, Vol. 2</i>	BOTD2	<i>Ultimate Magic</i>	UM
<i>Bestiary 3</i>	B3	<i>Mythic Adventures</i>	MA	<i>The Worldwound</i>	WOR

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Gazing Into the Abyss

I've been wanting to write an adventure set in the Abyss forever. Alas, for a while, my schedule was making it look like it'd be impossible to write "The Midnight Isles," but then I heard from Greg Vaughan that he was having similar schedule problems. And so we helped each other out a bit, each taking a different portion of this adventure—I wrote Parts 1 and 2, while Greg tackled Parts 3 and 4. I hope you enjoy the results... or, at the very least, curse our names for the vile fates visited upon your characters by folks such as Minagho, Gelderfang, Hepzamirah, or the Fulsome Queen!

Facts about the Midnight Isles

Although the Midnight Isles might look like regions that could well exist on the Material Plane, especially when considering things on an encounter-by-encounter basis, you should never lose sight of the fact that they exist in an

entirely different dimension of reality from where most adventures take place. Reality in the Abyss works differently from how it does on the Material Plane. Make sure to read through the Abyss gazetteer in this volume to get a basic idea of what it's like to be on this hostile plane. In addition, several things to keep in mind while running the adventure are listed below—use these points as needed to remind the PCs they're not on the Material Plane anymore!

Banishment: While in the Abyss, the PCs gain a new subtype: extraplanar. This is not their home plane; consequently, spells like *dismissal* and *banishment* become threats to the PCs, and *blasphemy* is even more dangerous. Having a character banished back to the Material Plane in the middle of a fight can be more devastating than merely having that character die, since getting the PC back to the precise point of her departure after she's been shunted off-plane can be no small task. Keep in mind

that as long as a PC is back on her home plane, she can't take part in the adventure. If this happens (and chances are it will, since many denizens of the Abyss pack spells and attacks designed to do this), it's in the best interests of your game to get those banished PCs back in play quickly. A combination of *plane shift* and *greater teleport* can bring them back, and don't hesitate to simply have their allies provide these spells if the banished PCs can't get back into the battle on their own.

Constant Midnight: There is no true 24-hour day on the Midnight Isles, just cycling 8-hour periods of alternating moonlight and darkness. A full cycle is 16 hours—thus, a “day” in this realm is 8 hours shorter than normal. This doesn't change the duration of spells and effects that last for a day, of course—such effects are interpreted as having a duration of 24 hours. Being in an area where full daylight never comes is perhaps the greatest way you can remind the PCs that they're in an alien realm.

North Isn't North: The concept of “north” is a product of civilization on a planet where magnetic fields create the ability for a compass needle to always orient itself in a constant direction. On realms beyond the Material Plane, forces apart from planetary magnetism are at work. While they're not able to indicate a true “north” per se, magical compasses like *wayfinders* or spells like *know direction* still provide results, establishing “north” to be in a specific direction. In the Abyss, “north” is the focus of power for any one realm—here on the Midnight Isles, “north” indicates the direction to Nocticula's private boudoir, deep within her palace in the city of Alushinyrra.

Play with Expectations: And finally, make sure you're descriptive in the way the Abyss feels! Don't forget that the PCs have more senses than just sight—what sorts of strange whispering noises might they hear while exploring an Abyssal jungle? How about the noxious and strangely compelling scents they smell wafting up from a sewer grate? And doesn't the wind feel a little bit thicker as it brushes against your skin? Interject unexpected descriptions now and then—a plate of food that smells of decay yet tastes perfectly fine, trees that look normal but feel weirdly cold and rubbery to the touch, or how footprints left in the sand seem to slither and change in strange ways when you look at them out of the corner of your eye. Feel free to impose a –2 penalty on some skill checks now and then as the alien environs start to get the better of the PCs—they should never feel truly at home in the Abyss!

Mythic Trials in the Midnight Isles

This adventure presents the PCs seven mythic trials to face. The order in which they accomplish these can vary.

Trial 1—Destroy the Nahyndrian Refinery: To significantly curtail the Worldwound's ability to produce *Nahyndrian*

on the cover

Wayne Reynolds proves that succubi are still beautiful even when they're in full armor. Arueshalae is one of my favorite characters that he's painted yet—and the scene of the iconic heroes being ambushed by a swarm of shadow demons in a jungle ain't bad either!

elixirs, the PCs must accomplish three of the following tasks in the Midnight Fane: defeat Mutasafen, defeat Ursathella, destroy the laboratory in area A5, or destroy the grinder in area A8.

Trial 2—Close the Midnight Fane Rift: The PCs must close the rift between the Material Plane and the Abyss.

Trial 3—Defeat Minagho: The PCs must slay Minagho.

Trial 4—Become Notorious in Alushinyrra: The PCs must reach a Notoriety score of 40 or higher in Alushinyrra.

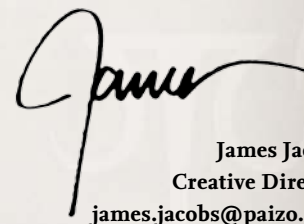
Trial 5—Secure Nocticula's Cooperation: The PCs must speak to the demon lord Nocticula and secure her aid in finishing their tasks on the Midnight Isles.

Trial 6—Defeat Hepzamirah: The PCs must slay Baphomet's daughter, Hepzamirah.

Trial 7—Witness a Clash between Demon Lords: The PCs must experience Baphomet's proclamation and witness his expulsion from the Midnight Isles at the adventure's climax.

Non-Mythic Midnight

In “The Midnight Isles,” events are rapidly approaching the limits of what a non-mythic adventuring party can handle. Forewords in previous volumes of the *Wrath of the Righteous* Adventure Path give some good advice regarding how to hand out experience, using hero points, involving more NPCs to aid the PCs, giving out extra supplies, and adjusting monster statistics. You can use these suggestions with this adventure as well. The encounters in this adventure generally fall into a CR range of 12–18. As a result, it's best if you start this adventure with 12th-level PCs. It might be easiest to simply inform the PCs when their characters gain levels and eschew the use of XP entirely. Make sure to check out the *Wrath of the Righteous* messageboards at paizo.com as well—I'll be there along with numerous other experienced GMs to offer advice.



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The Midnight Isles

⌘ PART 1: THE MIDNIGHT FANE

PAGE 7

The heroes seek out the Midnight Fane, defeat its leaders, and close the portal to the Abyss being used to transport *Nahyndrian* crystals.

⌘ PART 2: A DEMON LORD'S FAVOR

PAGE 21

The heroes must attract the attention of Noctula in order to gain her cooperation in their dangerous mission in the Midnight Isles.

⌘ PART 3: LANDFALL ON COLYPHYR

PAGE 33

Having secured Noctula's cooperation and her promise to not interfere, the heroes come to the isle of Colyphyr to seek out the *Nahyndrian* mine.

⌘ PART 4: THE NAHYNDRIAN MINE

PAGE 41

The mine is well protected by demons, dragons, and worse—the heroes must defeat these dangers if they're to stop the flow of *Nahyndrian* crystals!

Advancement Track

"The Midnight Isles" is designed for four characters and uses the medium XP track.

L12 The PCs should begin the adventure at 12th level/5th tier.

L13 The PCs should be 13th level by the time they finish Part 1.

T6 The PCs should be 6th tier once they become notorious in Alushinyrra.

L14 The PCs should be 14th level before entering the *Nahyndrian* mine.

L15 The PCs should be 15th level at the adventure's end.

T7 The PCs should be 7th tier at the adventure's end.

Adventure Background

The witch Areelu Vorlesh did not sit idle after playing her part in opening the Worldwound. Since this ruinous accomplishment, she's served Deskari as an advisor, ambassador, envoy, general, executioner, and more, all while pursuing her own research. One of her greatest discoveries in this time took place on the remote island of Vazglar of the Midnight Isles in the Abyss. In a hidden cavern, she discovered a deposit of exceedingly rare *Nahyndrian crystals* of unprecedented purity. These crystals, the fossilized lifeblood of murdered demon lords, contained within their facets stores of mythic power. Areelu spent years researching a way to unleash that power, and eventually used it to ascend and become a mythic archmage.

But she didn't stop there. The procedure she used on herself to attain mythic power took years and nearly killed her three times—if she could make the process faster and safer, she could distribute this power among the generals and commanders of the Worldwound, and in so doing grant Deskari a new caste of unstoppable mythic demons to complete his task on Golarion. She set up a secret mining operation on Vazglar with the aid of a priestess named Hepzamirah—none other than the daughter of Baphomet. With the aid of minotaur cultists of Baphomet, and using their skill at mining and their ability to function in tangled underground regions, Areelu and Hepzamirah quickly harvested as many *Nahyndrian crystals* as possible from the caves riddling the isle. With the aid of Xanthir Vang, Areelu was even able to expand on the same rift-causing magic she had used to open the Worldwound, creating a portal between one of the Vazglar mines and an old shrine of the empyreal lord Pulura in the Worldwound. This provided an easy and convenient way to transport the purest *Nahyndrian crystals* to a safer place to be processed and used for experimentation.

Dozens of pure *Nahyndrian crystals* were destroyed during these experiments, much to Areelu's frustration, but eventually she solved the problem with the aid of a brilliant alchemist named Mutasafen. With his techniques, a pure crystal could be powdered and liquefied into a single elixir that, when imbibed, would do one of two things: unlock the drinker's mythic potential or kill the drinker. Since then, Xanthir and Areelu have moved on to other projects (not the least of which was the creation of a magical chisel from a *Nahyndrian crystal* that would finish the job of fracturing a damaged *wardstone*), while Mutasafen has been left to the task of making the elixirs distilled from the crystals safer and more efficient.

Back on the Midnight Isles, Hepzamirah now struggles to provide the raw materials needed for these experiments. After the *Nahyndrian crystals* in the mines and caves on Vazglar were depleted, Hepzamirah spent nearly a year searching for a new source of the rare crystals, recruiting Areelu Vorlesh's aid when she met again and again with

frustration. Not any crystals would do; they needed to be mined from the oldest of the Midnight Isles, and powerful minions of Nocticula ruled all these isles. Hepzamirah did not want to involve these minions—or worse, Nocticula herself—knowing that if word of the crystals' value were to spread, competition for this resource would drive her off the plane at best, or at worst would find her a slave to the Lady in Shadow.

When Hepzamirah came to the remote isle of Colyphyr, she at last found what she was looking for—deposits of the crystals that were even more potent than those found on Vazglar. She set to work at once, while Areelu did her best to broker a truce of sorts with Nocticula in order to secure permission to mine on the island. These negotiations came to nothing, but Hepzamirah and Areelu didn't wait for the details to be finalized before they began their operations in secret on Colyphyr. Their rift to the Worldwound remains on Vazglar, so the demons merely teleport their crystals to Vazglar to carry them through to the Material Plane and what is now known as the Midnight Fane, but they must do so carefully lest they attract the hostile attention of Nocticula's minions, or enrage the demon lord herself.

Of course, Nocticula knows all about the mining operation—she's allowed it to continue for now, as it serves her purposes. Ever plotting and scheming, Nocticula knows that soon great heroes will come to her Midnight Isles seeking to destroy the mines and shut off the Worldwound from this fantastic resource. By granting these heroes access to Colyphyr and even aiding them in some small ways, she hopes to curry yet greater favors from the gods of the crusade—for what greater resource is there to a demon lord than favors owed by the enemy?

Part 1: The Midnight Fane

At the end of the previous adventure, with the defeat of Xanthir Vang, the PCs should have made several important discoveries in the form of intelligence gathered from the Ivory Sanctum. The most important of these should be that the demons have been mining *Nahyndrian crystals* from the islands of Nocticula's Abyssal realm, and that they might even be seeking to recruit her to Deskari and Baphomet's cause! Additionally, the PCs should have learned that the *Nahyndrian elixirs* used to bolster demons with mythic power have been sent out from a location called the Midnight Fane.

When the PCs have had a chance to recover a bit, replenish or augment their gear, and perhaps check in on any downtime projects they may have had running in Drezen, one of them receives notification via a *sending* spell from Queen Galfrey.

"Have secured an item of utmost significance—something that can shut the Worldwound rift forever. We need to meet as soon as possible to discuss."

KING OF CHAOS

The *Lexicon of Paradox* plays a key part in this adventure, but its history goes much deeper than what is covered in these pages. More information on this important artifact, as well as on the numerous factions competing for its recovery, may be found in the Pathfinder Tales novel *King of Chaos* by Dave Gross.

The queen is ready to teleport in with the aid of a crusader wizard ally and meet with the PCs at once if they are able. The location of her meeting with the PCs is left to your discretion, but it should be somewhere secure and safe—in Citadel Drezen near the *Sword of Valor* is ideal.

MEETING WITH THE QUEEN

The item the queen has secured is a rare and dangerous tome called the *Lexicon of Paradox*—the same book of forbidden rituals and incantations used over a hundred years ago to open the Worldwound and destroy Sarkoris. Areelu Vorlesh later tore the book in half and destroyed the portion containing the information about how she opened the Worldwound so that no one could reverse-engineer the process. Fortunately for the crusaders, the actions of a small group of mercenaries led by Venture-Captain Varian Jeggare, his tiefling accomplice Radovan, and the half-elven paladin Oparal have resulted in the book's rediscovery and restoration, and the complete text is now in crusader hands (see the King of Chaos sidebar).

When the PCs meet with Galfrey, she does not bring the *Lexicon* with her—it's been placed in a secure vault in Lastwall, where it is being studied by skilled scholars under careful observation by the Knights of Ozem, but she does have a pair of thin copper plates removed from the artifact concerning a ritual that can, in theory, be used to shut down a small rift between the Material Plane and the Abyss.

Galfrey allows the PCs to examine the two plates if they wish—there are densely inscribed with runes, incantations, and equations, switching from Thassilonian to Abyssal to Hallit to Aklo, and even to Druidic in places. A character who can read all five of these languages can confirm with a successful DC 25 Knowledge (arcana or planes) check that the pages seem to describe a ritual for closing rifts between planes, but also that the ritual is incomplete. The magic infusing these two plates, combined with a significant source of magical power such as that now wielded by the PCs, should be enough to shut down a smaller rift. And if that works, then Galfrey can report the success to Lastwall and greatly accelerate the process of deciphering the remainder of the book. She believes that just as the rituals in the *Lexicon of Paradox* were used to open the Worldwound

over a century ago, a powerful group could use the tome to do the reverse: close the Worldwound forever.

At this point, Galfrey asks the PCs for an update on what they've learned. She is particularly intrigued by the revelations from intelligence gathered at the Ivory Sanctum that the potent *Nahyndrian crystals* are being refined into elixirs of mythic power, and she is concerned by the discovery that the cults of Deskari and Baphomet are seeking to draw Nocticula into their plots.

The task before the PCs is complex and dangerous; not only may their growing powers make them the best suited to accomplishing the mission—they may be the only ones capable of doing so. Galfrey goes through the list of tasks she'd like the PCs to accomplish as a prelude to the eventual mission of closing the Worldwound forever.

1. Destroy the Nahyndrian Refinery: The PCs must travel to the Midnight Fane where *Nahyndrian crystals* are refined, search the fane for the methods by which the demons and their allies are creating these elixirs, then destroy their tools, resources, and inventors.

2. Close the Midnight Fane Rift: Next, the PCs must use the *Lexicon of Paradox* to close the small but permanent rift within the fane that connects this world to the Abyss.

3. Prevent the Midnight Alliance: The PCs must travel beyond the rift into the Midnight Isles to sabotage the Worldwound's attempt to secure an alliance with Nocticula. This may require a face-to-face encounter with the demon lord, who seems to have her own reasons to not want to enter this alliance. The best place to go to secure an audience with Nocticula is her capital city of Alushinyrra, and the best way to get her attention would be to seek methods of becoming notorious in the city.

4. Find the Crystals' Source and Cut Off Their Flow: The PCs must discover where in the Midnight Isles the *Nahyndrian crystals* are coming from, then put a stop to that operation.

Treasure: As the meeting ends, Queen Galfrey gives each PC an *talisman of true faith* (see page 61). Since this mission requires the PCs to delve deeply into the Abyss and to interact with some of its most dangerous and manipulative denizens, these items will help prevent characters from unwittingly acting in ways that might endanger their souls. From a metagame standpoint, awarding these items to particularly holy or zealous characters helps you give them in-game "permission" from their faiths to deal with the lesser of two evils in their fight against the Worldwound. Nocticula is certainly a powerful force for evil, but allying with her is a classic case of the enemy of one's enemy being, if not a friend, at least a necessity.

RECRUITING ALLIES

As the meeting with the queen wraps up, Galfrey tells the PCs that she intends to accompany them on their mission,

if they'll have her. She intends to handle the Material Plane side of the ritual to close the rift while the PCs tackle the Abyssal side. Once the rift is closed, they'll need to engineer their own ways back home, but since the remainder of their mission takes place beyond this rift, it only makes sense that the PCs should be on the far side of the rift as it closes.

Galfrey won't accompany the PCs into the Abyss, but at your discretion, other NPCs the PCs have allied with over the course of the campaign might be good choices to accompany them, although only if you've had these allies leveling up as the adventure path has progressed.

In particular, the redeemed succubus Arueshalae might seem an excellent ally to take into the Abyss. Yet Arueshalae is wary about traveling there, for she doesn't quite trust herself to remain on the path of redemption in the presence of such powerful temptations linked so strongly to her nature. If she's become chaotic good, her fears lessen, but in the end she only accompanies the PCs if asked and if you feel that they could honestly use the help.

Instead of accompanying the party, she proposes an alternative—she would like to bestow on the PCs her anarchic gift. If she's chaotic good, she can grant this gift to each PC, but otherwise she can grant her gift to only one of them. This allows her to communicate with them across the planes and to offer advice. She's been to the Midnight Isles many times in the past, and her observations and aid could mean the difference between life and death (or worse) once the PCs reach this realm. By leaving Arueshalae on the Material Plane but maintaining a telepathic connection, you can keep her in reserve. If the PCs get in over their heads, she can come to their aid. If she's chaotic good, she regains the use of *greater teleport*—traveling to the Midnight Isles becomes the primary difficulty, but once she's there she can come to their aid quickly. How quickly this aid arrives depends on your preferences, of course!

MIDNIGHT FANE FEATURES

The fane is located under a low, now quite barren hill near what was once the headwaters of the Rolling River, approximately 240 miles west southwest of Drezen. While the PCs can certainly make the journey to the Midnight Fane on foot, this adventure assumes they draw upon their considerable powers to speed the journey along.

The complex known now as the Midnight Fane was once a small shrine devoted to the empyreal lord Pulura, the Shimmering Maiden, but now over half of the structure is gone, absorbed by a rift between the Material Plane and the Abyss. The complex now exists as two halves in two different realities, connected by a wall of crimson fire. While the proximity of the rift provides the agents of the Worldwound a convenient way of traveling to and from the Abyss, and even better, a stable method of transporting *Nahyndrian crystals* back and forth, the overwhelming magic of the rift interferes

with teleportation magic. Within the fane itself (in areas **A1–A15**), no teleportation effect functions properly—when a creature attempts to use any teleportation effect, it must succeed at a DC 20 caster level check to realize an instant before completing the effect that doing so could be disastrous. Canceling the teleportation effect causes it to not function and consumes the resource (be it the use of a prepared spell, a magic item, a scroll, or other means) but leaves the user safe. Otherwise, the teleportation attempt fails and the creature attempting to teleport takes 12d6 points of damage and is staggered for 1d3 rounds. A successful DC 15 Fortitude save halves the damage and negates the staggered effect.

The rift's presence influences the Midnight Fane in other ways as well. All of the areas in the fane are treated as being both on the Material Plane and in the Abyss for the purposes of effects that target extraplanar creatures—in effect, natives of the Material Plane and the Abyss are treated as planar natives, and cannot be affected by spells such as *dismissal* or *banishment*. In addition, areas **A1–A9** are mildly chaos-aligned and mildly evil-aligned—lawful or good characters in these areas take a –2 penalty on all Charisma-based checks. Areas **A10–A15** are actually in the Abyss, and operate under the full planar traits of that plane.

Ceilings in the Midnight Fane run high, and are never lower than 30 feet. All of the strong wooden doors (hardness 8, hp 20, break DC 25) are in good repair and can be locked (Disable Device DC 35). Although the walls once bore shimmering murals associated with Pulura, they are gone now, replaced by vile carvings of Abyssal landscapes and flesh-eating locusts—nothing remains of the location's original purpose.

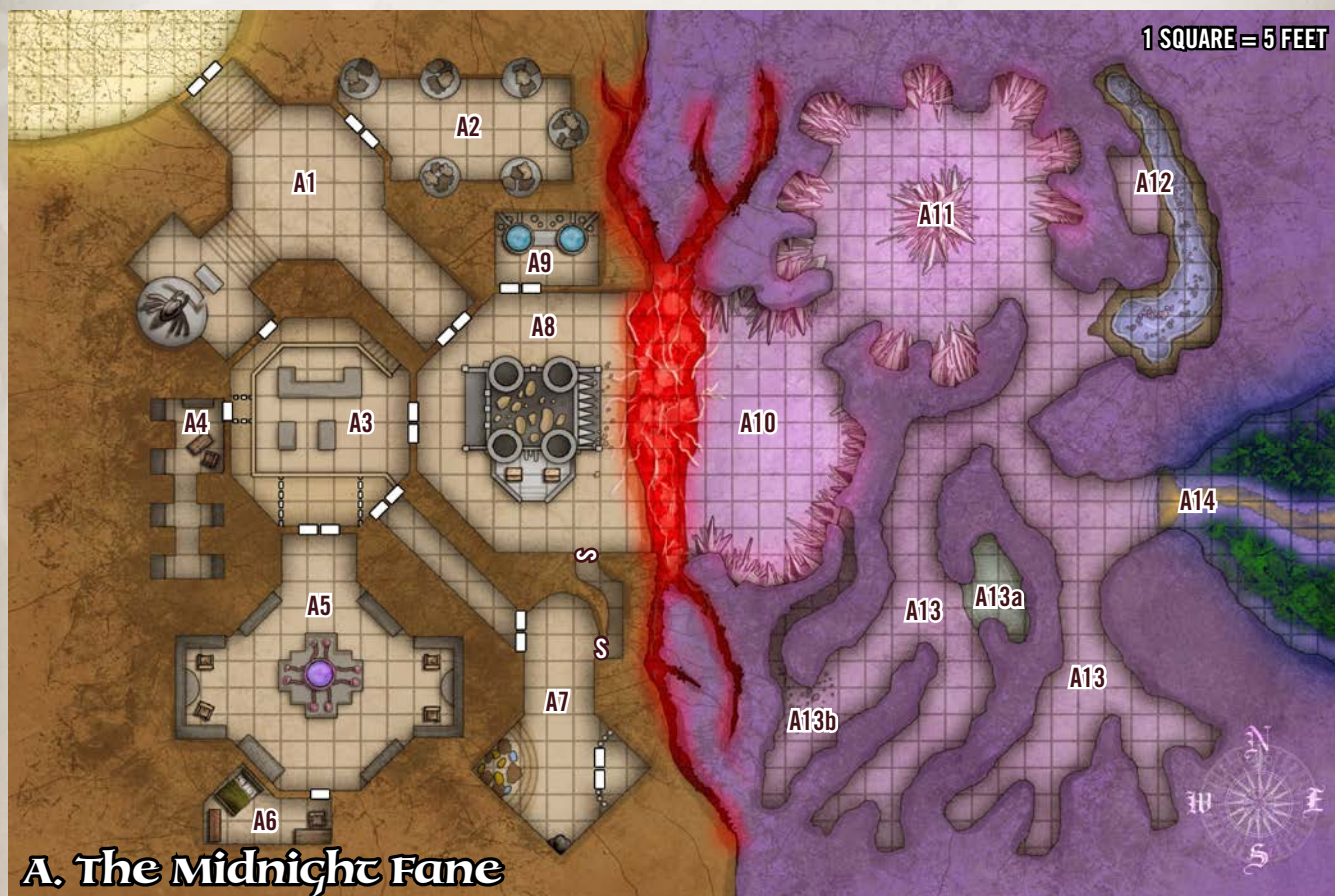
The entrance to area **A1** lies at the base of a craggy hill, one of dozens of similar knolls in the region. Further, a permanent *mirage arcana* (DC 19, CL 17th) cloaks the region, hiding the actual entrance to the fane and any signs of traffic to and from area **A1**. Fortunately, the information the PCs have gained from the Ivory Sanctum is enough to aid them in finding the location with minimal effort.

A1. Locust Shrine (CR 12)

A flight of stone stairs leads down to a large octagonal chamber. A second flight of stairs ascends to the south to a large shrine dominated by a fifteen-foot-tall statue of a scythe-wielding insectile demon that looms over a black stone altar, its surface smeared with blood.

This chamber serves as a shrine to Deskari. The altar is the focus of an *unhallow* spell that has an *invisibility purge* tied to it—the *invisibility purge* affects all non-worshippers of Deskari.

Creature: The statue of Deskari that looms over the altar is a particularly potent stone golem. This creature rumbles



A. The Midnight Fane

to life as soon as it notices anyone moving through the room, demanding with a rasping voice in Abyssal, “Behold the glory of our Lord of the Locust Host!” This is nothing more than a loud *magic mouth*—one loud enough, when combined with the golem’s grinding limbs, to alert the giants in areas **A2** and **A8** as well as the incubi in area **A3** of visitors to the fane. The sound draws 1d4 incubi from area **A3** in a few rounds to “greet” the PCs (see Development, below).

The golem doesn’t attack unless it’s attacked first, but it has been ordered to follow the commands of the fane’s commander, the lamia matriarch Ursathella. Of course, the golem isn’t all that intelligent, so anyone who disguises himself as a snake-bodied woman can issue commands to the golem as well. In the case of multiple commands, an opposed Charisma check between those issuing commands determines whose orders the golem follows.

ADVANCED STONE GOLEM

CR 12
XP 19,200
hp 135 (*Pathfinder RPG Bestiary* 163, 294)

Development: If any incubi from area **A3** find the PCs here, they bow low and greet them as if they were important and much-anticipated dignitaries, informing

them that, “The Mistress of the Midnight Fane has been expecting you. If you will accompany us, we shall escort you to her Magnificence for an audience.” The incubi don’t really expect the PCs to comply, and are prepared to shriek out an alarm and retreat to area **A3** if they’re attacked. If the PCs comply, the incubi don’t bother with formalities like requesting their weapons—they’re confident their mistress can handle them. The PCs are then led south to area **A5**, where they’re met by Minagho in her guise as the paladin hero Yaniel—see area **A6** for how she interacts with the PCs.

A2. Barracks (CR 12)

The air in this wide hall is stuffy and foul. The source of the rancid stink is readily apparent, for six circular platforms that line the walls are each heaped with filthy mounds of pus-encrusted furs.

Creature: For heavy-lifting chores and other tasks best handled by lumbering, muscular minions, the Midnight Fane keeps several ash giant barbarians handy. Only three of these monsters are currently “employed” at the fane—they are often used as sacrifices and their remains used

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to fuel and lubricate the machinery in area A8, so new ash giants are recruited from the surrounding hills with some regularity. The giants are not here by choice—they remain solely because they've been charmed into servility by Ursathella.

Currently, one of the three giants lingers here in the barracks, whiling away the hours by playing with stacks of bones discarded from its meals, as it quietly awaits orders with the patience of one magically controlled. He roars in outrage if he sees intruders and attacks on sight, eager to murder in order to please his mistress.

ASH GIANT THUG

CR 12

XP 19,200

Ash giant barbarian 1 (*Pathfinder RPG Bestiary* 3 126)

CE Large humanoid (giant)

Init +4; **Senses** low-light vision; **Perception** +21

DEFENSE

AC 27, touch 10, flat-footed 24 (+7 armor, +3 Dex, +10 natural, -2 rage, -1 size)

hp 196 (15 HD; 14d8+1d12+121)

Fort +19, **Ref** +8, **Will** +11; +1 vs. traps

Defensive Abilities rock catching; **Immune** disease, poison; **Resist** electricity 10

OFFENSE

Speed 35 ft.

Melee +1 heavy pick +25/+20/+15 (2d6+15/19-20/x4 plus disease)

Ranged rock +16 (1d8+14 plus disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks disease, oversized weapon, rage (10 rounds/day), rock throwing (120 ft.)

TACTICS

During Combat The ash giant rages at the start of combat, then moves to engage in melee. He has no rocks available in this room to throw at foes.

Morale The ash giant fights to the death unless the *charm monster* effect placed on him by the lamia matriarch is dispelled, in which case he swiftly volunteers to aid the PCs in murdering his ex-mistress. The ash giant is good for his word as an ally until Ursathella is slain, at which point he turns on the PCs in an attempt to kill them as well. Without the false courage granted by *charm monster*, the ash giant flees combat if reduced to fewer than 40 hit points.

STATISTICS

Str 39, **Dex** 18, **Con** 27, **Int** 11, **Wis** 16, **Cha** 8

Base Atk +11; **CMB** +26 (+28 bull rush); **CMD** 38 (40 vs. bull rush)

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Critical (heavy pick), Improved Iron Will, Iron Will, Power Attack, Vital Strike

Skills Perception +21, Profession (miner) +13, Survival +16

Languages Common, Giant

SQ fast movement

Other Gear +1 black dragonhide electricity resistance breastplate, Huge +1 heavy pick

A3. Guardroom (CR 12)

A stone balcony—five feet wide to the north and west and ten feet wide to the south—winds around the bulk of this room, providing a view of a workspace with several stone tables below. Each table contains several empty iron chests. A set of double doors leads southeast from the balcony, with a smaller door providing a balcony exit to the northwest.

On the ground level, three doors provide exits from the room—the doors to the west and south are set under short tunnels below the balcony.

This room is where freshly made *Nahyndrian* elixirs are packaged and stored until they are ready for



Ash Giant Thug

transport to the Ivory Sanctum. A dozen chests sit on the tables, each lined with lead and thickly padded inside with demon fur. Complex sifting machines sit on other tables, devices used to extract the most potent powder created by the grinder in area **A8** for use in the lab to the south. These are identical to the chests the PCs may have encountered in the Ivory Sanctum, and are used to pack and transport *Nahyndrian* elixirs, but all the chests are currently empty.

Creatures: A group of eight incubi have been “recruited” to serve as workers here, as well as an honor guard for the delivery of *Nahyndrian* elixirs whenever they’re sent out (the delivery itself is generally handled by a group of more powerful demons—the nature of the cargo means teleportation isn’t an option). For now, with no deliveries scheduled and no *Nahyndrian* powder to process from area **A8**, the eight incubi simply stand guard in this room, their uncharacteristic patience and restraint a sure sign of the fear and grudging respect they have for the fane’s more dangerous commanders. Incubi caught trying to fill their hours with pleasure are swiftly slaughtered and replaced. The demons react as detailed in the Development section for area **A1** if they aren’t expecting visitors, but if the alarm has been raised or the PCs attack, they fight back here, retreating to area **A8** if at least four of them are slain.

INCUBI (8)

CR 6

XP 2,400 each

hp 76 each (*Pathfinder RPG Bestiary* 3 73)

A4. Storage Vaults

Several alcoves, each containing shelves filled with tools and alchemical supplies, line this hallway. A small desk and chair sits in one corner.

Treasure: A total of 12,000 gp worth of assorted magical supplies, components, and reagents are stored here. A successful DC 20 Spellcraft check reveals that the supplies are for the crafting of powerful elixirs.

A5. Alchemy Lab (CR 15)

The ceiling of this large chamber rises up to what appears to be a vaulted height of about forty feet, although exact distances are hard to judge because of the purple, miasmic haze that lingers in the room’s upper reaches. The walls are lined with worktables covered with alchemical experiments and tools. The center of the room features a large stone slab; atop the slab, what appears to be a five-foot-diameter fishbowl sits within a complex metal-and-crystal framework over an open fire. Inside the bowl bubbles a thick purple sludge, the vapors of which waft up to join the haze above. No fewer than eight snaking tubes extend from below the glass cauldron, each attached to a

smaller alchemical contraption at the edge of the table. The air in this room is sharp with the eye-watering stench of chemicals.

This room is where the brilliant alchemist cambion Mutasafen creates *Nahyndrian* elixirs from the pure powder ground from the cores of *Nahyndrian* crystals exported from the Abyss. Handling the crystals and elixirs is dangerous, so Mutasafen makes use of the disc generator in area **A9** to transport the raw materials between rooms, or when that’s not convenient, simply orders an incubus to help. Incubi are essentially disposable to the cambion, after all.

Mutasafen was forced to record the methods by which he creates the elixirs, but those words have been taken back to Iz. Currently, he’s the only one in the Midnight Fane who knows the exact method of distilling *Nahyndrian* crystals into an elixir. It takes several crystals worth of powder to create a single elixir, and as a further safety precaution, the distillations are spread out among eight different collectors in the center of this room. The current process is about halfway complete—a new elixir will be ready in six days. If a fight breaks out here and things look desperate, any of the eight partially filled vials sitting on the central table can be used as double-strength vials of unholy water.

The entire contraption on the central table is somewhat fragile—it has hardness 2 and 24 hit points. If destroyed, it explodes in a blast of boiling chemicals that deals 8d6 points of fire damage to all creatures within a 20-foot-radius burst (Reflex DC 15 half).

Creatures: The cambion Mutasafen spent many years in the laboratory cities of the Cerebulim in the Abyss, serving the demon lord Haagenti, sometimes as apprentice but most often as experimental stock. The pains and humiliations he endured proved well worth it, though, when a strange concoction unlocked in Mutasafen’s mind a vast potential for power—with this potential, he was able to slip away from Haagenti and flee deeper into the Abyss. He eventually came to the Rasping Rifts and traveled through a rift into the Worldwound, knowing that it would be very unlikely for his old master to seek him out here.

It wasn’t long before Mutasafen’s skill at alchemy brought him fame and fortune among the demonic rulers of the Worldwound. Areelu Vorlesh, in particular, was impressed by his skills, and she sought him out when she needed someone to aid in unlocking the secrets of the *Nahyndrian* crystals. Mutasafen soon did just that, inventing the first *Nahyndrian* elixir. Since then, the cambion has been left here, under orders to continue perfecting the elixir so it’s safer for demons to imbibe. By now the cambion feels that he’s done all he can with the elixir, and is growing increasingly impatient and frustrated at how he’s been ignored of late. His current goal is to develop an improved version of the elixir that will enhance existing mythic powers, so that he can drink it and perhaps even replace those who command

him now and make them his own minions. His eventual goal is no less lofty than the replacement of Haagenti himself as the demon lord of alchemy.

The latest of a long line of indignities Mutasafen has been forced to endure is the loss of his personal quarters. The fact that Minagho has claimed area A6 as her own chambers has vexed and humiliated the cambion, to the point where he considers turning against her and aiding the PCs in a fight. If and how the cambion does so is left to you. If the PCs make it to this room without raising an alarm, he may take them into his confidence at once, volunteering his aid in return for being allowed to leave the fane unharmed by them once the fighting is over. If the PCs are instead led here to meet with Minagho, he remains quiet and observant until a fight breaks out, in which case he spends the first few rounds of combat preparing his defenses before stepping in to aid the PCs against Minagho.

Of course, if the PCs aren't willing to trust the demonic alchemist and they attack him, he does his best to defend his lab. In any event, destroying the carefully calibrated gear on the central table is enough to overwhelm Mutasafen with rage, causing him to be staggered during his first turn after the destruction as he can do little more than splutter and howl in frustration.

MUTASAFEN CR 14 XP 38,400

Male cambion alchemist 11/trickster 4
(see page 84, *Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Mythic Adventures* 44)

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

Init +12; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 32, touch 18, flat-footed 26 (+7 armor, +2 deflection, +4 Dex, +2 dodge, +3 natural, +4 shield)

hp 218 (14 HD; 3d10+11d8+153)

Fort +17, **Ref** +13, **Will** +10

Defensive Abilities hard to kill; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 40 ft., fly 120 ft. (perfect)

Melee mwk longsword +14/+9/+4 (1d8+1/17-20), claw +13 (1d4+1/19-20)

Ranged bomb +17/+12/+7 (7d6+5 fire/19-20)

Special Attacks bomb 16/day (DC 20), deadly throw, fickle attack, mythic spellcasting, sadistic strike, sinfrenzy (gluttony)

Spell-Like Abilities (CL 14th; concentration +15)

3/day—*command* (DC 12)

1/day—*charm person* (DC 12), *death knell* (DC 13), *enthrall* (DC 13)

Alchemist Extracts Prepared (CL 11th)

4th—*cure critical wounds*, *dragon's breath* (DC 16)^{APG}, *fire shield*^M

3rd—*cure serious wounds*^M (2), *displacement*, *fly*^M, *remove disease*

2nd—*cure moderate wounds* (3), *invisibility*^M, see *invisibility*

1st—*crafter's fortune*^{APG}, *cure light wounds* (5), *shield*

M mythic spell

TACTICS

Before Combat Mutasafen drinks a *displacement* elixir, a mythic *fire shield* elixir, a mythic *fly* elixir, and a mythic *invisibility* elixir—he augments *fly* as he drinks in order to gain a +4 bonus on his Reflex saves and as a dodge bonus to AC while flying (these bonuses are not included in the stats above, so remember to apply them while Mutasafen is in flight!).

During Combat Mutasafen

activates his sinfrenzy ability at the start of combat—these adjustments are included in the stats above. Then, if he hasn't had a chance to prepare the effects listed above, he does so. Once he's prepared, he uses bombs against his foes, using the *stinking clouds* created by his gibrileth assistant to conceal himself between attacks.

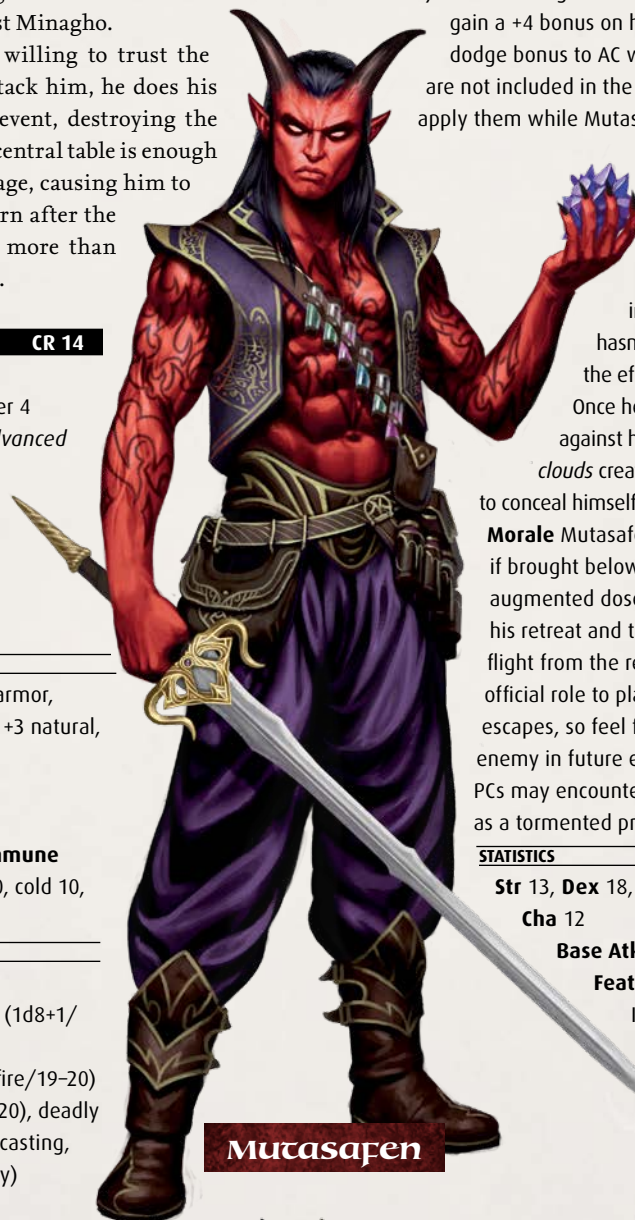
Morale Mutasafen attempts to escape if brought below 50 hit points, using an augmented dose of *invisibility* elixir to cover his retreat and then using *fly* to speed his flight from the region. He has no further official role to play in this campaign if he escapes, so feel free to use him as a recurring enemy in future encounters. Alternatively, the PCs may encounter him in the final adventure as a tormented prisoner of the Storm King.

STATISTICS

Str 13, **Dex** 18, **Con** 24, **Int** 20, **Wis** 14, **Cha** 12

Base Atk +11; **CMB** +12; **CMD** 30

Feats Brew Potion, Dodge^M, Improved Initiative, Iron Will, Mobility, Skill Focus (Craft [alchemy]), Spring Attack, Throw Anything, Toughness^M



Mutasafen

Skills Craft (alchemy) +28, Craft (gem-cutting) +22, Disable Device +20, Fly +28, Knowledge (arcana) +22, Knowledge (dungeoneering) +15, Knowledge (planes) +18, Perception +19, Spellcraft +22, Use Magic Device +18

Languages Abyssal, Common

SQ alchemy (alchemy crafting +11, identify potions), amazing initiative, assured drinker, discoveries (combine extracts, frost bomb, precise bombs [5 squares], smoke bomb, stink bomb), mutagen, mythic craft, poison use, recuperation, swift alchemy, swift poisoning, **Gear** +3 *chain shirt*, mwk longsword, *amulet of natural armor* +1, *belt of mighty constitution* +4, *ring of protection* +2, alchemy kit, formula book (contains all prepared extracts plus 2d4 of your choice for levels 1–4)

GIBRILETH

CR 11

XP 12,800

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

Init +8; **Senses** darkvision 60 ft., scent; Perception +25

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)

hp 137 each (11d10+77)

Fort +14, **Ref** +9, **Will** +10

Defensive Abilities amorphous; **DR** 10/good; **Immune** acid, disease, electricity, poison; **Resist** cold 10, fire 10; **SR** 22

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee +1 *scorpion whip* +18/+13/+8 (1d6+8/18–20 plus disease), bite +12 (1d8+3 plus disease)

Ranged tumor +14 (2d6 acid plus disease)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Special Attacks disease, tumors, whip specialist

Spell-Like Abilities (CL 13th; concentration +16)

At will—*contagion* (DC 17), *grease* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)

3/day—*stinking cloud* (DC 16)

1/day—*summon* (level 4, 1 gibrileth 35%), *waves of fatigue*

TACTICS

During Combat The gibrileth tries to summon another gibrileth on the first round of combat, then uses *stinking cloud* to control the battlefield, knowing that it and Mutasafen are immune to the poisonous vapors. The gibrileth stays mobile as necessary to prevent others from engaging Mutasafen in melee.

Morale Bound to the fane, the gibrileth has no choice but to fight to the death.

STATISTICS

Str 24, **Dex** 19, **Con** 24, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +11; **CMB** +19 (+23 trip); **CMD** 35 (37 vs. trip)

Feats Combat Expertise, Combat Reflexes, Greater Trip, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Fly +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +25, Sense Motive +17, Stealth +14, Survival +17

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ tumors

Gear +1 *scorpion whip*^{UE}

SPECIAL ABILITIES

Disease (Su) Any weapon a gibrileth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrileth or damaged by a weapon it wields is exposed to this virulent disease. The save DC is Constitution-based.

Demonplague: Disease—injury or ingested; *save* Fort DC 22; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con damage and 1d6 Wis damage, and the victim is fatigued if it takes any ability damage from the disease (living corporeal creatures with an Int score of 1 or 2 are transformed into undead plagued beasts if slain by the demonplague—see page 56 of *The Worldwound*); *cure* 3 consecutive saves.

Tumors (Su) As a swift action, a gibrileth can rip a grapefruit-sized tumor from its body with one of its many arms and throw it as a splash weapon with a range increment of 20 feet. A direct hit deals 2d6 points of acid damage to the target, and deals 1d4 points of acid splash damage to all creatures within 5 feet of the target. A creature can avoid the splash damage with a successful DC 22 Reflex save. The save DC is Constitution-based.

Whip Specialist (Ex) A gibrileth does not provoke attacks of opportunity when using a whip.

Treasure: The eight vials on the central table function as double-strength doses of unholy water, and are worth 100 gp each. Among the equipment in the room are enough supplies to assemble four alchemy labs. The supplies also include six alkali flasks^{UE}, 2 doses of *dust of acid consumption*^{UE}, 5 doses of *dust of dryness*, 12 flasks of acid, nine flasks of alchemist's fire, eight flasks of liquid ice^{UE}, seven vials of unholy water, and five vials of shadow essence poison.

Development: If the PCs have been led here by the incubi, they are greeted by Minagho in her disguise as Yaniel—see area A6 for more details.

A6. Minagho's Hideout (CR 16)

This clean and spacious bedroom features a fine writing desk, an antique armoire with rune-carved doors, and a large bed strewn with pillows and silks. Several ripped-out shelves lie stacked against the closed armoire.

Creature: Until recently, this room served the cambion Mutasafen as a bedroom, but when the demon lord Baphomet decided to give the lilitu Minagho one last chance to redeem her reputation after failed her masters by allowing the *wardstone* fragment at Kenabres to be destroyed, she came here and commandeered the room as her own. She's been doing research for the past several weeks or even months, studying what she can about the PCs, for if she can capture or kill them, Baphomet has

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promised to forget her previous failures and return the rule of the ruined city of Raliscrad to her.

Minagho is a powerful foe, but she knows that defeating the PCs is her last chance. She knows they are powerful enemies, and as such she treats them with extreme caution. She expects the PCs to come here soon—especially once she learns of their success at the Ivory Sanctum—and hopes to use the Midnight Fane as a trap to engineer their capture or death, yet her own overcaution after recent failures may prove to be her undoing.

If the PCs agree to be escorted deep into the fane to meet with Minagho, this meeting takes place in area A5. She disguises herself as a paladin, using *seeming* to appear as if she were wearing plate armor and carrying a longsword. She introduces herself as Yaniel, claiming to be the same legendary hero whose armor and sword the PCs may have discovered in previous adventures, and tells the PCs that she's accepted Baphomet as her lord and that they too should switch sides—the Worldwound is destined to win, after all, and the power the PCs will be awarded if they agree is much greater than what their current allies can offer. If the PCs seek proof, she offers to grant one of them a *wish*, using her spell-like ability to do so and claiming that Baphomet granted her this ability in reward for taking him on as her lord. Minagho grants this *wish* with no strings attached if she thinks doing so might get some or all of the PCs to defect. She doesn't actually expect her trick to work, but if she can convince even one PC to switch sides, that will go a long way toward rebuilding her own reputation! This adventure, of course, assumes the PCs avoid this offer—those who do accept Minagho's offer must prove their new loyalty by aiding her in slaying any PCs who refuse.

Of course, the real Minagho remains in area A6 during this meeting—ever cautious, she uses *project image* while peering through a cracked door into area A5 to interact with the PCs. If the PCs wish to attempt to see through her disguise as Yaniel, she gains a +20 bonus on her Disguise check due to her husk link to the real Yaniel (see Development, below).

If the PCs aren't escorted to this meeting, and Minagho instead hears the alarm raised or hears combat break out in area A5, she uses *project image* to project herself, as Yaniel, into area A5 to aid combat with her spell-like abilities. She's not quite ready at this point to face the PCs in combat, and if the PCs confront her in person, she uses a dose of *dust of disappearance* and then flees through the rift in area A8. Once she exits the caves on the far side and gets out of the area of effect of the rift, she teleports to the city of Alushinyrra to plot the next stage of her actions—see Minagho's Desperation on page 25 for more details.

Development: Until he was kicked out by Minagho, Mutasafen kept his personal alchemy tools, journals, and gear in the armoire. He carries this gear with him now. Minagho has ripped out the armoire's shelves, ruining its value as an antique but making room for her to store her favorite husk within. This husk appears as a desiccated human woman; her face is frozen in anguish, her body is twisted in agony, and her flesh is hard and leathery. With a successful DC 25 Knowledge (local) check, a PC recognizes this poor soul as none other than the heroine Yaniel, a paladin who regained her faith after a solo mission into the Worldwound and inspired several ballads. She vanished recently on another trip into the Worldwound—the PCs may well have found clues left behind in the form of her sword, *Radiance*, and her armor. In fact, Yaniel was captured by Minagho and transformed into a husk for use by the demon as a disguise.



MINAGHO

CR 16

XP 76,800

hp 329 (see page 58)

Yaniel

If Minagho is slain, this husk absorbs her death blow, allowing the demon a chance to escape but killing Yaniel—in this case, the wound of the displaced death blow appears on the husk. If Minagho escapes to the Abyss, she's forced to leave this husk behind. Cut off by the planar boundary, it is of no more use to the lilitu while she remains in the Abyss.

Yaniel's husk has hardness 15 and 60 hit points; destroying it allows her to die and go on to the Great Beyond. A better solution, however, is to restore her. With a successful DC 27 Knowledge (planes) check, a character realizes what's happened to her and how to save her. The husk is a curse effect, and any spell like *break enchantment* (DC 18 caster level check) or *remove curse* (DC 26 caster level check) can be used to restore Yaniel to life, although only to the brink of death at –13 hit points. If Yaniel can be stabilized or cured before she dies at this point, she can be saved.

Yaniel's stats are given below, to be used if she's restored to life. She has no clothing or equipment of any kind, and will need to rely upon the kindness of the PCs if she's going to survive the return from her latest long journey into the Worldwound. You can have Yaniel fill in some of the background information about Minagho's past if you wish, but for the most part, since Yaniel's been out of commission for a few years, she's woefully uninformed about the current situation. Her greatest desire is to simply get back to Nerosyan and recover (and perhaps retire from the adventuring life). If the PCs give her gear and support her, however, she may well become a cohort or other strong ally. She may even accompany the PCs into the Abyss if you wish. Alternatively, Queen Galfrey (if she's with the PCs) volunteers to take Yaniel to safety once she helps the PCs close the rift.

If the PCs have recovered her sword and armor, Yaniel is stunned and grateful to see her old equipment, but it is a bittersweet reunion. She notes that the gear belongs to the heroes now—if that makes the PCs uncomfortable, she smiles and then tells them to consider the sword and armor a reward or even a gift for saving her. All she asks is to be able to touch her sword one last time. As she does so, the weapon fully awakens into its true power. After she hands it back to the PCs with a proud smile, *Radiance* now functions as a full-fledged *holy avenger*.

YANIEL

CR 11

XP 12,800

Female human paladin of Iomedae 12

LG Medium humanoid (human)

Init +2; Senses Perception +13

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

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 106 (12d10+36)

Fort +13, Ref +9, Will +12

Immune charm, disease

OFFENSE

Speed 30 ft.

Melee unarmed strike +14/+9/+4 (1d3+2)

Special Attacks channel positive energy (DC 19, 6d6), smite evil 4/day (+3 attack and AC, +12 damage)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*detect evil*

Spells Prepared (CL 9th; concentration +12)

3rd—*dispel magic*, *magic circle against evil*

2nd—*bull's strength*, *resist energy*, *undetectable alignment*

1st—*create water*, *divine favor*, *lesser restoration*

STATISTICS

Str 15, Dex 14, Con 14, Int 10, Wis 8, Cha 16

Base Atk +12; CMB +14; CMD 26

Feats Alertness, Improved Critical (longsword), Improved Iron Will, Iron Will, Power Attack, Toughness, Weapon Focus (longsword)

Skills Diplomacy +12, Heal +11, Knowledge (planes) +5, Knowledge (religion) +8, Linguistics +3, Perception +13, Sense Motive +16

Languages Abyssal, Celestial, Common, Hallit

SQ divine bond (weapon +3, 2/day), lay on hands (6d6, 9/day), mercies (diseased, fatigued, frightened, stunned)

Story Award: If the PCs destroy Yaniel's husk, award them 4,800 for the act of mercy. If instead they save her and restore her to life, award them 12,800 XP, as if they had defeated her in combat.

A7. Ursathella's Lair (CR 13)

The high ceiling of this chamber stretches nearly fifty feet overhead. In the southeast, a three-tiered dais covered with furs and cushions looks out across the room to an area that's been caged off with iron bars. A single locked iron gate provides access to the cage's interior.

A character who succeeds at a DC 35 Perception check notices the secret door in the eastern wall. The cage door is locked (Ursathella carries the key, or it can be picked with a successful DC 40 Disable Device check).

Creature: This chamber serves as the personal quarters of the lamia matriarch Ursathella, once one of Areelu Vorlesh's harem guardians. When Vorlesh's interest in the Midnight Fane grew, she reassigned Ursathella as commander of the area, leaving with her a stack of *scrolls of sending* that the lamia matriarch could use to inform Vorlesh of significant events. Today, Vorlesh is otherwise engaged, and when the fane comes under attack by the PCs and Ursathella uses one of her scrolls to inform her mistress, Vorlesh's reply is terse: "Defend the rift at all costs. I am busy."

Stung by the brief retort, Ursathella spends a few rounds preparing for combat here before she adopts a human

The Midnight Isles

form so she can pass through the corridor to area A8 and help the giants in defending the rift there. She does not come to Minagho's or Mutasafen's aid. She regards the lilitu as a pitiful usurper who remains dangerous even in her weakened state and Mutasafen as a necessary but unpleasant ally. If neither of them can hold off the intruders, so much the better, since if she can stop the PCs (something that should be easier if they've been softened up by others), Vorlesh will surely reward her well.

Ursathella's tactics and plans make some unrealistic assumptions, for her time spent in close proximity to the portal to the Abyss has somewhat unhinged her. The lamia's madness leaves her with an inability to accept developments that don't match her expectations, and the idea that the PCs might retreat and regroup before attacking her is unthinkable. Other ways her madness manifests are mentioned in her tactics below. Feel free to have interactions with her feel off-kilter in other ways. Not every lamia matriarch the PCs meet should present a life or death struggle, after all, but even with her mental deficiencies, Ursathella remains a dangerous foe. The PCs would do well to not underestimate her—as she is destined to do about them.

Ursathella has kept a wide range of “pets” locked in her cage over the years. She currently does not have a victim kept here, unless you wish to have an NPC that's gone missing or perhaps even a PC or cohort who was captured be found here, deep under the effects of the lamia matriarch's mind controlling magic.

URSATHELLA CR 13

XP 25,600

Female lamia matriarch fighter 1/
eldritch knight 5 (*Pathfinder RPG*
Bestiary 2 175)

CE Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft., low-light vision;
Perception +4

DEFENSE

AC 33, touch 14, flat-footed 28 (+7 armor, +4 Dex, +1 dodge,
+8 natural, +4 shield, -1 size)

hp 207 (18 HD; 12d10+1d10+5d10+109)

Fort +16, **Ref** +16, **Will** +16

Immune mind-affecting effects; **SR** 19

Weaknesses unhinged

OFFENSE

Speed 40 ft., climb 40 ft., fly 60 ft. (good), swim
40 ft.

Melee +3 *unholy scythe* +28/+23/+18/+13

(2d4+13/19-20/x4 plus 1 Wisdom drain on first hit
each round), touch +19 (1d4 Wisdom drain+10)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Wisdom drain (DC 23)

Spell-Like Abilities (CL 12th; concentration +19)

Constant—*charm monster* (DC 21), *ventriloquism* (DC 18)
3/day—*deep slumber* (DC 20), *dream*, *major image* (DC 20),
mirror image, *suggestion* (DC 20)

Spells Known (CL 10th; concentration +17)

5th (4)—*cloudkill* (DC 22)

4th (6)—*cure serious wounds*, *unholy blight* (DC 21)

3rd (8)—*fly*, *haste*, *lightning bolt* (DC 20)

2nd (8)—*cure moderate wounds*, *glitterdust* (DC 19),
misdirection, *scorching ray*

1st (8)—*alarm*, *cure light wounds*, *lead blades*^{APG}, *magic*
missile, *shield*

0 (at will)—*bleed* (DC 17), *acid splash*, *detect magic*,
dancing lights, *ghost sound* (DC 17), *mage hand*,
mending, *message*, *read magic*

TACTICS

Before Combat Ursathella casts

misdirection twice per day to help
hide her aura, and *alarm* twice



ursathella

per day on the western portion of area **A8** so that anyone entering the room from those doors triggers a mental alarm in her head. She casts *fly* on herself before entering battle.

During Combat Ursathella casts *haste* on herself in the first round of battle, then uses *unholy blight*, *lightning bolt*, and *scorching ray* to make attacks at range while she flies out of reach. If her enemies use ranged attacks but can't fly themselves, she's fond of dropping a *cloudkill* on them and then preparing actions to attack them as they emerge from the vapors—but she might fly down into the mists to attack PCs if they don't emerge after too long, exposing herself to the spell's effects. She casts *lead blades* as soon as she needs to enter melee combat, but often moves around to attack new foes each round rather than taking advantage of a full attack action. She uses healing on herself when she's reduced to fewer than 50 hit points if she can, but doesn't bother to cast defensively when she does.

Morale Ursathella has a difficult time envisioning a loss in battle, and fights to the death as a result.

STATISTICS

Str 24, **Dex** 19, **Con** 20, **Int** 16, **Wis** 18, **Cha** 25

Base Atk +18; **CMB** +26; **CMD** 41 (can't be tripped)

Feats Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Craft Magic Arms and Armor, Dodge, Improved Critical (scythe), Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (scythe)

Skills Climb +26, Fly +22, Intimidate +28, Knowledge (arcana) +24, Knowledge (dungeoneering) +12, Profession (miner) +25, Spellcraft +24, Swim +26

Languages Abyssal, Common, Draconic

SQ change shape (fixed Medium humanoid form, *alter self*), diverse training, undersized weapons

Other Gear *scrolls of sending* (3); **Combat Gear** +3 *chain shirt*, +3 *unholy scythe*, *cloak of resistance* +2, facial piercings worth 750 gp in all, key to cage

SPECIAL ABILITIES

Unhinged Ursathella's ill-conceived tactics, a product of her madness, reduce her CR by 1.

A8. The Grinder (CR 14)

The ceiling of this vast chamber rises to a height of sixty feet. An immense machine of some sort occupies the center of the room—a frightening-looking contraption of grinding gears, crushing teeth, twisting belts of leather, and shrieking metal that looks almost organic in places. Yet even this strange machine is overshadowed by the spectacle to the east. Here, the room is sheered off by an immense, floor-to-ceiling curtain of churning crimson-and-black fire and electricity that fills the room with a disconcertingly soft whispering sound.

The curtain of fire is a rift between worlds that connects the Material Plane to the Abyss. Although it appears

to be fiery, the portal gives off only a strangely warm exhalation that resembles an almost pleasant tropical breeze. A metallic tang wafts on this breeze, along with the unmistakable stink of rotten flesh. This and the eerie whispers leave little doubt as to the vile nature of the portal. The whispers themselves never quite resolve into intelligible words, but each creature in the room must succeed at a DC 15 Will save at the start of its turn every round or be sickened for 1d6 rounds by the strange sounds. A creature that is already sickened when it fails the DC 15 Will save becomes confused for 1 round. Chaotic evil creatures are immune to this mind-affecting sonic effect.

The machine itself is a magical creation built for the express purpose of grinding raw *Nahyndrian crystals* and reducing them to a fine powder. While the crystals are relatively small and are always fed into the machine one at a time, their hardness and the power required to grind the crystals so finely necessitates this unusually large and noisy device. The eastern end of the machine features a 15-foot-wide “mouth” of teeth that automatically begin chewing and grinding as soon as any object is placed within the opening—that this creates a significant hazard when a small opening for a single crystal would have sufficed is an indication of the mind-set of demonic design. Once an object is pulled inside, it passes through the machine and is pulverized, and is eventually delivered from vents on the west side into a trough for collection.

An unattended object placed in the grinder is ground to powder or paste quickly, taking 6d6+10 points of damage per round. Harder objects take longer to grind, but eventually even something as hard as adamantine or *Nahyndrian crystals* is consumed. If a creature enters the machine or is bull rushed or deposited within the metal maw, the machine immediately attempts to grapple the victim (CMB +25). For the purposes of “noticing” victims, the machine effectively has blindsight and tremorsense. If it grapples a victim, the grinding teeth deal 3d6+10 points of slashing damage. On the next round, if the machine succeeds at a second combat maneuver check to maintain the hold, it pulls its victim inside and begins grinding, dealing the full 6d6+10 points of damage per round (this damage is a combination of bludgeoning, piercing, and slashing). Once a victim is slain, the machine works on the victim's remaining gear—once all gear is destroyed, a slurry of foul-smelling sludge is deposited in the western trough for collection. A victim trapped inside the machine can try to wrest herself free from the machine by damaging the mechanism with a light slashing weapon. The machine's insides have an AC of 15 with hardness 20. Dealing 160 points of damage to the machine causes it to malfunction, and the victim can then climb free from the mechanism.

The machine itself functions as a magic item at CL 20th for the purposes of using magic to disable it. It can also be

destroyed by dealing at least 800 points of damage to it, but the machine has hardness 10 and repairs damage to itself at a rate of 10 hit points per round. A successful DC 35 Disable Device check, which takes 2d4 rounds to attempt, deactivates the machine for 1d4 rounds. If the check exceeds this DC by 10 or more, the machine is deactivated permanently.

Creatures: Two ash giant thugs guard this room at all times. They are, as should be no surprise, quite fond of using combat maneuvers (such as awesome blow, bull rush, or grapple) to knock or push enemies into the grinder. So fond are they of this tactic that on the round immediately following its successful use, both giants spend their entire turn hooting and cheering in triumph as their victim is slowly ground to paste. They do not attempt to push foes into the rift, though, as they prefer to keep their victims here on the Material Plane.

ASH GIANT THUGS (2)

CR 12

XP 19,200 each

hp 196 each (see page 11)

Story Award: If the PCs permanently disable the grinder, award them 9,600 XP.

A9. Disc Generator

The north wall of this otherwise empty room is covered by a strange contraption. Two three-foot-diameter discs of glass float amid a network of glowing metal rods extending from the walls, while between the discs sits a small table covered with glowing runes.

The device in this room is an immense magical generator. A successful DC 25 Spellcraft check reveals the device's function. Manipulating the runes on the table in a precise manner causes a long-lasting *floating disc* to rise up from one of the two glass discs, at which point the *floating disc*'s motions can be programmed. These discs are used to transport *Nahyndrian crystals*, since physical contact with the crystals is debilitating. The discs can be programmed to travel anywhere in the fane, but wink out of existence if they pass through the rift or move farther than area A1.

Treasure: A successful DC 30 Perception check reveals an unusual power source for the disc generator—wedged in a hidden compartment within the control panel is a *ring of force shield*. Removing the *ring of force shield* causes the disc generator to be deactivated until the ring is replaced.

Closing the Rift (CR 15)

The Abyssal rift that exists between areas A8 and A10 appears as a curtain of black-and-red fire and lightning. A creature that touches the rift takes no damage, but a lawful or good creature who does so must immediately succeed at a DC 20 Fortitude save or it's sickened for 1d4 rounds.

A lawful good creature who fails this save is instead staggered for 1d4 rounds. A creature that steps fully into the rift's energies is immediately transported to the rift's opposite side, appearing in a square directly opposite the one at which it entered the rift.

Closing the rift is a three-step process.

Step 1—Defeat Ibaheniel: Nalfeshnee demons see themselves as the protectors of the Abyss, so it should come as no surprise that this rift is guarded by a bloated and powerful nalfeshnee named Ibaheniel. The nalfeshnee spends its time merged with the rift's energies, and allows anyone to come and go through the rift until someone attempts to tamper with the rift, such as by casting spells at it or performing rituals near it. At this point, the nalfeshnee steps out of the rift to attack, fighting to the death. Which side of the rift the nalfeshnee emerges on depends on where it perceives the larger threat to be, but the demon moves back and forth through the rift as needed.

IBAHENIEL

CR 15

XP 51,200

Advanced nalfeshnee (*Pathfinder RPG Bestiary* 65, 294)

hp 231

Step 2—Invoke the Paradox Ritual: The energy contained in the pages taken from the *Lexicon of Paradox* is required to begin the ritual to close the portal. One person must hold a page of the *Lexicon* on the Material Plane side of the rift, and another person must carry a page to the Abyssal side. This adventure assumes Queen Galfrey remains on the Material Plane side to perform this ritual. The ritual requires concentration (as if maintaining a spell effect that requires concentration), but as long as each participant holds a page from the *Lexicon*, no other particular skill is needed at this point. This ritual begins with one of the pages held being thrust into the rift, at which point the rift itself shudders and starts to darken. After both pages have been held in the rift simultaneously for a minimum of 1 minute, the entire portal becomes black and begins to swirl in an angry vortex. At this point, the rift begins emitting bolts of electricity from its surface each round. All creatures within 40 feet of the rift take 4d6 points of electricity damage each round as long as the pages remain inside the rift (Reflex DC 15 half). If one or both pages are removed or the person holding a page is knocked unconscious or killed, the rift immediately reverts to its normal color and the ritual must be started anew.

Step 3—Close the Portal: After the portal turns completely black and begins electrifying things, one of the following spells must be cast at the portal from each side: *dictum*, *dimensional anchor*, *dimensional lock*, *dispel chaos*, *dispel evil*, *dispel magic* (against CL 20th), or *holy word* (at your discretion, similar spells may work as well—this adventure assumes Queen Galfrey casts *dispel evil* on her side). When

one spell is successfully cast, the portal emits a sound not unlike several thousand death shrieks, causing all creatures within 40 feet of the portal to become permanently deafened unless they succeed at DC 15 Fortitude saves. When both spells are successfully cast, the portal suddenly implodes, leaving behind a solid wall that radiates lingering auras of chaos and evil for several days. Both pages of the *Lexicon of Paradise* are destroyed in the process (only to mysteriously reappear in the book 24 hours later), and the two people who were holding the pages in the portal must each succeed at a DC 15 Reflex save or take 6d6 points of damage as their limbs are momentarily crushed by the sudden appearance of the solid wall, then expelled from the wall's space.

Story Award: Closing the rift earns the PCs 19,200 XP. This also counts as a mythic trial.

A10. Arrival Cavern

The walls and ceiling of this natural cavern are encrusted with a tangle of razor-sharp purple crystals, each of which shimmers with a soft, nauseating glow.

The rift along the wall looks identical to the way it does in area A8. Once the rift is closed, the wall that replaces it is of smooth dark stone. In many days' time, it too will be encrusted with the rapidly growing purple crystals. This cavern was once part of a small complex that housed several *Nahyndrian* crystals, but these resources have long since been depleted. The crystals that remain (those forming on the wall grow quickly to human-sized lengths) are eerie, pale reflections of the extracted *Nahyndrian* crystals.

A11. Crystal Cavern (CR 12)

The walls and ceiling of this vast, domed cavern are festooned with tangles of purple crystals. Eight web-filled alcoves line the walls of the cavern at various heights, while a mound of crystals towers twenty feet high in the center of the chamber.

Creatures: Several bebiliths, attracted by the proximity of the portal deeper in the caves, moved into this chamber not long ago. They reached an agreement with the cult of Baphomet after they attacked a group transporting a delivery of *Nahyndrian* crystals only to have half their number slaughtered. The two surviving bebiliths have agreed to attack only those who pass through the cavern without identifying themselves with prayers to Baphomet before entering. The monsters prefer to slay demons (their food of choice), but won't hesitate to attack the PCs as well.

BEBILITHS (2) **CR 10**
XP 9,600 each
hp 150 each (*Pathfinder RPG Bestiary* 32)

A12. Boiling Grotto (CR 12)

The ground drops away here into a lake of what appears to be boiling purple lava. Crystals form on the churning surface below only to be swiftly absorbed back into the mass. The lake curves around out of sight to the left.

The boiling crystals function as lava for the purposes of damage and movement, but the noxious exhalations of the molten crystals fill this entire area with poisonous fumes. The surface of the molten crystals lies 40 feet below, but anyone who enters the cavern above or the smaller ledge around the corner is exposed to the deadly toxin.

Crystal Fumes: Inhaled; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 2 consecutive saves.

Creature: Once, this entire cave system was infested with carnivorous crystals that crept along the walls and fed on any creatures foolish enough to enter the cavern, but today, only one of these fiendish monsters remains, stuck in a cycle of self-consumption whenever it splits apart. It mindlessly slithers out along the walls to attack anyone who enters the area, but ignores creatures that merely pass by. Once it attacks, the fiendish carnivorous crystal relentlessly pursues its prey throughout the caves.

FIENDISH CARNIVOROUS CRYSTAL **CR 12**
XP 19,200
hp 136 (*Pathfinder RPG Bestiary* 3 45, 290)

Treasure: The crystal's lair is on a ledge around the corner from the cave entrance. Here, the only remnant of an ancient meal lies against the wall farthest from the edge—an obsidian *rod of wonder* that the crystal has attempted to consume and then excreted countless times over the past several years.

A13. Depleted Caves

The cult of Baphomet dug out these long caverns years ago. Nothing dangerous dwells here today, but the area is not without danger from other sources. The pool at area A13a is in fact a powerful acid that won't consume stone or crystal but swiftly damages all other objects placed within it (*Pathfinder RPG Core Rulebook* 442). The mound of rubble at area A13b leads to a narrow tunnel that once led to an observation post and allowed guards to move back and forth between this area and area A10, but the exit into area A10 has become overgrown with crystals that must be smashed through in order to pass through (hardness 8, hp 45, break DC 26).

A14. Exit

The cavern opens up here, providing an exit to the surface of the island of Vazglar of the Midnight Isles.

Part 2: The Porphry City

As the PCs step out of the caves and into the jungles of the island of Vazglar, give them a few moments to realize they're in a new reality. Make sure you're familiar with the Midnight Isle planar traits listed below, and use the Ten Abyssal Traits notes in the foreword to help bring home the fact that the PCs have left the Material Plane behind.

This adventure assumes Queen Galfrey stays behind on the Material Plane to tend to the war effort there, and with the possible exception of Arueshalae's anarchic gift linking her to one or more PCs via telepathy, the PCs aren't accompanied by any allies. The link with Arueshalae should be quite helpful, for she can attempt Knowledge checks or otherwise simply advise the PCs on how to accomplish their goals here in the Abyss. Feel free to use this link as you see fit to keep the PCs on track or to suggest next steps.

As detailed earlier, the PCs have two goals here on the Midnight Isles: preventing Noctricula from allying with Deskari and Baphomet, and stopping the flow of *Nahyndrian crystals*. The adventure assumes the PCs attempt these tasks in the order listed, for determining the location of the Nahyndrian mine without Noctricula's aid may be difficult. Both Galfrey and Arueshalae can suggest this order of tasks.

MIDNIGHT ISLE PLANAR TRAITS

The Midnight Isles are part of the Abyss, but as with all Abyssal realms, the exact nature of this region's planar traits vary slightly from the standard traits for the Abyss as detailed in the *Pathfinder RPG GameMastery Guide*. The Midnight Isles have the following planar traits.

Divinely Morphic and Sentient: Noctricula can alter the Midnight Isles at will, as can the Abyss itself, but she generally avoids doing so as she is quite pleased with the shapes her defeated foes have assumed.

Strongly Chaos-Aligned and Strongly Evil-Aligned: A –2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks attempted by creatures that aren't chaotic or evil. The penalties for the chaotic and evil components of the alignment trait stack.

Enhanced Magic: Spells and spell-like abilities with the chaotic, evil, or darkness descriptor or of the shadow subschool are enhanced.

Impeded Magic: Spells and spell-like abilities with the lawful, light, or good descriptor are impeded.

Finite Shape: The Midnight Isles are a large collection of islands found within a shallower portion of the Abyssal ocean of Ishiar. The border between the ocean surrounding the Midnight Isles and Ishiar manifests as a the seabed suddenly dropping several vertical miles. Though no visible border exists on the surface, the edge of the Midnight Isles extends roughly 300 miles from the isles' shores.

Illumination: The concept of "daytime" doesn't exist on the Midnight Isles. The sky above the isles is always night,

with 8 hours lit by a full and unusually large "moon" and 8 hours of darkness lit only by strange, starlike points of light above and pale, luminous ribbons that slither through the sky. The light provided by this moon is relatively bright, equivalent to normal light but never to bright light. After the moon sets, the stars and luminous ribbons provide dim light. Now and then, thick clouds or mists form over the isles, reducing illumination by one step. Of course, the "moon" and "stars" themselves do not actually exist—they are merely figments of Noctricula's desires for her realm, and no attempt to reach either can ever succeed.

Time: Although time runs normally on the Midnight Isles, a "day" consists of only 16 hours (8 hours of moonlight and 8 hours of true night). All durations and effects listed as lasting per day should be interpreted as lasting 24 hours rather than the shorter duration of a day on this Abyssal realm.

EXPLORING AND ESCAPING VAZGLAR

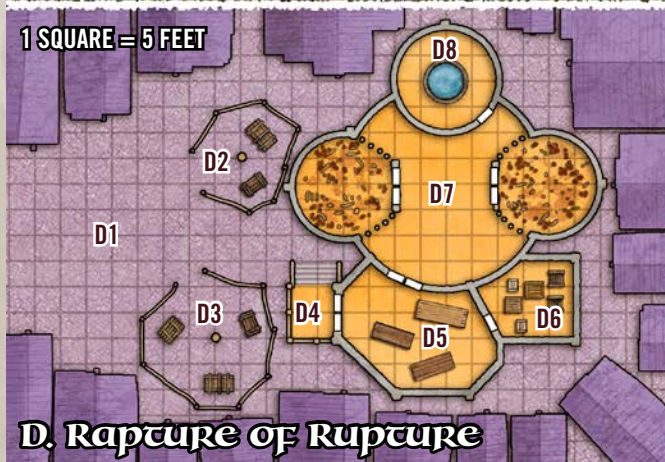
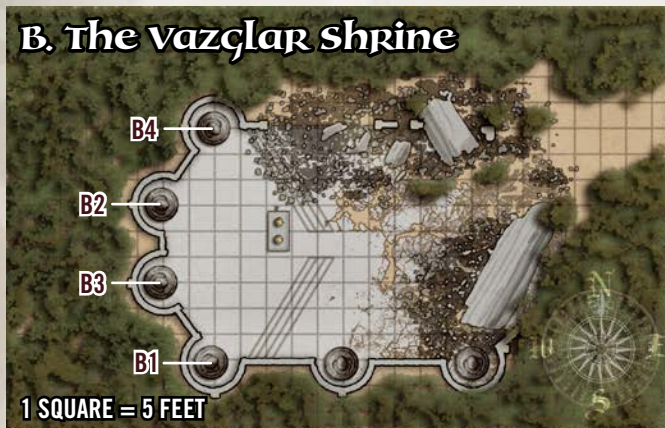
The island the PCs find themselves on is a mostly abandoned isle named Vazglar, a realm forged from the remains of a demon lord of jealousy, ruined cities, and loss. The isle itself is covered with steaming tropical jungles pierced in a dozen places by spire-like barren pinnacles of black rock that extend for miles into the sky above. Fiendish rocs and other flying monsters dwell in the caves near the peaks of these pinnacles, while the jungles below are infested with demons, bebiliths, and worse. The cave exit from area **A14** is at the base of one of these spires, and the narrow trail that leads away becomes overgrown by the jungle after a mere 200 feet. With a successful DC 30 Survival check, a character notes faint traces of footprints in the clearing just outside of area **A14**, but as Hepzamirah's minions use flight to come and go from the isle when transporting *Nahyndrian crystals*, there is no trail to follow for long.

The PCs may feel overwhelmed at this point with their options. With a successful DC 30 Knowledge (planes) check, a character identifies which of the Midnight Isles they have arrived at, but this does little more than confirm that they are approximately 600 miles away from their first goal, the city of Alushinyrra. *Greater teleport* can certainly serve to get the PCs to Alushinyrra (Arueshalae can provide the PCs a detailed enough description of the city that they can use *greater teleport* to arrive at the Plaza of the Moon).

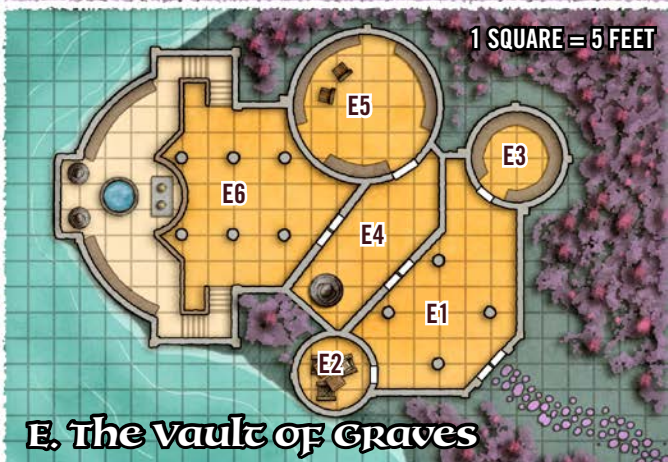
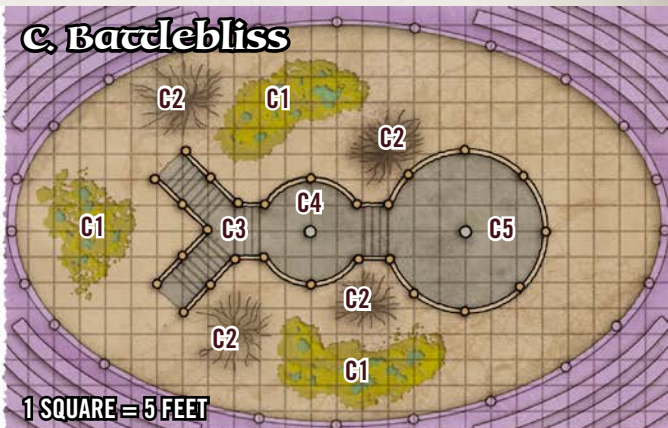
If the PCs lack a means of teleportation, another route exists in a ruined shrine near where they first emerge onto Vazglar. If the PCs use divination magic to seek a route to Alushinyrra, you can use the results to guide them toward this shrine. The shrine itself is one of the largest nearby ruins, in any event, and should make a logical place to set out for since its ruined spires are visible from the cave exit.

While this adventure assumes the PCs don't attempt to reach Alushinyrra on foot or via ship, there's no reason either of these methods can't work, although since Vazglar's

B. The Vazglar Shrine



C. Battlebliss



one of the uninhabited islands, there are no settlements where the PCs could buy passage on a ship. Constructing a ship and evading the strange creatures that dwell in the Vazglar jungles and the sea could make an exciting adventure, but are beyond the scope of this adventure.

B. The Vazglar Shrine (CR 14)

A partially collapsed temple of gray stone looms out of the damp jungle. To the east and north, the temple's walls have collapsed into rubble that has been overtaken by creeping vines, but to the west and south the building remains standing, its stone walls rising nearly a hundred feet high, with a partial dome still stretching over the ruins below. A single bloodstained altar stone lies within, and six statues of a beautiful demonic woman in different poses sit in alcoves along the surviving walls.

When Vazglar first formed, Noctacula awarded its rule to a succubus named Ilsanya—a creature whose morose and dark moods were well-suited to an island that arose from the remains of a demon lord of loss and jealousy. Unfortunately, Vazglar was also the lord of ruined cities, and his legacy brought no end of peril and danger to Ilsanya's attempts to "civilize" the isle. Eventually, she

succumbed to her own jealousy over Noctacula's beauty and committed suicide in this very shrine. Her body was consumed by predators, and now all that remains is her tenacious bloodstain on the altar itself.

The statues are representations of Noctacula. The statues along the inner wall (statues **B1–B4**) each depict her in a different pose, and each depiction bears a different engraving at its base written, in Abyssal. The statues along the side walls (including two that have crumbled to rubble) are identical, depicting her with wings and arms outstretched as if to welcome the visitor into an embrace.

The statues hold a secret to opening a portal to the Plaza of the Moon in Alushinyrra. Ilsanya used this portal to transport fresh slaves and supplies from the city, but it has not been activated in thousands of years. Each statue radiates strong conjuration (teleportation) magic, and each must be activated in the proper order (**B1, B2, B3**, and finally **B4**) for the portal to open. Activation requires either a spell or a particular activity. A successful DC 30 Use Magic Device check can activate a statue without the proper method of activation. A successful DC 30 Spellcraft check made while examining the statues suggests that a certain type of spell is required to activate each, and a successful DC 40 Spellcraft check reveals the exact type of spell required to activate a

statue. Finally, a successful DC 30 Knowledge (religion) check suggests the proper order to activate the statues by bringing to mind an old adage of her faith that lays out the proper steps to performing a ritual assassination in her name—lie in wait in hiding (statue **B1**), present yourself to seduce (statue **B2**), strike the killing blow when the target is enthralled (statue **B3**), and then offer the target's heart to the Lady in Shadow (statue **B4**).

The four unique statues, their engravings, and their methods of activation are as follows.

B1. This statue depicts Nocticula with her arms, wings, and tails wrapped tightly around her body. The engraving reads, "In the darkness, our lady is unseen yet not unknown." To activate this statue, one must either cover the statue's eyes for a full round or must target the statue with any spell bearing the darkness descriptor.

B2. This statue depicts Nocticula with a coy smile on her lips and her hands resting suggestively against her body. The engraving reads, "To know our lady's kiss is to know the truest form of bliss." To activate this statue, one must kiss the statue on the lips or target it with a spell with the mind-affecting descriptor.

B3. This statue depicts Nocticula taking aim with her hand crossbow, her expression cold and calculating. The engraving reads, "To know death at our Lady's will is to become one with her world." To activate this statue, one must smear blood from a living creature on the statue or target the statue with a spell with the death descriptor.

B4. This statue depicts Nocticula holding what appears to be a human heart above her head, a look of exaltation on her face. The engraving reads, "Our lady in triumph as the seed of a new Midnight Isle is harvested." To activate this statue, one must offer a prayer to Nocticula (a chaotic or an evil act, depending on the nature of the prayer) or target it with a spell with the chaotic or evil descriptor.

Once a statue is activated, dozens of red runes begin to glow on the statue's wings. These runes continue to glow for 8 hours, after which point they fade. Once all four statues' wing runes glow, the air before the altar stone ripples, then peels open like curtains parting to create an ovoid portal through which a strange purple city can be seen. The portal remains open for 1 minute before closing, at which point the ritual to open it must be repeated. Any creature that touches the portal finds itself instantly transported to the Plaza of the Moon in Alushinyrra.

Creatures: If any statue is activated out of order, all currently active statues deactivate and a hideous whispering roar tears through the ruins. One round later, almost liquid-appearing shadows pour into the ruins from all around. These shadows swiftly coalesce into eight advanced shadow demons who immediately attack the PCs. The demons attempt to use *magic jar* on as many PCs as possible. If they manage to possess all of the PCs, they

cease their attacks and use the PCs to perform the ritual to open the portal and then step through the portal to Alushinyrra in order to escape their bondage on Vazglar. If only some of the demons possess PCs, those who do try to capture the others alive so that they can carry them through the portal. While this is certainly one way to make the trip to Alushinyrra, the PCs arrive in the city in this case as prisoners. What the demons do with the PCs is up to you, but eventually they should bring their PC captives to Battlebliss, where they sell the PCs off as gladiators.

There's essentially an infinite number of shadow demons that can be conjured via misuse of the portal ritual, but the PCs should only earn XP for the demons once.

ADVANCED SHADOW DEMONS (8)

CR 8

XP 4,800 each

hp 73 each (*Pathfinder RPG Bestiary* 67, 294)

Story Award: If the PCs open the portal without having to fight the shadow demons, award them 38,400 XP (as if they had defeated the demons).

ALUSHINYRRA

Once the PCs arrive in the city of Alushinyrra, they may well be overwhelmed by its scope and size. Here, demons rub shoulders with planar travelers, and while combat is commonplace when disagreements arise, there is generally no punishment for it unless a combatant severely damages or destroys a building or other structure in the city.

Allow the PCs to set their own pace in the city as they explore. You can use the table on page 24 to randomly generate encounters for the PCs to witness or take part in as you wish, and when they grow tired, there are always numerous inns and taverns (or even brothels) available where they can retire to rest and recuperate. Most of these establishments are pricey (costing up to 10 times the prices listed in the *Core Rulebook*), but they're also relatively safe, since Alushinyrra, despite being located in the Abyss, is by Nocticula's decree open to all visitors.

More details on Alushinyrra, including a map, can be found in the article that begins on page 64.

ATTRACTING NOCTICULA'S ATTENTION

Nocticula is a powerful demigod, yet she is not omniscient. Countless suitors, visitors, enemies, allies, and more vie for her time, so in order to attract her attention, the PCs must build up their notoriety in the city. This is tracked by a Notoriety score shared by the entire party. When the PCs first arrive in the city, they have a Notoriety score of 0. As they explore Alushinyrra and take actions, this score increases. If the PCs ask for advice from an ally like Arueshalae (or if they cast the right divination spells and ask the right questions), they can learn that simply picking

fights with creatures in the city is a very slow way to build up enough Notoriety. They need to do things that set them apart as forces to be reckoned with, but at the same time they should avoid taking actions so extreme that their excessive Notoriety score prompts Noctacula or one of her agents (like Shamira) to step in and put the PCs down rather than talking to them. Start small, Arueshalae suggests. Ask around the city for opportunities to build up one's notoriety, but don't go over the top. Once the PCs' Notoriety score reaches 40 or higher, Noctacula takes notice (see page 31).

A PC who uses Diplomacy to gather information, uses Knowledge (local) to learn about the nature of things in the city, or casts spells like *divination* can learn some or all of the following bits of specific advice. You can either roll a random bit of advice or pick one that seems appropriate. The first two methods to gain Notoriety listed on the table detail the amount of Notoriety gained from that method, and the remaining four methods are detailed in their encounter descriptions.

OPPORTUNITIES FOR NOTORIETY

d6	Opportunity
1	Show Your True Colors: Openly displaying affiliation with lawful or good deities and organizations slowly increases the PCs' Notoriety score by 1 per day, but it also increases the number of conflicts with locals. This method cannot increase the PCs' Notoriety score above 20.
2	Get into Fights: Picking fights with demons and other denizens of the city slowly increases the PCs' Notoriety, provided the fights are public and memorable. Winning a fight in a public area increases the PCs' Notoriety score by 1. This award increases to 3 if the PCs use performance combat (<i>Pathfinder RPG Ultimate Combat</i> 153–157) to make the observing crowd friendly, or to 6 if they make the crowd helpful. This method cannot increase the PCs' Notoriety score above 30.
3	Entertain at Rapture of Rapture: Providing entertainment for one of the city's numerous aristocrats can increase one's Notoriety. Such entertainment can include all manner of activities, as long as the entertainment provided is memorable and extreme. The succubus Vellexia is one such aristocrat, but rumor has it her recent call for skilled artists and performers at Rapture of Rapture has resulted only in her increasing disappointment. If someone could break her string of disappointments, her word carries much weight among the city's elite. See page 28 for more details.
4	Fight in Battlebliss: Surviving a key battle in one of the city's numerous arenas can result in a large boost to the PCs' Notoriety Score. In particular, the

four-armed incubus Gelderfang has become quite well known at the arena known as Battlebliss. Defeating him would be a major step toward gaining Notoriety. See page 26 for more details.

- 5 **Defeat Minagho:** If Minagho survived her first encounter with the PCs in the Midnight Fane, the PCs can learn she's in Alushinyrra as well and has been asking around about the PCs. Minagho has a reputation in the city already, and defeating her will certainly catch some attention.
- 6 **Meet with Shamira:** Arrange an audience with Shamira, the ruler of the isle of Alinythia and the city of Alushinyrra. Her power is second only to Noctacula's, although in return for whispering in Noctacula's ear, she may ask for more than a mortal is willing to give.

ALUSHINYRRA ENCOUNTERS

There's plenty for the PCs to do in Alushinyrra, from shopping to sight-seeing to drinking to gambling to all manner of vices. One can even rent workshop space for crafting magic items or researching spells. Such space generally costs about 250 gp per day. Of course, time spent in the Porphyry City is also time spent in a dangerous realm. The following encounter table provides numerous short descriptions of possible scenes or encounters the PCs can experience in the city—the higher one rolls, the more dangerous and likely to become a combat an encounter gets. Roll for an encounter as often as you wish. Note that if the PCs aren't disguised as demons (see page 66), all encounter rolls on the following table should be modified by +40, Alushinyrra's danger rating.

ALUSHINYRRA ENCOUNTERS

d%	Encounter	Avg. CR	Source
01–15	2d6 cambions	7	Page 84
16–25	2d6 shadows	9	<i>Bestiary</i> 245
26–55	Eager merchant	Varies	See below
56–65	Minor rumor	Varies	See below
66–70	Major rumor	Varies	See below
71–75	1d6 shadow demons	10	<i>Bestiary</i> 67
76–85	2d4 succubi	11	<i>Bestiary</i> 68
86–90	1d6 greater shadows	11	<i>Bestiary</i> 245
91–125	Roll on Abyss Encounters table	Varies	Page 83
126–132	1 adult fiendish umbral dragon	15	<i>Bestiary</i> 2 102, 293
133–139	1d6 thanadaemons	16	<i>Bestiary</i> 2 74
140	Shamira	25	Page 68

Eager Merchant: Encounters with merchants are usually with cambions, but they can also be with mercanes, tieflings, or even humanoids. All are eager to sell their wares, which can range from mundane foodstuffs to slaves

to larvae to magic items. These items are generally offered at 20% off the normal price; what exactly the merchants have to sell is left to you. A PC who buys something may be able to learn a bit of information from Alushinyrra, as if you rolled a minor rumor.

Minor Rumor: The PCs overhear some minor bit of interesting information about the city of Alushinyrra. Use these results to give the PCs pieces of information about the city that you feel they'd be on the lookout for.

Major Rumor: This is similar to a minor rumor, save that it should be information the PCs can directly use to find opportunities to increase their Notoriety score. Point them at Battlebliss or Rapture of Rupture, or maybe even let them hear that Minagho is in town and is looking for a group of heroes who match the PCs description.

Roll an Abyss Encounter: Roll an encounter on the Abyss Encounters table, which appears on page 83.

Shamira: An encounter with Shamira could be nothing more than her passage through the area, along with her entourage of sycophants, slaves, and guardians, or at your discretion it can be a more personal encounter akin to the one detailed on page 31.

Minagho's Desperation (CR 16 or 17)

If Minagho escaped death at the PCs' hands in the Midnight Fane, she travels to Alushinyrra to regroup and set new plans in motion. She spends most of her time researching what she can about the PCs by trading her own skills and magic with various seers, soothsayers, and oracles in the city. She's not encouraged by what she learns, and in the end she seeks out a deadly assassin to do the job for her. The assassin she chooses is a strange and monstrous creature—a shadowy half-breed from the First World named Nezirrius. This creature is part shadow demon and part ankou, a sinister fey creature associated with darkness and slaughter merged with an even darker demon of envy and murderous hatred.

Nezirrius, as it turns out, is something of a pragmatist and realist. When Minagho contacts her, paying for the half-invidiak's services with her *ring of spell storing*, Nezirrius is intrigued. She'd heard of Minagho, of course, and knew the lilitu was even more powerful than herself—or so she had assumed. She did her own research and learned of Minagho's fall from favor, and while she believes she's more than capable of taking out the PCs if it comes to that, Nezirrius has become equally intrigued by the possibility of betraying Minagho and claiming her remains as a trophy.

The point at which Nezirrius confronts the PCs is left to you. She might do so while the PCs are out exploring, dealing with another encounter, or even while they're resting in a tavern. When she first contacts them, she

appears via teleportation and greets the PCs with a chilling smile. She does not hide her purpose. She openly admits that she's been hired by Minagho to slay the PCs, but before she follows through, she gives the PCs a chance to outbid the lilitu. If the PCs agree to give Nezirrius a gift of equal or greater value than Minagho's payment (any magic item or combination of items worth 50,000 gp or more will do), the treacherous half-fiend ankou leads the PCs to Minagho's current location and even aids them in finishing the job of murdering her—provided Nezirrius can claim Minagho's body as a prize.

Of course, even if the PCs agree, they should watch their backs. At your discretion, Nezirrius may try to attack them once the fight is over. Likewise, the demon fully expects the PCs to betray her, so she won't let her guard down until she's well away from the PCs if they allow her to claim her trophy.



Nezirrius

Minagho's hideout is, ironically, the caves back on Vazglar. She moves into these caves not long after the PCs arrive in Alushinyrra, and it is to these caves that Nezirrius eventually leads the PCs to attack her. As a result, you should hold off on introducing this encounter until a few days pass to allow Minagho a chance to move back into the caves. At your discretion, though, Minagho may instead have a hideout in the city, such as in a suite of rooms on the top floor of an exclusive brothel or in a small dungeon complex below a slaver's shop.

NEZIRRIUS

CR 17

XP 102,400

Half-invidiak ankou (*Pathfinder RPG Bestiary* 4 10, *Pathfinder Campaign Setting: Demons Revisited* 30)

CE Large outsider (augmented fey, extraplanar)

Init +12; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE

AC 34, touch 21, flat-footed 22 (+12 Dex, +13 natural, -1 size)
hp 175 (14d6+126)

Fort +12, **Ref** +21, **Will** +14

DR 10/cold iron and magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 28

OFFENSE

Speed fly 90 ft. (perfect)

Melee bite +20 (1d8+10), 2 claws +20 (1d6+10), tail slap +15 (1d8+6 plus bleed), 2 wings +15 (1d6+6 plus bleed)

Ranged *stalker's crossbow* +22/+17 (2d6+3/17-20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bleed (2d6), cold iron killer, shadow doubles, smite good 1/day, sneak attack +3d6

Ankou Spell-Like Abilities (CL 15th, concentration +24)

At will—*deeper darkness*, *ray of exhaustion* (DC 22), *silence* (self only)

3/day—*dimensional anchor*, *greater teleport*, *true seeing*

1/day—*circle of death* (DC 25), *discern location*, *prismatic spray* (DC 26)

Half-Invidiak Spell-Like Abilities (CL 14th, concentration +23)

3/day—*darkness*, *shadow conjuration* (DC 23), *unholy aura* (DC 27)

1/day—*blasphemy* (DC 26), *blur*, *greater teleport*, *magic jar* (DC 24), *unholy blight* (DC 23)

TACTICS

Before Combat Nezirrius activates *true seeing* and *blur*.

During Combat Nezirrius begins combat with a sneak attack delivered via her crossbow, then focuses her following attacks on the same target, making rapid shots if she can. As soon as a group of enemies are in the right formation, she uses *prismatic spray* on them. She saves *blasphemy* for when she's surrounded by foes, then switches to melee attacks thereafter. If she's aiding the PCs in a fight against Minagho, Nezirrius uses *dimensional anchor* to prevent

the lilitu from fleeing before moving in to flank with a PC to make a full attack on her ex-employer. For her part, Minagho focuses her attacks on Nezirrius in this case, so enraged is she at this betrayal.

Morale Nezirrius teleports away to safety if reduced to fewer than 40 hit points. Each time after she recovers, she attempts to slay her enemy again and again, using *discern location* to find out where they are.

STATISTICS

Str 26, **Dex** 34, **Con** 26, **Int** 19, **Wis** 21, **Cha** 29

Base Atk +7; **CMB** +16; **CMD** 38 (can't be tripped)

Feats Deadly Aim, Point-Blank Shot, Rapid Reload (light crossbow), Rapid Shot, Toughness, Weapon Finesse, Weapon Focus (light crossbow)

Skills Acrobatics +29, Bluff +26, Fly +35, Intimidate +26, Knowledge (local) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +22, Sense Motive +22, Stealth +25

Languages Common, Sylvan, can't speak; telepathy 100 ft.

SQ ghostly form

Combat Gear 10 +1 human-bane bolts, 10 +1 elf-bane arrows, 10 +1 good-outsider-bane arrows; **Other Gear** *stalker's crossbow* with 20 bolts, *amulet of mighty fists* +2, *ring of spell storing* (cure critical wounds, cure light wounds)

SPECIAL ABILITIES

Ghostly Form (Su) Nezirrius can become incorporeal (including all of her gear) for 14 rounds per day as a swift action—returning to solid form is a free action. The rounds per day need not be consecutive. This ability cannot be activated in areas of bright light, and while in ghostly form she cannot enter such an area.

Story Award: If the PCs defeat Minagho, their Notoriety score increases by 10. If they slay Nezirrius, word of this spreads as well—this deed also increases their Notoriety score by 10.

C. Battlebliss (CR 16)

Many arenas can be found in Alushinyrra, but most are located within the district known as Battlebliss. With a battle arena measuring just over 130 feet across at its widest point, Battlebliss is one of the smaller arenas in Alushinyrra, but it is also one of the city's most exclusive. Its clients are universally powerful cambions and other demons, or visiting humanoids of great power eager to witness particularly gory or deadly battles. Owned and run by a heavily tattooed and quite obese cambion named **Irmangaleth** (CE male cambion bard 16), Battlebliss accepts any challenger who wishes to step into a battle. There are no real rules for these battles, other than a demand to put on a good show.

Creature: Currently, the arena's greatest draw is a particularly deadly four-armed incubus named Gelderfang, a violent demon whose favored method of

The Midnight Isles

delivering a coup de grace has earned him both his arena name and a large amount of notoriety. Challengers who wish to fight Gelderfang quickly draw a crowd. When the PCs approach Irmangaleth and ask to take part in the arena, he asks them to fight the incubus if they don't suggest this course of action themselves. Once the deal is struck, Irmangaleth schedules the fight for the next moonrise. The event draws a huge crowd, and if the PCs haven't yet defeated Minagho, she may be among the spectators and may even move down to attack the PCs in the arena after they defeat the incubus—an act the crowd reacts to very poorly. If the PCs have made the crowd at least friendly by using performance combat, Minagho persists in the attack against the PCs for only 1d3 rounds before she teleports away to reconsider her next course of action.

At the start of the fight, Gelderfang teleports into position at area C5 and raises his arms high, eliciting a delighted roar from the crowd. Irmangaleth informs the PCs that they can begin anywhere in the arena other than on the raised platform. The fight begins when Irmangaleth blows the ceremonial horn (an immense instrument that was crafted from a behemoth's horn), and ends when all of the enemies on one side are dead.

Certain areas of Battlebliss's arena floor require special note, as detailed below.

C1. Mire: These areas of ground are soggy and marshy. Each is a 10-foot-deep patch of quicksand (*Core Rulebook* 427) with a layer of green slime (*Core Rulebook* 416) growing on the bottom.

C2. Poisonous Bramble: These dead-looking plants are adorned with thumb-sized, razor-sharp thorns. The brambles are difficult terrain, and deal 1d6 points of piercing damage to any creature that moves into one of them. In addition, the brambles are venomous, having the same effect as shadow essence poison (*Core Rulebook* 560).

C3. First Tier: The central structure is made of stone. This first landing where the stairs converge is 5 feet off the ground. Any creature that ends its turn standing on this tier heals 3d8+5 hit points.

C4. Second Tier: This landing is 10 feet off the ground. A creature that ends its turn standing on this tier gains a +2 dodge bonus to AC.

C5. Third Tier: This landing is 15 feet off the ground. A creature that ends its turn standing on this tier gains a +4 bonus on attack rolls for 1 round.

GELDERFANG

CR 16

XP 76,800

Male incubus fighter 8/champion 4 (*Pathfinder RPG Bestiary* 373, *Pathfinder RPG Mythic Adventures* 20)

CE Medium outsider (chaotic, demon, evil)

Init +16^M; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 30, touch 14, flat-footed 26 (+10 armor, +4 Dex, +6 natural)

hp 244 (16d10+156)

Fort +18, **Ref** +8, **Will** +10; +2 vs. fear

Defensive Abilities bravery +2, hard to kill;

DR 10/cold iron or good; **Immune**

electricity, poison; **Resist**

acid 10, cold 10, fire 10;

SR 17

OFFENSE

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



Gelderfang

Melee +3 *scizore* +27/+27/+22/+17 (1d10+16/19–20), +2 *shotel* +24 (1d8+7/×3), +2 *trident* +24 (1d8+7), slam +21 (1d4+6)

Ranged net +20/+15/+10/+5 (special damage)

Special Attacks fleet warrior, mythic power (11/day, surge +1d8), pain redoubled, precision, punishing blow, sudden attack, weapon training (close +1)

Spell-Like Abilities (CL 8th, concentration +24)

Constant—*tongues*

At will—*charm person* (DC 17), *detect thoughts* (DC 18),

greater teleport (self plus 50 lbs. of objects only),

suggestion (DC 19)

1/day—*crushing despair* (DC 20), *summon* (level 3, 2 schirs 40%)

TACTICS

During Combat Gelderfang has no interest in summoning allies, and prefers not to use his spell-like abilities (although he might use *suggestion* to get an enemy to wade into a pool of quicksand). He knows all of the effects of the three platforms, and moves to them as appropriate when he wants the bonuses. He throws his net on the first round of combat, and if he entangles a foe, he rushes up to make a full attack on the following round. Gelderfang is fond of expending uses of mythic power to use sudden attack. He certainly uses performance combat as appropriate to gain the crowd's favor.

Morale Gelderfang fights to the death.

STATISTICS

Str 30, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 23

Base Atk +16; **CMB** +26; **CMD** 40

Feats Dazzling Display, Deadly Stroke, Exotic Weapon

Proficiency (net, shotel), Greater Weapon Focus (*scizore*), Improved Critical (*scizore*), Improved Initiative^M, Power Attack, Shatter Defenses, Toughness^M, Two-Weapon Fighting, Weapon Focus (*scizore*), Weapon Specialization (*scizore*)

Skills Acrobatics +22, Fly +22, Intimidate +25, Perception +21, Perform (act) +22, Sense Motive +21

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

SQ amazing initiative, armor training 2, change shape (Small or Medium humanoid, *alter self*), display of Charisma, recuperation

Gear +4 glamerer breastplate, +3 *scizore*^{UE}, +2 *shotel*^{UE}, +2 *trident*, belt of incredible dexterity +2

Story Award: If the PCs defeat Gelderfang in the arena battle, their Notoriety score increases by 10. This award increases if the PCs use performance combat to woo the audience (*Ultimate Combat* 153–157). Making the crowd friendly increases their Notoriety score by 15; making the crowd helpful increases their Notoriety score by 25.

D. Rapture of Rapture

This domed building of deep red porphyry is located in the Fleshmarkets at the heart of a tangled warren of buildings and sleazy marketplaces. The PCs can hear

of Rapture of Rapture if they seek opportunities to “get noticed” or otherwise establish themselves in the city. They are directed to “follow the pointing doves of the Fleshmarkets.” Finding Rapture of Rapture is relatively easy once the secret is known—agents of the locale's proprietor maintain a network of “signs” in the form of doves nailed to lintels or posts, their wings spread and decapitated heads replaced by pointing talons. Following these pointing talons brings the traveler to a dead-end cul-de-sac after 1d6 hours of winding through the maze-like alleys.

Rapture of Rapture itself is run by an unusually subtle succubus wizard named Vellexia. Despite her conservative dress and soft voice, she is as deviant as succubi come, and she is quite fond of incorporating polymorph spells into her sexual escapades. As one of Alushinyrra's aristocrats, Vellexia enjoys slumming in the Fleshmarkets and toying with would-be performers. Those she finds particularly entertaining earn offers to perform at her manor at the Terrace of Favored Mistresses, but very few who accept this offer are seen again. The fact that those few who survive this invitation emerge wealthier and more powerful thanks to Vellexia's gifts and favors, however, ensures there is no shortage of eager new entertainers seeking their “big break” at Rapture of Rapture.

Areas of particular note around and within Rapture of Rapture are detailed in brief below.

D1. Rapture Market: This plaza is always crowded with desperate performers and beggars eager to earn the right to show their stuff to Vellexia. Most of them are ignored and eventually give up, starve to death, or are beaten to death by frustrated fellow performers. None of the people gathered here are of particular note, and none of them approach closer than within 10 feet of the two tents or of area D4.

D2. Rapture Peddler (CR 10): A single night hag named Grezadni runs this tent, serving as a merchant of fine instruments and other tools of the performer's trade. At your discretion, magical items like *harps of charming* or *pipes of the sewers* might be purchased here.

GREZADNI

CR 10

XP 9,600

Advanced night hag (*Pathfinder RPG Bestiary* 215, 294)

hp 108

D3. Rapture Scheduler (CR 11): A sign written in Abyssal hangs over this tent entrance, proclaiming “Appointments.” The tent is staffed by several succubi charged with weeding out those worthy of performing for Vellexia. Applying for an appointment is a simple task. A PC must attempt a Bluff, Diplomacy, or Perform check. On a result of DC 20 or higher, the succubi are impressed

enough to schedule an appointment with Vellexia within 1d6 days. On a result of DC 30 or higher, they are impressed enough to schedule an immediate appointment. They inform Vellexia telepathically, then ask the PCs to proceed into the central dome.

SUCCUBI (4) CR 7

XP 3,200 each

hp 84 each (*Pathfinder RPG Bestiary* 68)

D4. Entrance: The doors to Rapture of Rapture are unlocked, but should the PCs approach without first making an appointment at area **D3**, the succubi from that area intercept them and explain the procedure. If the PCs refuse to schedule an appointment, the succubi attack at once.

D5. Reception (CR 12): The PCs are greeted upon entering Rapture of Rapture by a single coloxus named Ooroon who bows low and asks each PC what form of entertainment they bring for the Mistress of Raptures. He telepathically communicates the answer to Vellexia, then allows her a few rounds to prepare herself (as detailed in her tactics) before escorting the PCs through the doors into area **D7**. He does not remain in the Performance Hall, but returns to aid Vellexia if there is trouble.

OOROON CR 12

XP 19,200

Coloxus demon (*Pathfinder RPG Bestiary* 3 72)

hp 168

D6. Storage: Instruments, tools, and cages of live doves fill this area. Nothing of real import can be found here.

D7. Performance Hall (CR 13): Vellexia awaits the PCs' arrival here, seated upon a radiant throne of ivory and obsidian that floats 5 feet above the ground. Her choir slithers in two gore-spattered cages to either side. Each of these cages contains a blood-soaked lillend that has been completely broken and tormented into being Vellexia's devoted torture pet.

BROKEN SOUL LILLEND (2) CR 9

XP 6,400 each

hp 101 each (*Pathfinder RPG Bestiary* 4 24)

D8. Portal Pool: The pool in this room serves as a portal between Rapture of Rapture and Vellexia's manor. She uses this portal to transport heavy objects, visitors, and prisoners that she can't transport using her own *greater teleport* ability. The pool normally functions only for Vellexia, but a character can activate it with a successful DC 30 Use Magic Device. What strange horrors await discovery in her manor are beyond the scope of this adventure.

Entertaining Vellexia (CR 17)

Vellexia has lived in Alushinyrra for eons, and over that time she has seen and done a lot. Starved for new forms of excitement and entertainment, she founded Rapture of Rapture as a sort of audition hall where she recruits new entertainers for her sprawling manor. Those who earn the right to entertain at her manor rarely emerge, but their fame in the city is guaranteed. Many of Alushinyrra's most famous performers and bards have gone missing in Vellexia's manor.

When the PCs stand before the somewhat bored-looking succubus, she asks each in turn to perform for her. The exact nature of the performances can vary, but they should fall into one of the following categories. In order to entertain the succubus and increase their Notoriety, all of the PCs present at the entertainment must succeed at their performances.

Performance of Skill: A PC can use a skill to entertain Vellexia. Perform is the obvious choice here, but she can also be entertained by displays of Acrobatics, Bluff, Disguise, Diplomacy, Escape Artist, Intimidate, or Sleight of Hand, or even scholarly discussions of any Knowledge skill. Have the player describe how his performance is to work, roleplaying it out as needed. If the player describes and roleplays the performance well, grant him a +2 bonus on all subsequent skill checks. In order to entertain Vellexia, the character must attempt 5 skill checks (all of the same chosen skill); as long as the character succeeds at 3 or more of these checks (DC 30), he successfully entertains the jaded succubus.

Performance of Combat: Vellexia enjoys the sight of bloodshed, and a PC who offers to fight for her can take on both of her broken soul lillends. The PC must survive the fight against both creatures on his own in order to appeal to Vellexia. She allows only one combat performance per day; all other performances must showcase skills.

Other Performances: Other methods of entertainment, including those of a sexual nature, can suffice to entertain the succubus at your discretion, but these can and should bring their own significant dangers.

VELLEXIA CR 17

XP 102,400

Female succubus transmuter 13 (*Pathfinder RPG Bestiary* 68)

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

Init +8; **Senses** darkvision 60 ft., *detect good*; **Perception** +33

DEFENSE

AC 33, touch 22, flat-footed 24 (+4 armor, +3 deflection, +8 Dex, +1 dodge, +7 natural)

hp 264 (21 HD; 8d10+13d6+175)

Fort +13, **Ref** +18, **Will** +17

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 +22 (1d6+4/19–20)

Special Attacks energy drain, profane gift

Succubus Spell-Like Abilities (CL 12th; concentration +20)

Constant—detect good, tongues

At will—charm monster (DC 22), detect thoughts (DC 20), ethereal jaunt (self plus 50 lbs. of objects only), greater teleport (self plus 50 lbs. of objects only), suggestion (DC 21), vampiric touch

1/day—dominate person (DC 23), summon (level 3, 1 babau 50%)

Transmuter Spell-Like Abilities (CL 13th; concentration +21)

At will—change shape (*beast shape III/elemental body II*, 13 rounds/day)

11/day—telekinetic fist (1d4+6 bludgeoning)

Spells Prepared (CL 13th; concentration +21)

7th—greater polymorph, quickened fireball (DC 21), simulacrum

6th—disintegrate (DC 24), flesh to stone (DC 24), legend lore, quickened mirror image

5th—baleful polymorph (DC 23), beast shape III, cone of cold (DC 23), quickened magic missile (2)

4th—beast shape II, black tentacles, elemental body I, greater invisibility, mass reduce person (DC 22), minor creation, wall of ice (DC 22)

3rd—beast shape I, fireball (DC 21), haste, lightning bolt (DC 21), major image (DC 21), slow (DC 21), vampiric touch

2nd—bull's strength, false life, glitterdust (DC 20), mirror image, rope trick, scorching ray, whispering wind

1st—animate rope, mage armor, magic missile (5)

0 (at will)—detect magic, light, prestidigitation, read magic

Opposition Schools

enchantment, abjuration

TACTICS

Before Combat Vellexia casts *bull's strength*, *false life*, and *mage armor* before combat.

During Combat Vellexia casts a quickened *mirror image* on the first round of combat, then attempts to use *flesh to stone* on the most attractive PC. She continues to move about in order to stay out of melee, casting *greater invisibility* on the second round and *haste* on the third round, and making sure to affect any allies as well. After this, she attacks the PCs each round with her ranged spells.

Morale If reduced to 50 or fewer hit points, Vellexia flees to her manor using *greater teleport*. She holds grudges, and if she escapes she can become a recurring villain throughout the rest of the campaign, sending groups of demons after the PCs and using her *book of infinite spells* to send *nightmares* now and then as you wish.

STATISTICS

Str 19, **Dex** 26, **Con** 24, **Int** 26, **Wis** 12, **Cha** 27

Base Atk +14; **CMB** +18; **CMD** 40

Feats Arcane Strike, Craft Wondrous Item, Dodge, Forge Ring, Improved Critical (claw), Improved Vital Strike, Iron Will, Mobility, Power Attack, Quicken Spell, Scribe Scroll, Spring Attack, Vital Strike, Weapon Finesse

Skills Bluff +40, Diplomacy +32, Disguise +32, Fly +32, Intimidate +32, Knowledge (arcana) +32, Knowledge (local) +22, Knowledge (nobility) +22, Knowledge (planes) +32, Knowledge (religion) +21, Perception +33, Sense Motive +25, Spellcraft +32; **Racial**

Modifiers +8 Bluff, +8 Perception
Languages Abyssal, Celestial, Common, Draconic, tongues;

telepathy 100 ft.

SQ arcane bond (*ring of telekinesis*), change shape (*alter self*, Small or Medium humanoid), contingency, physical enhancement +3

Combat Gear scroll of greater scrying, scroll of limited wish, scroll of sending, scroll of wall of force; **Other Gear** belt of incredible dexterity +6, book of infinite spells (10 pages remaining, current page



vellexia

is nightmare), headband of vast intelligence +2, ring of protection +3, ring of telekinesis, 2,500 gp in jewelry

SPECIAL ABILITIES

Contingency If she is grappled or otherwise restrained, a *dimension door* spell activates.

Development: If all of the PCs impress Vellexia, she offers them the opportunity to come to her manor to perform and entertain for a long-term visit. Wise PCs diplomatically avoid this, for the vast majority of those who accept this offer are soon slain by the succubus's violent ardor and fatal attention. She does not begrudge the PCs—much—if they decline her offer. If none of the characters manage to entertain her, she becomes frustrated and attacks them, hoping to force entertainment from their bleeding bodies.

Story Award: For each PC who manages to entertain Vellexia, the party's Notoriety score increases by 3. If they instead merely kill her, word of the deed increases their Notoriety score by only 5. Simply forcing her to flee increases their Notoriety score by only 2. Attacking her automatically cancels any existing Notoriety awards gained from successfully entertaining her. Each PC who manages to entertain her earns the party 25,600 XP, up to a total maximum possible of 102,400 XP. This award is not earned if Vellexia is instead defeated in combat.

An Audience with Shamira

This adventure assumes the PCs don't take this desperate action. Certainly, their *talismans of true faith* should warn them of the dangers of seeking Shamira's aid. Unlike Nocticula, the Ardent Dream has no real use for the PCs other than as pawns.

If the PCs nevertheless seek out Shamira, they'll need to join the legions of hopefuls who gather at the mile-wide plaza along the facade of the Harem of Ardent Dreams, and make a successful DC 60 Bluff, Diplomacy, or Intimidate check modified by their current Notoriety score. Only one such attempt can be made each day. On a success, the party is admitted to Shamira's throne hall, a decadent chamber that serves as a harem as much as a seat of power. Shamira awaits the PCs on her throne, a shimmering construct of force and fire that hovers a few feet above a pool of bubbling lava. Allow the PCs to present their case and ask for Nocticula's attention, but Shamira has her own goals that don't necessarily align with those of the realm's ruler. In order to convince Shamira to put in a good word with Nocticula, a PC must succeed at a DC 40 Diplomacy check. On a failed roll, Shamira grows bored and orders the PCs to leave her vicinity immediately. If the PCs linger, she attacks (and likely slaughters the PCs). In such a case, you can have Nocticula resurrect the PCs at some point thereafter to speak to them, although in this case, she likely requires some sort of special favor of them.

On a successful Diplomacy check, Shamira agrees to let Nocticula know they're interested in a meeting, but only if all of the PCs accept her profane benediction. Doing so is both a chaotic and evil act, and Shamira is certain to take advantage of the link with the PC in the future to use *suggestions* to force them to do her bidding as you see fit.

SHAMIRA

CR 25

XP 1,638,400

hp 553 (see page 68)

Story Award: If the PCs successfully bargain with Shamira and accept her terms, award them 38,400 XP, and their Notoriety score increases by 30.

Nocticula's Message

Once the PCs' Notoriety score reaches at least 40, they receive a mental message from Nocticula herself, in the form of what feels like a whispering feminine voice in their ears (including the brush of warm breath on their flesh).

"You seem to be worthy of my attentions, and it would please me to grant them to you. Seek me at the Vault of Graves, for what I have for you should not be ignored. My guardians therein shall try to take you, but if you are the ones I hope you to be, they should pose no real threat."

With a successful DC 30 Knowledge (local) or DC 40 Knowledge (planes) check, a character recalls that the Vault of Graves is a building found on an island off the shores of the Terrace of Favored Mistresses and that it's said to contain complete chronicles of all those assassinated by Nocticula over the eons. It's also a place where she sometimes meets with visitors whom she doesn't wish to expose to the wonders and horrors of her palace.

Story Award: Becoming so notorious in Alushinyrra that the PCs attract Nocticula's attention is a mythic trial.

E. The Vault of Graves

The Vault of Graves is a small structure located on a relatively tiny isle on the fringe of the Terrace of Favored Mistresses. A thick jungle of purple-leaved plants grows on the isle. The site is well known to most of Alushinyrra's citizens, but few have ever visited, since the building opens only to those who receive Nocticula's invitation. This building is a sort of library, and contains extensive records of every demon lord or other notable victim slain by Nocticula, down to and including even the most minor of the thousands of islets that make up her realm.

Even though Nocticula has invited the PCs to visit her here, she still wants a personal display of their prowess before she deigns to present herself to them. Until she sees, firsthand, their ability to handle dangers on the level

of what they'll be facing on Colyphyr, she won't bother aiding them. As mentioned in her message, they first need to defeat the guardians she's posted within the building.

Areas of particular note around and within the Vault of Graves are detailed in brief below.

E1. Entrance Hall (CR 14): The walls of this chamber are decorated with dozens of highly detailed bas-reliefs of various demon lords—those slain by Noctacula over the eons. This room is guarded by four twisted and demonic shades, undead monstrosities that have been further warped and enhanced by the influence of the Abyss itself. They attack all visitors to the Vault of Graves, and if slain here, they are automatically replaced after 16 hours.

DEMONIC SHADES (4)

CR 10

XP 9,600 each

Advanced fiendish greater shadows (*Pathfinder RPG Bestiary* 245, 294)

hp 76 each

E2. Storage: A small number of cleaning supplies, stone-carving tools, and writing materials are kept here for the vault's scribes (see area E5).

E3. Shelves of the Least: The walls of this 50-foot-high tower are covered with bookshelves. The thousands of books kept here each detail the history, accomplishments, and eventual death of one of the many heroes, villains, demons, angels, and other creatures who were slain by Noctacula and thereafter became one of her lesser Midnight Isles—the hundreds of minor islets, atolls, and rocks of the realm linked to nascent demon lords, mythic heroes and villains, and other creatures whose power simply wasn't great enough to transform into one of the major isles of the realm.

E4. Noctacula Shrine (CR 15): A single porphyry statue of Noctacula stands in this room before a small shrine. When the PCs arrive at the Vault of Graves, Noctacula alerts the two coloxus scribes in area E5, and they gather here to protect the vault. The coloxuses do not join the PCs' battle against the demonic shades in area E1, but if the PCs drag that fight here, they must contend with both the shades and the demons. These coloxuses are more powerful than typical members of their kind and possess the arcane mythic simple template.

ARCANE COLOXUSES (2)

CR 13/MR 2

XP 25,600 each

hp 188 each (*Pathfinder RPG Bestiary* 372, *Pathfinder RPG Mythic Adventures* 224)

Spells Known (CL 16th; concentration +22)

7th—*greater scrying* (DC 23), *vision*

6th—*greater dispel magic*, *mass suggestion* (DC 22)

5th—*contact other plane*

1st—*erase*

E5. Scriptorium: Three long tables covered with inkwells, quills, blank books, scrolls, bookbinding tools, and more line the walls of this domed chamber. Here the coloxus scribes toil endlessly as scribes, recording information on Noctacula's kills granted to them in an unending series of visions and disturbing nightmares.

E6. Hall of Graves: This large, cathedral-like chamber is split into two areas—a lower region where supplicants await Noctacula's pleasure, and an upper area that overlooks the lower one. The upper area features a shrine to Noctacula, as well as two 60-foot-tall bookshelves. These shelves are filled with tomes and tablets that contain information about the lives and deaths of the demon lords slain by Noctacula. Extensive entries for all of the isles listed on page 66 of this book can be found here. A shimmering pool of unholy water functions as a portal between the vault and the shores of any of the Midnight Isles, but the portal functions only for those whom the demon lord allows to use it.

MEETING WITH NOCTICULA

Once the PCs have finally proven their mettle by reaching the Vault of Graves and defeating both the demonic shades and the arcane coloxuses, Noctacula finally appears before them, teleporting into area E6 to await their arrival. Although she does not intend to attack the PCs, she does radiate the full effects of her seductive presence (see page 86), likely fascinating those within the area of effect.

Noctacula's desires regarding the Worldwound are complex. She has no personal interest in the Worldwound, and in fact thinks that Deskari and Baphomet are stirring up something of a hornet's nest in attempting to subjugate a portion of the Material Plane. She knows delicate balances of power prevent the enemies of the Abyss from attacking, and while she believes any attack by the forces of law and good would ultimately fail, she also knows such an attack could do a lot of damage and set back her own plans significantly. In the end, she's decided that it's in her best interests if Deskari and Baphomet fail in their endeavor, but that the pain and horror their efforts inflict on Golarion in the meantime are an amusing distraction. She has no inclination of ever joining an alliance with the architects of the Worldwound, and says as much in an almost offhand manner if the PCs voice this concern.

Noctacula's actual goals are hidden, although one thing she desires very much is for her enemies to owe her a favor, however small. She hopes that by not only allowing the PCs to seek out the Baphomet cultists in Colyphyr, but also providing some aid to them in their quest to do so, those forces of law and good to whom the PCs devote their faith and worship will be more open to hearing her requests for her own desires in the future. She asks no payment from the PCs in return for the aid she is prepared to provide

other than for them to know not all demon lords desire the same types of destruction, and indeed some demon lords may, in time, desire something else entirely. She remains mercurial and almost coy as to what she could be referring to, and closes by asking the PCs how she can help them.

Nocticula readily confirms that she knows the cult of Baphomet is mining *Nahyndrian crystals* from her islands. She also notes that she's deliberately avoided acting against them for two main reasons: their actions are, in the grand scheme of things, minor to her, and she had been waiting for "champions of purity" to come to her realm to stop them so that she might provide aid—and in so doing, perhaps curry a tiny bit of favor from those champions' patrons and gods. Furthermore, she's not quite yet ready to openly move against Baphomet. Nocticula is practical and frank, noting that under different circumstances, Baphomet would be an excellent ally, and because it's merely the PCs who oppose his work here, she's not directly impeding such a future alliance. Of course, in the end, when Baphomet dares to manifest on the Midnight Isles, Nocticula's attitude changes dramatically as detailed in *Concluding the Adventure*.

Nocticula informs the PCs that when they are ready, they need but to step into the pool in the Hall of Graves to be transported to the shores of Colyphyr, the isle on which Baphomet's daughter and her cultists toil in a hidden mine. Nocticula tells them that the cultists have been using the island's only river to come and go, and warns the PCs against flight there, for the vrock in the skies above are protective of their domain. Before the PCs go, she offers each of them one more boon if they wish. This can be an answer to a single question (subject to your discretion), a single magical item worth no more than 15,000 gp, or even the benefits of Nocticula's profane ascension. Only the final boon registers as something that could jeopardize a player's alignment. Choosing no boon is in and of itself perhaps the wisest choice, for Nocticula takes note of people who know better than to overly rely upon a demon for aid. Make a note of any PC who chooses not to accept Nocticula's aid at this time, since this may come into play in the final adventure of *Wrath of the Righteous*.

NOCTICULA

XP 9,830,400

hp 774 (see page 86)

Nocticula



Story Award: Negotiating a deal with Nocticula counts as a mythic trial. In addition, the PCs earn 38,400 XP for surviving an encounter with a demon lord.

Part 3: Landfall on Colyphyr

The route the PCs take to Colyphyr is left up to them if they refuse Nocticula's offer to travel to its shores via the portal pool. If the PCs elect to travel by ship or air or other magical methods, feel free to have them encounter additional foes and dangers along the way, but this adventure assumes they use the swiftest possible method to travel to the distant isle, for Colyphyr is approximately 1,200 miles from the city of Alushinyrra. If the PCs use the portal in area E6, they arrive at area F, near the river's mouth and the first of their challenges on the deadly island. (Note that if the PCs opt for physical travel, they'll need to deal with the immense aura of *antipathy* that surrounds the isle. See area F for details).

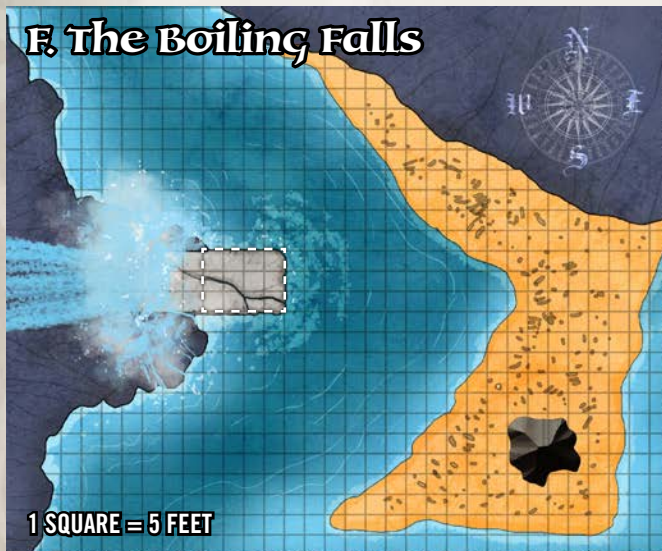
Colyphyr is composed of extremely rugged terrain, as one might expect of a land born from the slaughter of a demon lord of jungles, dragons, and poison waters. As one of the Midnight Isles not currently claimed by a succubus or incubus, the island is entirely wild, with the few artificial structures built in the region being the recent handiwork of the cult of Baphomet. A river meanders through the narrow chasms that riddle the jungle mountains—a nameless waterway used by the cult to transport *Nahyndrian crystals* on the first stage of their long voyage to Vazglar.

COLYPHYR ENCOUNTERS

The fecund vegetation that covers Colyphyr is unnaturally twisted with dark bark and leaves ranging in color from sickly green to jet black. The trees exude a sticky, tarry sap, and the jungle floor is a morass of decaying muck. None of the island's vegetation is edible. Anything the PCs try to eat should be treated as being poisonous, equivalent in deadliness to arsenic at the very least. Among the many strange forms of wildlife that occupy the jungles, demons and fiendish creatures are the most common. The river itself is the home of omoxes, hezrous, and fiendish creatures, many of which aren't above slopping out of the poisonous water to attack creatures on shore.

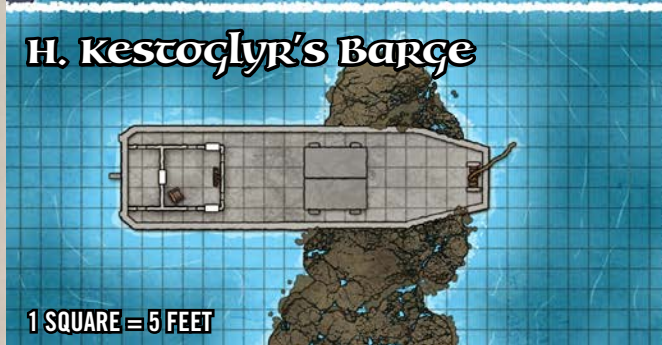
A staggering number of vrock flop and wheel in the skies above Colyphyr, drawn by some strange attraction that simultaneously attracts them to and repels

F. The Boiling Falls



1 SQUARE = 5 FEET

H. Kestoclyr's Barge

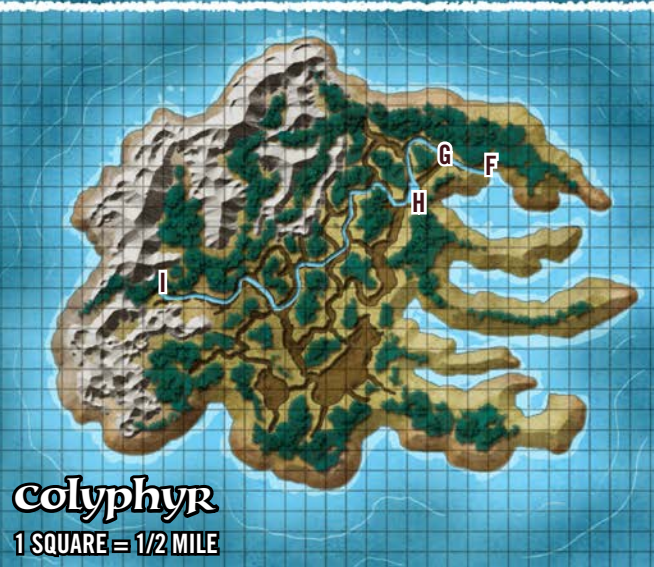


1 SQUARE = 5 FEET

I. River Gate



1 SQUARE = 5 FEET



colyphyr

1 SQUARE = 1/2 MILE

them from the jungles below. Bolts of strange-colored lightning—discharges from dancing vrock—constantly arch and flash in the skies above the isle. These demons generally ignore anyone who keeps to no higher than the jungle canopies or the upper ledges of the ravines, but any who fly higher than this quickly draw their attention, and are swiftly confronted by 2d6 vrock. Every 5 rounds the fight lasts, an additional 2d6 vrock swoop down to join the fight. The number of demons is in the thousands, but fortunately for the PCs, the vrock will not pursue foes down to the island below. These vrock make little distinction between any intruders to Colyphyr, be they heroes of the Fifth Crusade or cultists of Baphomet, and are the primary reason the cult keeps to the river when transporting its crystals. Stealthy or stubborn PCs may well cut the time needed to navigate Colyphyr significantly by using flight. If they do so, XP earned from killing vrock along the way should cap out at 153,600 (24 vrock), about the same amount of XP the PCs would have earned dealing with the encounters at areas **H** and **I**.

As the PCs travel on Colyphyr, they should have ample opportunities to encounter some of the isle's deadly denizens. Assume a 20% chance of an encounter, and check four times per day—once when the moon rises, once when

the moon is at its zenith above, once as the moon sets, and once in the middle of the true night. (This equates to one check every 4 hours. Remember that a full cycle on the Midnight Isles is only 16 hours long!)

All natives of Colyphyr are immune to the poisonous effects of the river and vegetation, but unless they have blanket immunity to poison, they're not immune to poisons the PCs bring with them.

F. The Boiling Falls (CR 16)

A beach of powdered bones extends from the base of a black stone cliff, its soggy shores lapped at and churned by dark waters. Thick tangles of jungle plants cling to the ground atop these cliffs, while several other fingers of jungle-capped land extend out into the black ocean on the horizon. A sixty-foot-wide river flows from a ravine into the sea, while a cascade of steaming water plummets from the cliff nearly a hundred feet above to smash onto a fifteen-foot-wide stone pier below.

If the PCs use the portal in the Vault of Graves, they appear on a 15-foot-wide planklike stone protrusion at the base of a boiling waterfall of poisonous water, something of a practical joke by the queen of succubi. The PCs

appear somewhere in the 15-by-20-foot area indicated on the map. Characters standing on this stone platform are immediately dowsed by the boiling hot waters running from a rent in the cliffside 100 feet above, and must succeed at a DC 15 Reflex save each round they remain within 25 feet of the cascade, or they are splashed by the scalding water and take 2d6 points of fire damage plus suffering exposure to the poison waters (see page 36). A character who enters the boiling waterfall takes 10d6 points of fire damage and is exposed to the poison as well (no save). The mocking sound of Noctacula's laughter can be heard for a few seconds after the PCs appear, eventually fading away.

While the beach across the way may look like a safe place for the PCs to relocate to, this area is in fact guarded by a deadly creature and a sinister obelisk of ancient, raw Abyssal quintessence. The obelisk juts from the beach to a height of 18 feet, with twice that length lodged in the powdered bone sands of the beach itself below. The monolith is carved with spiraling runes that seem to coil and shift out of the corner of the eye, yet remain still when directly viewed. A successful DC 30 Knowledge (planes) check reveals the monolith is a qliphoth runestone.

Qliphoth runestones (first described on page 63 of *Pathfinder Adventure Path* #64) are fragmentary remnants of a bygone age. When the Abyss first exploded into reality, fragments of its essence were thrown across the multiverse. This particular runestone spiraled through the Astral Plane for untold eons before it fell back into the Abyss and pierced the flesh of an immense nascent demon lord named Colyphyr. It was this event that catapulted Colyphyr into becoming a full-fledged demon lord, and when he was assassinated eons later by Noctacula, the stone remained lodged in the isle formed from his animus. In a strange way, the stone now serves as a sort of grave marker for the dead lord Colyphyr.

The runestone radiates an aura of *antipathy* against all creatures. This radius extends to a distance of 20 miles, encompassing the entire island of Colyphyr (and then some). This is one of the primary reasons none of the rulers of the Midnight Isles have come to claim Colyphyr. Any creature that attempts to cross into the 20-mile-radius area must succeed at a DC 25 Will save or it is compelled to leave the area by the swiftest means possible. Unlike with a normal *antipathy* spell, however, the enhanced spread of the effect has diluted its power somewhat. As a result, any who succeed at the save can remain in the area indefinitely, and while they feel ill at ease and unwelcome, this feeling does not result in a penalty to Dexterity as is the case for normal *antipathy* effects. All of the denizens of Colyphyr should be considered to have long ago successfully saved against this effect. This is a mind-affecting effect, and if the PCs travel here with Noctacula's blessing, they are immune to the effect entirely. The runestone itself is in

COLYPHYR ENCOUNTERS

d%	Result	Avg. CR	Source
01–09	1d4 babaus	8	<i>Bestiary</i> 57
10–16	1 fiendish black pudding	8	<i>Bestiary</i> 35, 294
17–21	1 fiendish giant slug	9	<i>Bestiary</i> 254, 294
22–28	1d4 fiendish young black dragons	10	<i>Bestiary</i> 92, 294
29–35	1d6 greater shadows	11	<i>Bestiary</i> 245
36–40	1d4 fiendish young green dragons	11	<i>Bestiary</i> 2 296, 294
41–49	1d6 vrocks	12	<i>Bestiary</i> 69
50–52	1d4 bebiliths	12	<i>Bestiary</i> 32
53–57	1d4 fiendish dire crocodiles	12	<i>Bestiary</i> 51, 294
58–62	1 fiendish adult black dragon	12	<i>Bestiary</i> 92, 294
63–69	1 fiendish adult green dragon	13	<i>Bestiary</i> 96, 294
70–78	1d4 hezrous	13	<i>Bestiary</i> 62
79–83	1 fiendish catoblepas	13	<i>Bestiary</i> 2 52, 292
84–90	1d4 baregaras	14	<i>Bestiary</i> 3 34
91–94	1d4 omoxes	14	<i>Bestiary</i> 2 79
95–96	Melazmera*	18	See page 44
97–100	Roll on the Abyss Encounters table	Varies	See page 83

*This should simply be a sighting of the entropic umbral dragon as she flies over the PCs in search of food. As the one creature the vrocks suffer to share the skies with, the massive dragon is an intimidating sight to see winging across the face of the enormous moon. Melazmera ignores the PCs unless they attack her, in which case she fights back eagerly, using her tactics as detailed in area J2.

effect an artifact, it cannot be damaged by mortal magic or weaponry.

Creatures: The runestone has long attracted Abyssal denizens to the region, but for the past several hundred years, it has become the obsession of a particularly strange monster called an Abyssal harvester. This creature, which is capable of extending its tentacles across dimensions, quite enjoys the oily, foul feel of the stone, and often extends its tentacles through portals from its lair at area J4 to grope and caress the stone. Normally, an Abyssal harvester can't extend its far-reaching tentacles into the Abyss, but this qliphoth runestone allows it to break that rule. Anyone who comes within 20 feet of the runestone is immediately attacked as the tentacles slither through rippling portals on the stone's surface. Note that while the runestone allows the Abyssal harvester to reach through and attack foes, the creature cannot use its harvest ability to pull things through these portals, much to the frustration of the cultists in the nearby mines, who had hoped to use the harvester's ability to swiftly transport *Nahyndrian crystals* from the mine to the

island's shore. In any event, the Abyssal harvester breaks off its attack if at least two of its tentacles are destroyed. See area J4 on page 46 for the harvester's statistics.

The cult has placed its own guardian in the area as well, a heartbreaking abomination now known as the Defiled One. Once a planetar, this creature was captured and tortured for centuries by Baphomet himself in his Ineluctable Prison (see *Pathfinder Adventure Path* #77 for a complete description of this site). Finally, the flayed and headless remains of the planetar gave in and accepted its fate, transforming into a hideous undead blasphemy known as a flayed angel. The Defiled One is completely loyal to the cult of Baphomet. It is a silent and efficient guardian that wheels in the sky above on tattered wings that still afford it supernatural flight. The undead angel swoops down to attack any intruders it spots attempting to make their way up the river, and fights to the death.

THE DEFILED ONE

CR 16

XP 76,800

Flayed Angel (*The Tome of Horrors* 4 97)

NE Large undead (extraplanar)

Init +8; **Senses** blindsight 120 ft.; **Perception** +26

DEFENSE

AC 32, touch 24, flat-footed 27 (+4 Dex, +1 dodge, +8 natural, +10 profane, -1 size)

hp 230 (20d8+140)

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

Defensive Abilities channel resistance +6, gout of blood, profane presence; **DR** 10/evil; **Immune** acid, sight-based effects, undead traits; **SR** 27

OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee +3 *greatsword* +25/+20/+15 (3d6+13/17-20)

Space 10 ft.; **Reach** 10 ft.

TACTICS

During Combat The Defiled One prefers to attack obvious paladins or worshipers of good deities who openly wear good holy symbols. The monster knows of the dangers surrounding the runestone, and while it might try to lure the PCs close, it avoids approaching within 20 feet of the stone itself.

Morale The Defiled One fights to the death.

STATISTICS

Str 25, **Dex** 18, **Con** —, **Int** 6, **Wis** 16, **Cha** 23

Base Atk +15; **CMB** +23; **CMD** 48

Feats Bleeding Critical, Critical Focus, Dodge, Great Fortitude, Improved Critical (*greatsword*), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (*greatsword*)

Skills Fly +25, **Perception** +26

Languages Abyssal (cannot speak)

Gear +3 *greatsword*

SPECIAL ABILITIES

Gout of Blood (Ex) Whenever a flayed angel is physically struck in battle, the impact causes a spray of its superheated, sulfurous blood to fly off the creature at anyone within 5 feet. Anyone in the area of affect must succeed at a DC 24 Reflex save or take 1d6 points of fire damage from this splatter. The save DC is Dexterity-based.

Profane Presence (Su) The existence of a flayed angel is such an anathema to the order of the multiverse that its very presence is a profanity of nature. This presence provides it with a +10 profane bonus to Armor Class and a +2 profane bonus on its saving throws.

G. THE NAMELESS RIVER

Colyphyr's only river has an average width of 100 feet and a depth of 40 feet at the deepest point. As Noctacula mentioned in her meeting with the PCs, the cult has been traveling via this river to reach the island's heart while avoiding the myriad vrock in the skies above.

Although the nameless river is the easiest route to penetrate the island's interior, it is not without its dangers. Colyphyr was, among other things, a lord of poisoned waters, and the waters of this river live up to that legacy. The river's waters dilute as they empty into the sea of Ishiar, but inland they are deadly even to touch. Actually ingesting the water or being fully immersed in it imparts a -4 penalty on saving throws against the poison. The water itself exudes a foul, sulfurous stench that makes the eyes water and the throat sting. The water loses potency a minute after it's removed from the river; it remains foul-tasting water but no longer retains its venomous qualities.

Poison Waters: Contact and ingested; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage and nauseated for 1 round; *cure* 2 consecutive saves.

H. KESTOGLYR'S BARGE (CR 16)

The river widens here into a large lake, the waters calm and serene. A muddy shoal extends several hundred feet into the lake from one shore. A barge seems to be beached upon this shoal.

This vessel is an ore barge once used by the cult of Baphomet to carry supplies upriver and to ferry *Nahyndrian crystals* unearthed from those operations to the shore where demons could pick them up and fly them across the sea to the island of Vazglar for delivery to the Midnight Fane. The barge is long and low, with a large hatch in the center of its deck where cargo could be loaded and unloaded from the hold. A pilothouse provides a place for the captain to have some privacy, while a large capstan lies at the bow, from which a heavy chain trails into the water. The vessel could travel well enough downriver with the current, but when traveling upriver it required another



form of propulsion—the cultists used a fiendish water orm chained to the bow to tow it. Anyone swimming along the chain's length or who succeeds at a DC 28 Perception check from the surface to see where it goes observes that it drops through the murky waters to the riverbed 50 feet below, where a Gargantuan serpentine skeleton lies half buried in the silt—still held in the rusted harness chains.

Creatures: The Order of the Burning Fist was a company of knights comprising paladins and noble warriors from a planet on the Material Plane, albeit far from Golarion. The order was dedicated to battling extraplanar evils, specifically Abyssal powers. This company launched an attack on the Ivory Labyrinth of Baphomet, but was unprepared for the defenses it faced. Most members of the company were slain, but two dozen fled into the labyrinth and swiftly became lost. Led by the audacious paladin Kestoglyr Mantiel, the surviving members of the company held out for several months within the labyrinth before they attempted a daring escape from a tangled sewer maze. They commandeered a barge to navigate a cyclopean sewage channel they'd learned led out of the Ivory Labyrinth and into the Undersump, but too

late discovered their commander Kestoglyr had already succumbed to Baphomet. He in fact led his followers into a trap, and all of them were consumed by Baphomet in an instant. As reward for his service, Baphomet transformed Kestoglyr into a graveknight, and allowed him to retain the souls of his betrayed followers as a crew for his barge. For the next several decades, the graveknight and his crew of bodaks patrolled the waterways of the Ivory Labyrinth.

When Hepzamirah realized she could use a barge like Kestoglyr's, it was a simple matter for her to requisition the graveknight and his crew to serve her here on Colyphyr. Kestoglyr and his barge made several trips from Vazglar to Colyphyr to transport mining supplies and miners alike, but when Hepzamirah decided to simply use low-flying demons to transport the crystals back to Vazglar, she abandoned Kestoglyr. The graveknight spent months floating idly here until a particularly large fiendish dire crocodile attacked the fiendish water orm. The resulting battle ran the barge aground, and the water orm perished, sank to the bottom of the lakebed, and was eaten by the lake's denizens. Since then, with no direction from his mistress, Kestoglyr has languished here.

The graveknight still wears the armor he wore in life, although it is now crusted with ice crystals due to the supernatural cold of his frozen heart. Kestoglyr spends his time in the pilothouse, while his five bodak crew members mill about on deck, looking from a distance like aimless deckhands. The bodaks shriek and wail if they notice intruders, which alerts Kestoglyr. The graveknight emerges on deck and moans, in Abyssal, "She abandoned me... but you will be my keys to earning a true place at her side!" The undead antipaladin speaks, of course, of Hepzamirah, but has little more to say before he attacks.

KESTOGLYR MANTIEL
CR 15
XP 51,200

Male human graveknight antipaladin 14 (*Pathfinder RPG*)

Bestiary 3 138, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead (augmented human, human)

Init +5; **Senses** darkvision 60 ft.; Perception +24

Kestoglyr Mantiel
Aura cowardice (10 ft.), despair (10 ft.), sacrilegious aura (30 ft.), sin (10 ft.), vengeance (10 ft.)

DEFENSE
AC 29, touch 12, flat-footed 27 (+13 armor, +1 Dex, +1 dodge, +4 natural)

hp 249 (14d10+168)

Fort +27, **Ref** +15, **Will** +21

Defensive Abilities channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** cold, disease, electricity, undead traits; **SR** 26

OFFENSE
Speed 20 ft.

Melee +5 *keen halberd* +28/+23/+18 (1d10+17/19–20/x3 plus 3d6 cold), slam +23 (1d4+12)

Special Attacks channel destruction, channel negative energy (DC 25, 7d6), devastating blast (3/day, 8d6 cold, Reflex DC 25 half), smite good 5/day (+8 attack and AC, +14 damage), touch of corruption (7d6, 15/day), undead mastery

Spell-Like Abilities (CL 14th; concentration +22)

At will—*detect good*
Antipaladin Spells Prepared (CL 11th; concentration +19)

4th—*dispel good*, *inflict serious wounds* (DC 22), *slay living* (DC 22)

3rd—*bestow curse* (DC 21), *dispel magic*, *inflict moderate wounds* (DC 21)

2nd—*blindness/deafness* (DC 20), *bull's strength*, *invisibility*, *silence* (DC 20)

1st—*bane* (DC 19), *command* (DC 19), *death knell* (DC 19), *inflict light wounds* (2, DC 19)

TACTICS
Before Combat Kestoglyr casts *bull's strength* on himself.

During Combat

The graveknight much prefers to fight in melee, using his fiendish boon to enhance his halberd to a +5 weapon. Against foes who keep at range, he uses his spells, negative energy, and devastating blast as best he can, but if his foes still stand and use ranged attacks against him after he depletes these attacks, he conjures his phantom mount and rides it into battle—since this ability functions at CL 14th, the mount can fly, so reaching enemies should be no problem for the graveknight.

Morale Kestoglyr fights to the death.

STATISTICS

Str 24, **Dex** 13, **Con** —, **Int** 10, **Wis** 14, **Cha** 26
Base Atk +14; **CMB** +21 (+23 sunder); **CMD** 33 (35 vs. sunder)
Feats Bleeding Critical, Blind-Fight, Critical Focus, Dodge, Improved Initiative, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Toughness, Vital Strike
Skills Intimidate +16, Perception +17, Profession (sailor) +19, Ride +14
Languages Common
SQ cruelties (blinded, cursed, fatigued, staggered), fiendish boon (weapon +4, 3/day), phantom mount, ruinous revivification (cold)
Other Gear +4 full plate, +1 keen halberd, headband of alluring charisma +4, unholy symbol of Baphomet

BODAKS (5)

CR 8

XP 4,800 each

hp 85 each (*Pathfinder RPG Bestiary* 2 48)

Treasure: Sitting on a chair in the pilothouse is a long-neglected *staff of healing* (10 charges), a memento from happier times that Kestoglyr has never been able to dispose of, despite the fact that without his wife to use it, the staff is worse than useless to him. (She was lost long ago in the Ivory Labyrinth, but see the next adventure for her fate).

Development: Once they defeat the undead guardians of the barge, the PCs can commandeer the barge for themselves in order to travel the river. Not only does this give them a way to navigate the river, but disguising themselves as the dead could also provide a way to reach the mines with less chance of detection.

Of course, before the barge can serve this purpose, it must be freed from the shoal. A character who succeeds at a DC 40 Strength check can dislodge the barge, as can certain spell effects (*control water*, for example, could be used to simply float the barge back into deeper water). Piloting the barge upriver against the current requires a successful DC 10 Profession (sailor) check and the aid of a creature to tow it. Conjured monsters, animal companions, or charmed natives all work. One Huge or larger creature or four Large swimming creatures are needed to tow the barge at the creature or creatures' swim speed.

I. River Gate (CR 16)

The river widens here at the base of a towering mountain cliff that rises well over a thousand feet into the night sky. A seventy-foot-wide gorge cuts into the mountainside, and the river pours through this rift, yet passage upriver is blocked by a fortified water gate. A pair of massive doors made of rusting metal bars blocks passage, and anchoring either side of the gate are heavy, thirty-foot-high barbicans.

This heavy gate marks the final stretch of the river route to the Nahyndrian mine. Although this is a rather recent structure, built with magic by Hepzamirah and her minions, the wilds of Colyphyr are already doing their best to consume the gatehouse, and the cultists stationed here must often fight back predators or hack and scrape away the encroaching plant life.

The gates that block access upriver are made of iron, and they are rusty but still strong (hardness 10, hp 240, break DC 36). When the gates are fully opened, the barge from area H can fit between them with a few feet to spare on either side. A successful DC 20 Profession (sailor) check is needed to avoid getting hung up on the gatehouse for 4d6 minutes before the barge can be pulled free. The riverbed is 40 feet deep and the gates extend both 20 feet above the water and 20 feet below, allowing anyone swimming deep enough to get underneath. The gates can be opened and closed by turning massive winches that are mounted atop the barbicans and then attached to the front and back of the gates by heavy chains running through pulleys set on tall pillars. With a successful DC 30 Strength check, a character can open one gate with two full-round actions. Breaking a chain (hardness 10, hp 20, break DC 28) causes that gate to be stuck in whatever position it was in at the time the chain was broken. The gates are currently closed.

Creatures: The river gate is guarded by a squad of six cultists of Baphomet. Each of these women and men are demoniacs—devotees of the demonic who allow demon spirits to inhabit their minds and souls, exchanging their sanity (and sometimes control of their bodies) in return for gifts of Abyssal power. The demoniacs are stationed 2 to a barbican, working in shifts to keep watch on the river and keep the surrounding jungle from encroaching too far. “River duty,” as it’s known, is actually quite coveted among the demoniacs. Those who don’t serve here in the sticky heat and monster-infested wilds instead toil in the even less pleasant environs of the mine itself. A pair of hezrous lurks in the waters below this post. These demons remain alert at all times and communicate with the demoniacs telepathically.

If the PCs approach openly, the demoniacs immediately attack, sending their hezrou allies up to try to flank the PCs while the demoniacs keep the PCs’ attention. If the PCs are on the barge, the hezrous clamber up its sides to engage PCs in melee on the barge, while the demoniacs use spells at range. If the PCs have seized the barge and disguised themselves as bodaks and the graveknight, the demoniacs instead hail the PCs and demand to know why Kestoglyr has returned. They are under the impression that his services were no longer needed by Hepzamirah. If the PCs successfully trick the demoniacs by using a combination of Disguise and Bluff, any reasonable-sounding claim, such as “My mistress has called me

back to her service," has a good chance of working. In this case, the demoniacs open the gates and wave the PCs through. If the PCs get stuck in the gate, though, the demoniacs become suspicious, since Kestoglyr had sufficient skill at piloting the barge to make the tight fit. Likewise, if the PCs attempt to speak to the demoniacs in anything other than Common while disguised as Kestoglyr, the demoniacs get suspicious, since they know the graveknight never learned to speak Abyssal. Once the demoniacs' suspicion is aroused, the PCs must succeed at Disguise and Bluff checks each round to keep up the charade and prevent an attack.

DEMONIACS OF BAPHOMET (4)

CR 11

XP 12,800 each

Pitborn tiefling cleric of Baphomet 4/rogue 3/demoniac 5
(*Pathfinder Player Companion: Blood of Fiends* 20,
Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2 46)

CE Medium outsider (extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 24, touch 13, flat-footed 24 (+8 armor, +3 deflection, +3 natural)

hp 144 each (12d8+88)

Fort +14, **Ref** +6, **Will** +12; +4 vs. confusion, insanity, and poison, +1 vs. traps

Defensive Abilities evasion; **Immune** maze; **Resist** cold 5, electricity 10, fire 5

OFFENSE

Speed 20 ft.

Melee +2 *unholy glaive* +14/+9 (1d10+8/x3), bite +12 (1d6+6)

Special Attacks channel negative energy 6/day (DC 15, 2d6), demonic mark, energumen +4, fury of the abyss, sneak attack +2d6

Demoniac Spell-Like Abilities (CL 5th; concentration +8)
1/day—*beast shape*, *summon monster VI* (1 succubus, 1d3 babaus, or 1d4+1 brimoraks)

Domain Spell-Like Abilities (CL 8th; concentration +11)
6/day—strength surge (+2)

Cleric Spells Prepared (CL 8th; concentration +11)
4th—*chaos hammer*⁰ (DC 17), *greater magic weapon*, *sending*
3rd—*cure serious wounds*, *invisibility purge*, *magic vestment*⁰, *searing light*, *stone shape*
2nd—*bear's endurance*, *bull's strength*⁰, *cure moderate wounds*, *make whole*, *spiritual weapon*
1st—*command* (DC 14), *doom*⁰ (DC 14), *cure light wounds* (3), *sanctuary* (DC 14)
0 (at will)—*bleed* (DC 13), *create water*, *light*, *mending*
D domain spell; **Domains** Evil, Strength (Demon^{APG} subdomain)

TACTICS

Before Combat Each day, the demoniacs enhance their glaives with *greater magic weapon* and their armor with *magic*

vestment. The demoniacs cast *bear's endurance* and *bull's strength* once they realize conflict may soon arise (such as if they spot an approaching barge or hear the sounds of battle). They also use a *wand of shield of faith* +3 to enhance their AC.

During Combat The demoniacs begin combat by casting their ranged spells, hoping to soften up their foes before engaging them in melee. They always start combat by using energumen to increase their Constitution by +4 (this bonus is included in the stats above) and then attempt to summon 1d3 babaus to aid them in the fight. On the following round, one demoniac casts *sending* to alert Hepzamirah that a battle has started and that intruders are approaching. They make frequent use of their ability to use their tails to retrieve items as swift actions to swap out wands in combat as needed.

Morale Once combat begins, the demoniacs fight to the death.

STATISTICS

Str 19, **Dex** 10, **Con** 22, **Int** 6, **Wis** 16, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 25

Feats Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Demonic Obedience^{BOTD2}, Iron Will, Toughness

Skills Disable Device -2, Heal +13, Knowledge (planes) +8, Perception +14, Spellcraft +8

Languages Abyssal, Common

SQ damned, maw or claw^{ARG}, prehensile tail^{ARG}, rogue talents (combat trick), trap sense +1, trapfinding +1

Combat Gear *wand of cure moderate wounds* (1d10 charges), *wand of dispel magic* (1d4 charges), *wand of dismissal* (1d4 charges), *wand of shield of faith* +3 (CL 6th, 1d10 charges);

Other Gear breastplate, +1 *unholy glaive*, *amulet of natural armor* +3

SPECIAL ABILITIES

Damned (Ex) If a demoniac is slain, its soul is claimed by Baphomet. Any attempt to resurrect a demoniac requires a successful DC 22 caster level check.

Demonic Mark (Ex) The sign of Baphomet is visible on the back of a demoniac's neck. Once per day as part of casting a spell, a demoniac can call upon this mark to infuse the spell with profane power. This causes the spell to gain the chaotic and evil descriptors, and causes the spell not to be expended as it is cast.

Energumen (Su) Once per day, a demoniac can open its soul to demonic possession as a free action. This grants the demoniac a +4 profane bonus to an ability score of its choice, electricity resistance 10, and a +4 bonus on saving throws against poison. This lasts for 4 rounds, after which point the demoniac becomes confused for 4 rounds. As a free action, the demoniac can attempt a DC 25 Will save at the start of each round of confusion to try to end the effect. This is a possession effect.

HEZROUS (2)

CR 11

XP 12,800 each

hp 145 each (*Pathfinder RPG Bestiary* 62)

Part 4: The Nahyndrian Mine

The Nahyndrian mine on Colyphyr are the largest and most extensive artificial structures on the island. The mine began as nothing more than a large cavern high up on a mountainside near the source of the nameless river, but the cult of Baphomet has significantly expanded this cavern into a three-level complex. The top level entrance remains largely unchanged, and is guarded by the dragon Melazmera, who has entered into something of an alliance with the cult. The middle level is where the cultists and their leaders now dwell, and is also a place where they worship their lord Baphomet. It is in the lower tunnels, the deepest level, where the actual mining of *Nahyndrian crystals* takes place. The extraction of these crystals from the surrounding rock requires exacting and painstaking work, for while they're still embedded in stone, the crystals are unstable. The merest glance of a pick or exposure to magic can cause them to bleed their mythic power deeper into the rock along spidery networks of crystal seams. More often than not, when a miner is only a few taps away from freeing a promising crystal, its lambent glow fades and retreats deeper into the earth. Conditions in the mine are harsh. Collapses, natural predators, and other hazards claim many lives, but so does the leader of the operation, Hepzamirah, the daughter of Baphomet, this powerful priestess has a short temper, and often when a miner allows a crystal's energy to escape, death is the most desirable of the horrific punishments she's been known to inflict.

NAHYNDRIAN MINE FEATURES

Many of the chambers and rooms within the mine are only partially worked. Sections have been left in their natural state where the existing caverns already serve as useful chambers. As many of the mine's inhabitants are Large, the scale of the mine is about twice what a human-made mine would be, with ceiling heights averaging 15 feet. The chambers themselves are well built, with natural stone arches and cunningly engineered support structures, making for an exceptionally stable complex. The doors on the temple level are made of stone, and unless otherwise indicated, cannot be locked.

J1. The River's Source (CR 15)

The foul-smelling river ends at a narrow box canyon, hemmed in on three sides by mile-high cliffs of dark purple stone. A pool of water gathers at the base of a three-hundred-foot-high cascade of water pouring from a crack in the cliff. Just to the east of this cascade yawns a dark cave entrance. This opening is sixty feet wide and eighty feet tall, and looms a full three hundred feet off the ground. A second, narrow waterfall trickles from this cave ledge to fill the pool below as well.

A successful DC 20 Climb check is required to scale the cliff up to the entrance in area J2. When the PCs first arrive, the dragon Melazmera is not present, as she is currently out hunting for food. She will return soon enough, though.

The source of the poisoned river is a churning spring in area J1a. Here, a cascade of foul waters splashes down from a hole in the ceiling. The waters here are particularly toxic, and saving throws against their effects take a -8 penalty. This grotto of poisoned waters has several muddy ledges surrounding it that are used by one of the area's oldest inhabitants.

Creature: An ancient omox oracle who calls herself the Fulsome Queen has dwelled at the river's headwaters for countless centuries. She considers the region her own territory, and here she whiles away the centuries enraptured by the way the water cascades down from the roof. These ripples, splashes, and sprays impart to her countless strange visions and whispered secrets. She regarded Melazmera's arrival in the area as an inconvenience, but has suffered the dragon's presence because the creature is so much more powerful than she is. The arrival of the cultists of Baphomet have further annoyed the Fulsome Queen, and she is eager now to aid in their destruction. Until now, she's remained hidden and quiet at the river's headwaters. None suspect her of harboring any long-term plans other than giggling and whispering to her watery muse.

As the PCs approach, the waters whisper to the Fulsome Queen and she casts her mind out to them once they come within range of her telepathy. She invites them to the "headwaters of the river of bliss," up past the source of the cataract, and promises to aid them if they can in turn help her. Although an omox demon, a creature made of living filth and excrement, the Fulsome Queen does her best to shape her form into one she imagines will be pleasing to her visitors in a misguided attempt to set them at ease. Her form is that of a partially solid succubus made of sludge and foul-smelling seepage. Likewise, her manner in speaking to the PCs is overwhelmingly complimentary and flattering, almost sycophantic in its fawning excess. She hopes to entice the PCs into reclaiming her abode by slaying the dragon and driving off the "ants who dig in the mountain." She's quick to mistake the fact that the PCs are here for this very purpose as being a result of her imagined beauty and honeyed words.

If the PCs accept her help, she can warn them of the dragon and abyssal harvester elsewhere on this level. She doesn't know much about the lower levels, but can describe Hepzamirah, the half-fiend minotaurs, and the demoniacs, and she knows many other demons serve below. She also knows a beautiful winged woman (Areelu Vorlesh) was here for some time recently, but she left the

mines a few months ago and hasn't returned. The oracle also knows the dragon's hunting patterns, and expects the dragon to return at any moment. This causes her to urge the PCs to enter the larger chamber (area J2) and prepare an ambush. Once the Fulsome Queen agrees to aid the PCs, she accompanies them throughout the mines until she gives up and flees (see the Morale section of her stat block). For the duration of this adventure, she remains loyal to the PCs despite her demonic nature, since the eradication of the intruders is her overwhelming priority. Once the PCs defeat the other occupants of the mine, though, it won't take long for the omox to see the PCs as intruders as well.

If the PCs instead refuse to aid her or accept her help, the Fulsome Queen's facade of pleasantry vanishes, and with a frothy, sputtering shriek, she immediately attacks.



Fulsome Queen

FULSOME QUEEN

CR 15

XP 51,200

Female omox oracle 6 (*Pathfinder RPG Bestiary* 2 79, *Pathfinder RPG Advanced Player's Guide* 42)

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

Init +10; **Senses** darkvision 60 ft.; Perception +36

DEFENSE

AC 34, touch 20, flat-footed 24 (+4 armor, +6 Dex, +1 dodge, +10 natural)

hp 237 (19 HD; 13d10+6d8+139)

Fort +17, **Ref** +14, **Will** +19

DR 10/good; **Immune** acid, critical hits, disease, electricity, paralysis, poison, polymorph, sleep, stunning; **Resist** cold 10, electricity 10; **SR** 23

OFFENSE

Speed 40 ft., climb 20 ft., swim 80 ft.

Melee 2 slams +29 (1d6+11/19–20 plus 3d6 acid and grab)

Ranged slime +23 (1d6 plus 3d6 acid and entangle)

Special Attacks balefire, smothering

Spell-Like Abilities (CL 12th)

At will—*create water*, *greater teleport* (self plus 50 lbs. of objects only), *liquid leap*, *telekinesis* (DC 21)

3/day—*control water*, *gaseous form*, *poison* (DC 20), *stinking cloud* (DC 19)

1/day—*acid fog*, *summon* (level 4, 1 omox 30% or 1d4 babaus 35%)

Oracle Spells Known (CL 6th; concentration +12)

3rd (4/day)—*blindness/deafness* (DC 19), *inflict serious wounds* (DC 19), *vermin shape I*

2nd (7/day)—*bull's strength*, *inflict moderate wounds* (DC 18), *resist energy*, *sound burst* (DC 18)

1st (8/day)—*cure light wounds*, *divine favor*, *endure elements*, *inflict light wounds* (DC 17), *sanctuary* (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*

Mystery outer rifts^{ISM}

TACTICS

Before Combat The Fulsome Queen casts *shield of faith* and *bull's strength* before combat if she has the chance.

During Combat The Fulsome Queen attempts to summon demonic aid on the first round of combat, then uses her various cloud spells to try to exert control over the battlefield. She prefers to use her magic at range, and if she is forced into melee, she casts *sanctuary*. Once in melee, she uses her slam attacks instead of her spells.

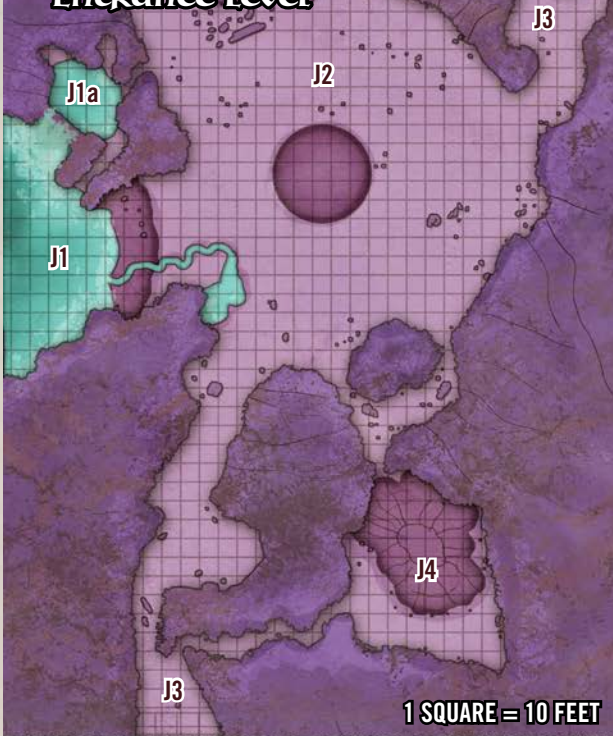
Morale The Fulsome Queen teleports to the far side of Colyphyr to recover from her wounds if reduced to 30 hit points or fewer. About 16 hours later, she returns to stealthily explore the mines, hoping to find them now emptied of enemies, but she avoids engaging any who nearly slew her if she can.

STATISTICS

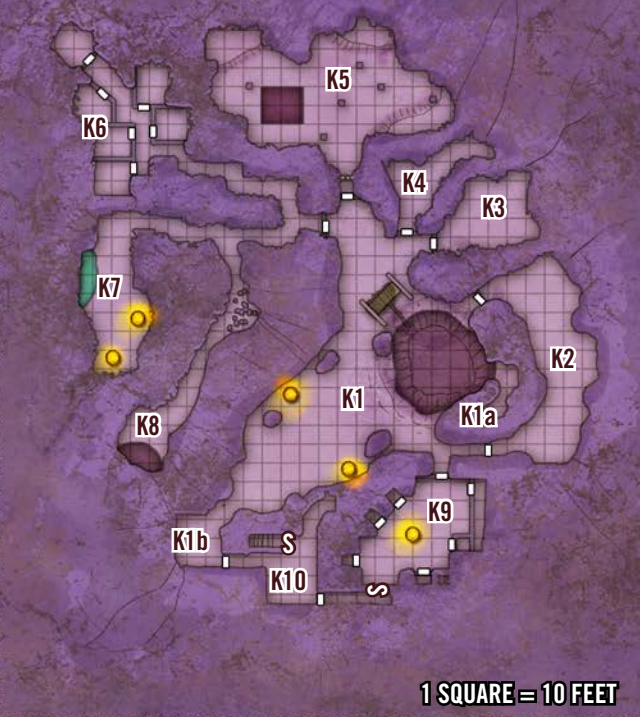
Str 32, **Dex** 23, **Con** 24, **Int** 17, **Wis** 23, **Cha** 23

The Midnight Isles

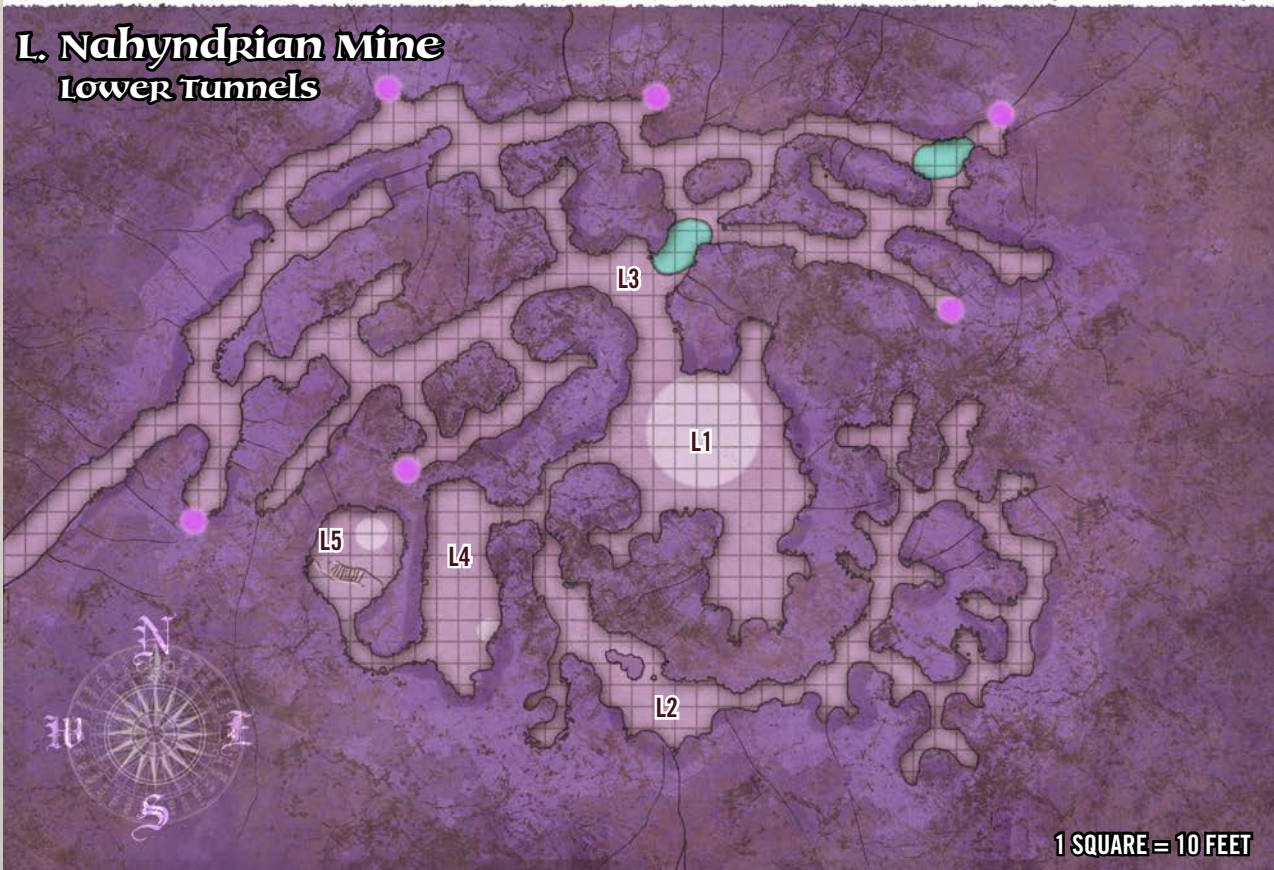
J. Nahyndrian Mine Entrance Level



K. Nahyndrian Mine Temple Level



L. Nahyndrian Mine Lower Tunnels



Base Atk +17; **CMB** +28 (+32 grapple); **CMD** 45 (49 vs. grapple)

Feats Combat Casting, Combat Reflexes, Dodge, Improved Critical (slams), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (slams)

Skills Acrobatics +28 (+32 when jumping), Climb +41, Escape Artist +44, Fly +24, Knowledge (arcana) +25, Knowledge (dungeoneering) +17, Perception +36, Stealth +28 (+38 when submerged), Swim +41

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amorphous, amphibious, compression, oracle's curse (clouded vision), revelations (balefire, demonhide)

SPECIAL ABILITIES

Balefire (Su) The Fulsome Queen's balefire oracle revelation allows her to burn her foes with eldritch fires drawn from the Abyss itself once per day. As a standard action, she causes one target within 30 feet to become wreathed in flames, taking 6d6 points of fire damage (Reflex DC 19 half).

Demonhide (Su) The Fulsome Queen's demonhide oracle revelation grants her a +4 armor bonus.

Treasure: The treasures the Fulsome Queen has managed to collect are stored in the northernmost alcove, covered in muck. They consist of a scattering of coins (1,400 gp and 390 pp), a black pearl worth 750 gp, a dismantled but still functional suit of +1 *expeditious chainmail*^{UE}, a +3 *silver dagger*, a pink lacy pair of *gloves of swimming and climbing*, a *scroll of ghost wolf*^{ARG} and a *scroll of bestow curse* (both kept in a bejeweled, water-tight scroll tube that is itself worth 800 gp), and a *wand of whispering wind* (18 charges).

Story Award: If the PCs recruit the Fulsome Queen as an ally, award them XP as if they had defeated her in combat.

J2. Dragon's Lair (CR 18)

The ceiling and far walls of this wide, roughly circular cavern are lost in shadows. At what must be the cavern's center yawns a great pit with a broken stone lip surrounding it. To the southwest, a small waterfall pours from a crack in the cave wall and gathers in a pool before running back out of the cave into the river far below.

The pit in the center of the cavern is a relatively recent creation. An examination of the pit's sides and a successful DC 26 Knowledge (arcana) check confirms that it was magically created, likely through a combination of *stone shape*, *disintegrate*, and *transmute rock to mud* spells. The walls are quite smooth, and scaling them requires a successful DC 25 Climb check. The pit drops 1,200 feet down to area **L1**, passing through area **K1** at a depth of 1,000 feet (when the miners first began chasing a thick vein of *Nahyndrian crystals*, the vein continued to retreat downward until finally changing direction at 1,200 feet—the point at which

the miners changed their mining techniques to a slower and more subtle approach).

Creature: This immense cavern is the den of a powerful umbral dragon who came to the Abyss centuries ago after being transformed by potent entropic energies. Named Melazmera, the dragon is now considered to be an Abyssal native outsider, but remains a dragon and thus must seek food regularly. She's developed a taste for the predators of Colyphyr, and the first time the PCs arrive here, she's on her way back from a hunting trip. The timing of when the dragon returns is up to you, but if the PCs know she's coming, they should have time to position themselves to ambush her as she returns, carrying her latest meal—a freshly slain and partially eaten body of a fiendish catoblepas—in her talons. The dragon is enraged to find intruders in her den and attacks as soon as she notices them.

Melazmera has a truce of sorts with Hepzamirah and her minions. The dragon allowed the cultists to use this cavern to stage their mining operation in return for a few choice offerings of powerful magic (see *Treasure* on page 46), but she doesn't see the need to come to the cultists' rescue or aid if the PCs venture down the central shaft—that is, she doesn't unless she suspects the PCs have stolen some of her treasure. Hepzamirah tried to convince Melazmera to serve as a courier for *Nahyndrian crystals* (as Melazmera alone can fly uncontested through the vrock-infested skies above Colyphyr), but the dragon has so far refused all bribes and begging to serve in this capacity, in no small part because of her distaste for the way the crystals make her feel. She knows of the Fulsome Queen but has long since learned to ignore the omox, and considers her little more than a curious and quiet cohabitant of her lair.

MELAZMERA

CR 18

XP 153,600

Female entropic old umbral dragon (*Pathfinder RPG Bestiary 2* 102, 292)

CE Gargantuan dragon

Init +3; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses; Perception +30

Aura frightful presence (240 ft., DC 26, 10 rounds)

DEFENSE

AC 32, touch 5, flat-footed 36 (–1 Dex, +27 natural, –4 size)

hp 298 (21d12+162)

Fort +18, **Ref** +11, **Will** +18

Defensive Abilities negative energy affinity; **DR** 10/lawful and magic; **Immune** cold, death effects, dragon traits, energy drain, paralysis, sleep; **Resist** fire 15; **SR** 29

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +27 (4d6+15), 2 claws +27 (2d8+10) (2d6+5), tail slap +22 (2d8+5), 2 wings +22

Space 20 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 16d8 negative energy, Reflex DC 26 half, usable every 1d4 rounds), crush (4d6+15, DC 26), shadow breath, smite law 1/day, tail sweep (2d6+15, DC 26)

Spell-Like Abilities (CL 21st)

At will—*darkness*, *project image*, *shadow walk*, *vampiric touch*

Sorcerer Spells Known (CL 15th; concentration +21)

7th (4/day)—*destruction* (DC 23), *power word blind*

6th (7/day)—*blade barrier* (DC 22), *heal*, *mass suggestion* (DC 22)

5th (7/day)—*flame strike* (DC 21), *mirage arcana* (DC 21), *plane shift* (DC 21), *teleport*

4th (7/day)—*cure serious wounds*, *dimension door*, *dismissal* (DC 20), *inflict serious wounds* (DC 20)

3rd (7/day)—*dispel magic*, *fireball* (DC 19), *major image* (DC 19), *suggestion* (DC 19)

2nd (8/day)—*alter self*, *cure moderate wounds*, *false life*, *inflict moderate wounds* (DC 18), *locate object*

1st (8/day)—*alarm*, *magic missile*, *protection from law*, *ray of enfeeblement* (DC 17), *shield*

0 (at will)—*acid splash*, *bleed* (DC 16), *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 16)

TACTICS

Before Combat Melazmera casts *mirage arcana* and *alarm* (mental) every day to conceal and protect her treasure, making the mound of wealth look like a mound of rubble against the north wall of the cavern. She casts *false life* on herself every moonrise.

During Combat If confronted while she's carrying her partially eaten catoblepas, Melazmera's first action in combat is to use the freshly slain corpse as an improvised thrown weapon (ranged attack +12, damage 2d8+10) that creates a 10-foot-radius cloud of poison gas equal to a catoblepas's breath for 1d4 rounds (*Pathfinder RPG Bestiary 2* 52). She prefers to use her breath weapon as shadow breath to weaken foes. She casts *shield* on herself if it becomes apparent that her enemies can hit her with ease. Her experiences as the apex predator of Colyphyr have given her something of a skewed sense of power, and she prefers to use her 1st-level spells to attack foes at range. As soon as she's reduced to fewer than 150 hit points, she casts *heal* on herself. If she returns to her lair and finds anything from her hoard is missing, she casts *locate object* on the missing item to aid in tracking it down.

Morale Melazmera casts *teleport* to retreat higher up the mountain if she's reduced to fewer than 75 hit points, then casts healing spells on herself until

she's back at full hit points before returning to pick up the fight again. When she does return, she lands on a nearby ledge opposite the entrance to her cave and uses *project image* to place herself at the entrance to area J2, attempting to finish the fight through this relatively safe method. If this tactic isn't an option, though, she fights to the death.

STATISTICS

Str 31, **Dex** 8, **Con** 23, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +21; **CMB** +35; **CMD** 44 (48 vs. trip)

Feats Arcane Strike, Bleeding Critical, Critical Focus, Extend Spell, Hover, Improved Initiative, Improved Vital Strike, Quicken Spell, Toughness, Vital Strike, Wingover



Melazmera

Skills Bluff +30, Fly +9, Intimidate +30, Knowledge (arcana) +30, Knowledge (local) +30, Knowledge (planes) +30, Knowledge (religion) +30, Perception +30, Sense Motive +30, Spellcraft +30, Stealth +11, Use Magic Device +30

Languages Abyssal, Common, Draconic

SQ ghost bane

Treasure: Melazmera's hoard is strewn in a mound against the northern wall, but it's hidden under an illusion of nondescript rubble created by a *mirage arcana*. Her treasure consists of 230,000 cp, 56,400 sp, 8,500 gp, 1,230 pp, five flawed diamonds worth 900 gp each, a large ruby worth 5,000 gp, a *wand of water breathing* (26 charges), a *wand of prayer* (31 charges), a *ring of protection* +4, a *rod of cancellation*, a +2 *ghost touch warhammer*, a *scarab of protection* with 7 charges, a *major crown of blasting*, and

last (but certainly not least) the two gifts given her by Hepzamirah—a gold scepter studded with emeralds worth 40,000 gp in total and a *lyre of storms*^{MA}.

J3. Deeper Passages

Both of these tunnels lead deeper into the mountains, eventually branching into a larger network of caverns after traveling for 2 miles on a slight downward slope. Melazmera sometimes explores these chambers, but the contents of the caverns below Colyphyr are beyond the scope of this adventure. You can expand them if you wish to generate more encounters for the PCs; if you'd rather not distract them, this short passage can dead end after a few hundred feet.

J4. Harvester's Pit (CR 17)

More than half of this cavern's floor has crumbled away into a deep sinkhole filled with rubble and mud.

The sinkhole long ago became stable. The bottom is 30 feet down, and a successful DC 15 Climb check is required to clamber up or down the steeply sloping walls.

Creature: The sinkhole is the den of a mass of graying flesh and tentacles topped by a single gaping maw—a hideous predator known as an Abyssal harvester. This is the same creature whose tentacles the PCs may have had to deal with upon first arriving on Colyphyr at area

F. Depending on how the PCs handled those tentacles and how long after that it takes them to reach this area, the monster may be missing one or more of its appendages. The monster spends much of its time exploring other worlds with its far-reaching tentacles, having clambered into this snug den from deeper caves many years ago.

ABYSSAL HARVESTER

CR 17

XP 102,400

Tome of Horrors Complete 14

CE Gargantuan aberration (chaotic, evil)

Init +4; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, -4 size)

hp 270 (20d8+180)

Fort +17, **Ref** +8, **Will** +17

DR 15/cold iron; **Immune** poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 4 tentacles +21 (2d6+15/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks debilitating constriction, far reaching

Spell-Like Abilities (CL 20th; concentration +21)

At will—*plane shift* (DC 18; Astral Plane, Abyss, Hell, or Material Plane only)



Abyssal Harvester

TACTICS

During Combat The Abyssal harvester slithers around its sinkhole and uses its reach and size to attack foes who stand at the edge above.

Morale The monster plane shifts to the Astral Plane, then back to a different layer of the Abyss to seek a new lair if reduced to 40 hit points or fewer. It does not return to the Midnight Isles.

STATISTICS

Str 41, **Dex** 10, **Con** 29, **Int** 10, **Wis** 16, **Cha** 13

Base Atk +15; **CMB** +34 (+36 bull rush, +38 grapple); **CMD** 44 (46 vs. bull rush, 48 vs. grapple, can't be tripped)

Feats Awesome Blow, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Critical (tentacle), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical

Skills Climb +38, Intimidate +24, Knowledge (planes) +23, Perception +26

Languages Abyssal

SQ harvest, tentacle regeneration

SPECIAL ABILITIES

Debilitating Constriction (Su) An Abyssal harvester has the constrict ability. It deals 2d6+15 points of damage and 1d4 points of Constitution damage when it constricts a foe.

Far Reaching (Su) An Abyssal harvester can reach its tentacles across planar distances to attack foes there, or in the case of this specimen, to the qlippoth runestone at area F, up to 12 times per day. All of its tentacles must emerge within 20 feet of each other. The monster uses its tentacles to see and hear and can attack normally, but cannot move while doing so. It can withdraw its tentacles back to its side as a move action. *Dismissal*, *dispel chaos*, or *dispel evil* causes one tentacle to be forced back to the creature if it fails a Will save, while *banishment* forces all tentacles back. While inserted into the other side of a portal, the Abyssal harvester's tentacles can be sundered as if they were weapons (each tentacle has 40 hit points and the harvester's AC and other defenses).

Harvest (Su) Normally, an Abyssal harvester has the ability to harvest creatures from other planes, but here on its native plane the harvester does not have access to this power, and instead merely attacks foes with its tentacles normally.

Tentacle Regeneration (Ex) An Abyssal harvester regrows any lost tentacles in 1 week. (Remember, this amounts to 11-1/2 days in the Midnight Isles, where a "day" is 16 hours long).



Imago Lens

K1. Temple of Baphomet (CR 15)

A shaft extends above and below into darkness; the cave it penetrates is dimly lit by a pair of smokeless fires burning in braziers against the wall. A large winch sits to the northwest of the shaft, its thick chain hanging down into the gloom below. Columns of rock carved into statues of a winged, goat-headed demon leer from the cave's sides, where numerous exits and doors branch off. To the southwest, the cavern walls are carved with an increasing number of goat-headed demon carvings, while a sickly amber glow flickers from an opening at the far end of the cave.

This large central cavern serves as the primary gathering place for the miners and as a place of worship devoted to Baphomet. Hepzamirah leads worship ceremonies here when she's not engaged in purifying crystals and preparing them for transportation. If for some reason she is indisposed, she leaves these duties to her glabrezu minion, Kralisq.

The massive wooden boom and winch are used to raise and lower miners, supplies, and other objects between this cavern and area L1 below. Currently, the platform at the end of the chain lies just above the ground in area L1. Operating the winch requires a minimum Strength of 18, and each round of work raises or lowers the platform by 5 feet. It takes 4 minutes to move the platform the full 200 feet from here to area L1.

Area K1a is a small nook in which the glabrezu Kralisq has hidden a sizable stash of treasure (see the Treasure section, below).

What appear to be sheets of blood drip down the walls of area K1b. This phenomenon is curious and unnerving, but ultimately the sheets are harmless rock formations. The amber glow comes from a large object mounted in the southwest corner of the room. This is a gift to Hepzamirah from her father—an artifact known as an *Imago Lens*. It was this item that Areelu Vorlesh used to confront the PCs at the end of "The Worldwound Incursion." More details on this item appear on page 60.

The door from K1b to K1o features a carving of the inverted pentagram that is one of Baphomet's symbols. The door is kept locked (Disable Device DC 40) and is also trapped (see Traps below). Hepzamirah carries the only key.

The bulk of this room, including **K1b** but not the shaft itself, is under the effects of an *unhallow* spell (CL 11th). Any chaotic evil creature in this area gains the benefit of *freedom of movement*.

Creatures: During services, all of the demons, demoniacs, and miners in the mines can be found here. Fortunately for the PCs, no services are planned at this time. Instead, the room is guarded by six kalavakus demons. These creatures' primary task is actually to serve as muscle for the raising and lowering of the platform that moves between this cave and area **L1**, but they swiftly mobilize to attack any obvious intruders, alerting the glabrezu Kralisq in area **K4** and Hepzamirah in area **K10** as they do so. While Hepzamirah does not abandon her task at hand to join the fight, Kralisq and his succubus companions do after 3 rounds.

KALAVAKUS (6) **CR 10**
XP 9,600 each
hp 125 each (*Pathfinder RPG Bestiary* 2 78)

Trap: The door to area **K10** is protected by a mythic *glyph of warding*, placed there by Hepzamirah.

MYTHIC GLYPH OF WARDING **CR 16**
XP 76,800
Type magic; **Perception** DC 34; **Disable Device** DC 34
EFFECTS
Trigger opening the door; **Reset** none
Effect spell effect (mythic *glyph of warding*, spell glyph, augmented mythic *harm* [165 points of damage, *poison*, Will DC 29 half])

Treasure: The glabrezu Kralisq stashed a small but valuable clutch of treasure here, objects he found while exploring Colyphyr. He placed the items inside a *bag of holding* (type II) and then hid the bag at the far end of this nook behind a rock (Perception DC 25 to locate). The bag contains 485 gp, 23 pp, an opal worth 600 gp, a mithral and electrum scepter with inlaid pearls worth 1,750 gp in total, a +1 *disruption heavy mace*, a *ring of minor electricity resistance*, a *pearl of power* (3rd level), and a *scroll of polymorph*.

K2. Ore Storage

Treasure: In addition to *Nahyndrian crystals*, the mines of the lower tunnels often yield up other valuable ores. Particularly valuable ore is stored here, and large chests of these gems and precious metals wait to be loaded up alongside future hauls of the crystals and shipped to the Midnight Fane. These resources help to fund the war back in the Worldwound. Currently, 12,000 gp worth of gold ore and 22,000 gp worth of various gemstones are stored here, but until the ore is processed, the 7 tons of stone in this area are more weight than profit.

K3. Visitor's Chamber

This cave is clean, dry, and empty. Faint traces of strange glyphs are visible on the eastern wall.

The glyphs on the wall were once painted in blood, and they radiate faint conjuration magic. Characters who succeed at a DC 25 Spellcraft check recognize that this aura and the glyphs once belonged to a magic portal. This aura is similar in some ways to the aura on the wall of the ritual chamber below Citadel Drezen (*Pathfinder Adventure Path* #74 49), and was where Areelu Vorlesh kept the entrance to her personal domain while she was living here in the mines.

K4. Foreman's Quarters (CR 15)

This appears to have been a natural cavern later expanded into a torture chamber. Numerous devices of torture are set against the walls, and a huge bed of ragged furs rests at the far end.

Creatures: The mine's foreman, a powerful glabrezu named Kralisq, dwells here. Now that the miners are well into their task and need little supervision, cowed as they are by the cruel glabrezu's eagerness to punish transgressions, the glabrezu has plenty of time to enjoy his vices, be they exploring the isle of Colyphyr or, increasingly, frolicking with three succubi whose the companionship he has engaged. Kralisq attacks the PCs on sight, while his companions hang back to use spells to support him. Once the glabrezu is slain, the succubi cease their attack and offer their profane gifts to the PCs, claiming to be overwhelmed by the PCs' power. Of course, the succubi will betray the PCs the first chance they get, preferably from afar after establishing profane gifts to use *suggestion* on the PCs at a later date.

KRALISQ **CR 14**
XP 38,400
Advanced glabrezu (*Pathfinder RPG Bestiary* 61, 294)
hp 210

ADVANCED SUCCUBI (3) **CR 8**
XP 4,800 each
hp 100 each (*Pathfinder RPG Bestiary* 68, 294)

K5. Sacrifice Storage (CR 15)

This large, dark cavern smells of filth and despair. A twenty-foot-square pit yawns to the west, while six ten-foot-high iron posts protrude from the ground, each adorned with several sets of shackles from which hang emaciated humanoid figures. Three wide ledges overlook the central cave at a height of twenty feet, while the ceiling reaches up into the darkness above.

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The ceiling of this cavern is 120 feet high, while the pit itself is 40 feet deep, with 2 feet of brackish water at the bottom. This room is used to house prisoners of all races, mostly humanoids captured from Worldwound battles who were transported here to await eventual sacrifice.

Creatures: In all, 22 half-starved prisoners are kept here. Each is alive but insane with fear and despair. The prisoners are kept alive with foul water and barely edible food. When one sickens too much, a demoniac steps in to cure the prisoner with whatever magic is needed. The rituals in area **K1** consume a dozen or more sacrifices per month, requiring a constant stream of replacements purchased from various suppliers throughout the Midnight Isles. This adventure assumes all of these poor souls are relatively low level, but at your discretion, some of them could well be potent allies if restored to full health.

Each of the three ledges in this room is occupied by a single gibrileth whose job is to ensure no prisoners escape. This includes escape via death. If a prisoner appears to be dying, one of the demons alerts a demoniac via telepathy as quickly as possible to come to the victim's aid. The demons immediately attack any intruders, but their allegiance to the cult is not strong. A gibrileth reduced to fewer than 30 hit points teleports away and does not return.

GIBRILETHS (3)

CR 11

XP 12,800 each

hp 137 each (see page 14)

Story Award: If the PCs rescue the 22 prisoners here and see that they make it safely back to the Material Plane, award them 800 XP per prisoner who survives.

K6. Miner's Quarters (CR 12)

Creatures: This wing of the temple consists of six similar chambers. Each contains a filthy pile of furs and a stinking pile of bones scraped clean by teeth. The primary miners of the operation share these rooms. Originally, these miners were simply half-fiend minotaur fighters recruited from the endless ranks of their kind in the Ivory Labyrinth. Long exposure to raw Nahyndrian ore has killed several over the past few years. Those who survived, however, have absorbed the power and are now mythic half-fiend minotaurs.

Originally, two dozen of these creatures served here, but now only eight remain in the mines. The minotaurs work in shifts, and when the PCs first arrive, six of them are down in the lower tunnels—only two are encountered here. Each is exhausted and sleeping in a separate room, but if the minotaurs are woken, they do their best to slay intruders.

HALF-FIEND MYTHIC MINOTAURS (2)

CR 12/MR 2

XP 19,200 each

Male half-fiend mythic minotaur fighter 4 (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Mythic Adventures* 210)

CE Large outsider (mythic, native)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 30, touch 13, flat-footed 26 (+8 armor, +4 Dex, +9 natural, -1 size)

hp 159 each (10d10+104)

Fort +14, **Ref** +10, **Will** +7 (+1 vs. fear)

Defensive Abilities bravery +1, natural cunning; **DR** 5/epic; **SR** 23

OFFENSE

Speed 30 ft., fly 60 ft. (good)



Half-Fiend Mythic Minotaur

Melee +2 *adamantine heavy pick* +21/+16 (1d8+13/19–20/x4), bite +13 (1d8+4), claw +13 (1d6+4), gore +13 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks mythic power (2/day, surge +1d6), *oubliette* (DC 17), powerful charge (gore, 2d6+13), smite good 1/day

Spell-Like Abilities (CL 10th; concentration +12)

3/day—*darkness*, *poison* (DC 16)

1/day—*contagion* (DC 16), *desecrate*, *unholy blight* (DC 16)

TACTICS

During Combat A half-fiend mythic minotaur prefers to fight in melee, making full attacks. The minotaur's first attack with his pick in any round is usually a sunder attempt.

Morale The minotaurs fight to the death.

STATISTICS

Str 28, **Dex** 18, **Con** 23, **Int** 9, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +20 (+24 sunder); **CMD** 34 (36 vs. sunder)

Feats Great Fortitude, Greater Sunder, Improved Critical (heavy pick), Improved Sunder, Power Attack, Toughness^M, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

Skills Fly +13, Knowledge (dungeoneering) +8, Linguistics +1, Perception +14, Profession (miner) +14

Languages Abyssal, Draconic, Giant

SQ armor training 1, maze mastery

Gear +2 *breastplate*, +2 *adamantine heavy pick*, *amulet of natural armor* +1, *belt of mighty constitution* +2

K7. Kitchens (CR 12)

Fire pits with spits and a well of brackish water mark this as a kitchen. An eight-foot-long skinned carcass of a giant vulture-headed creature roasts on one of the spits.

The body slow-roasting on the spit is a vrock—the half-fiend minotaurs have developed a taste for these demons, but the flesh is foul and nauseating to anyone else who tries it.

Creatures: The kitchen is manned by a chaotic assembly of 17 cowardly dretches that run hither and fro to avoid a fight with the PCs. Overseeing them is a disgruntled kalavakus named Xuneki whose punishment for insubordination is serving as the cook. His reaction to intruders is one of resignation, and before the PCs attack, the demon tries to bargain. In return for leaving him alone, he promises to give the PCs some information they can use. Of course, the demon actually sees this as a chance to get back in Hepzamirah's good graces, and his "advice" is nothing but lies. He claims that Hepzamirah is currently working hard on a "secret project" in the lower tunnels, and gives the PCs directions to area L2 in the lower tunnels, telling them that if they hurry they can catch her off guard. Of course, if the PCs take him at his word, Xuneki wastes no time teleporting down to the lower tunnels to gather up the demoniacs in area L1 and the miners in area L3. They wait until the PCs head into area L2 before creeping up from

behind to collapse the entrance to the abandoned mines, hoping to trap the PCs in there so Hepzamirah can take care of them at her leisure.

XUNEKI

CR 10

XP 9,600

Kalavakus (*Pathfinder RPG Bestiary* 2 78)

hp 125

DRETCHES (17)

CR 2

XP 600 each

hp 18 each (*Pathfinder RPG Bestiary* 60)

K8. Disposal Shaft (CR 10)

This cave widens out before ending at a filth-stained pit's edge. The pit itself drops away into darkness, but a foul, almost overwhelming stink of rancid meat rises up from below.

This pit drops down into a horrific rot-grub-filled cavern (area L5). The miners use this pit to dispose of their refuse. It's a 200-foot drop into the wormy mass below; the cushion granted by the worms reduces the falling damage to a mere 19d6 points, for what that's worth. A successful DC 20 Climb check is required to scale the pit's walls.

K9. Demoniac Cloisters (CR 15)

A single enormous brazier shaped like a huge bronze minotaur's head sputters and crackles with fire, lighting this large chamber.

The five smaller rooms are personal cloisters for the demoniacs. Each houses two bunks in the relatively cramped space. The longer room to the east contains several privies and a large bath. The secret door to the south is very cunningly hidden; a successful DC 35 Perception check is needed to notice it.

Creatures: Currently, four of the 10 demoniacs stationed on Colyphyr are down at the river gate (area I), and two are down standing guard duty in area L1. The remaining four demoniacs can be found here. If the PCs make it this far without raising an alarm, 1d3 of the demoniacs are sleeping while the others are in the central room praying. When the alarm is raised, the demoniacs prepare for battle before moving out as a group to patrol the temple.

DEMONIACS OF BAPHOMET (4)

CR 11

XP 12,800 each

hp 144 each (see page 40)

Trap: The secret door to area K10 is protected by a mythic *glyph of warding*, placed by Hepzamirah.

MYTHIC GLYPH OF WARDING

CR 16

XP 76,800

See page 48.

K10. Hepzamirah's Quarters (CR 19)

This finely appointed room serves as a study, a shrine, and a bedchamber. The walls are decorated with staggeringly detailed maps of a world made of mazes, over all of which looms a horned demon with a pentagram branded into its forehead. A large chest sits at the foot of an oversized bed to the southwest, while a short passageway to the north ends at a nook with a chair set before a crystal lens the size of a fist that is set into the wall. A table strewn with alchemical equipment and archaeological tools sits to the north. The most striking object on the table is a strange metallic framework that holds a heart-sized purple crystal at its core. Bits of what appear to be scorched and partially melted stone cling in lumps to the softly glowing crystal.

This chamber is warded by an *unhallow* spell (CL 11th). Any non-chaotic-evil creature in this area is affected by *dispel magic* (CL 11th) each time the creature enters the room. A successful DC 35 Perception check identifies the secret door in the northwest corner of the room. Behind the door is a flight of stairs that leads down to a secret trap door that opens into the ceiling of area L4.

Creature: This room has served Hepzamirah as a home away from home for many months (or even years, if your campaign has gone on that long!). If alerted to a battle, she moves over to the crystal in the northern nook to observe the events in area K1. This crystal functions as a one-way window from this side, though it appears to be solid stone from area K1. She can abandon her work at the crystal for only a minute at a time, however, so after watching for 7 or so rounds, she returns to her work at the desk.

Once a *Nahyndrian crystal* is extracted, it remains unstable until its impurities are excised. Hepzamirah trusts none but herself to do this job, and spends many hours here working at stabilizing the latest crystal through the use of precise gem-cutting and magical techniques. During this time, she accepts no visitors, ignoring reports of intruders (be they via *sending* spells, telepathy, or even shouts through her closed door) until the last possible moment. After all, one thing she expects of those she surrounds herself with is the competence to protect her and the mine. When the PCs first arrive at the mines, they are fortunate indeed that Hepzamirah is thus engaged. She remains engaged for 5 days, after which she ceases beginning new stabilizations until the PCs have been dealt with. This gives the PCs a little less than a week to chip away at the mine's defenses before they're forced to engage against its most powerful denizen—the daughter of a demon lord. Of course, if the PCs reach Hepzamirah here before this time passes and

launch an early attack, she's forced to abandon her current project. In such a case, her wrath at the interruption clouds her judgment and her tactics suffer (as detailed in her stat block's tactics on page 56).

HEPZAMIRAH

CR 19

XP 204,800

hp 346 (see page 56)

Treasure: The tapestries depict Baphomet's Abyssal realm, the Ivory Labyrinth, something confirmed by a successful DC 25 Knowledge (planes) check. There are four tapestries in all; each is incredibly well made and worth 5,000 gp. The large chest is unlocked, and contains 45,527 sp, 16,979 gp, 410 pp, five matching topazes worth 650 gp each, a *potion of tongues*, an *oil of stone shape*, three *scrolls of commune*, a *scroll of true resurrection*, a *wand of restoration* (11 charges), and a *decanter of endless water*.

The crystal sitting on the desk is a *Nahyndrian crystal* that's only a few days away from being purified and ready for shipment to the Midnight Fane.

L1. Central Chamber (CR 13)

A fifty-foot-diameter shaft opens in the roof of this large cavern, sixty feet above the floor below. Chains hanging down from the shaft suspend a twenty-foot-wide platform just off the ground. The marks of pickaxe strikes mar the walls, disrupting the rampant growth of strange purple crystals.

Creatures: This area becomes quite busy whenever a *Nahyndrian crystal* is extracted from the mines and needs to be carried up to Hepzamirah, but currently, the place is quiet. A pair of demoniacs stand guard here. If attacked, they make a fighting retreat into the active tunnels (area L3) and call for assistance from the demons and miners therein.

DEMONIACS OF BAPHOMET (2)

CR 11

XP 12,800 each

hp 144 each (see page 40)

L2. Abandoned Tunnels (CR 15)

Creatures: This section of tunnels has been mined out; the marks of pick axes mar the walls. The miners abandoned the tunnels, and they've since become infested with carnivorous crystals. These ravenous oozes currently dwell in the easternmost tunnels, but quickly seek out any prey they notice.

Note that the entrance to these tunnels is only 5 feet wide. If Xuneki tricks the PCs into going into these caves, he has several half-fiend mythic minotaurs collapse the tunnel here once the PCs are deep in the caves fighting the carnivorous crystals (the miners need only deal a total of

120 points of damage to the walls to do so, and up to two miners can work simultaneously).

CARNIVOROUS CRYSTALS (4)

CR 11

XP 12,800 each

hp 136 each (*Pathfinder RPG Bestiary* 3 45)

L3. Active Tunnels (CR 17)

These tunnels are still being worked. Six *Nahyndrian crystals* remain in this part of the mine, with perhaps more to be discovered as the tunnels are bored deeper. The tunnels follow the paths that the energies of these crystals took as they “fled” the miners’ picks. At each point in the tunnels indicated by a tiny purple glowing spot on the map, the crystals are close enough to the surface that they’re susceptible to physical damage. Note that unless enough damage is dealt to a crystal to completely destroy it in one blow, the attack instead causes the crystal’s energy to withdraw deeper into the rock. Causing a crystal’s energies to retreat is enough to ruin that extraction point, since a solid blow will send the energies deeper into the stone. The miners will then need months of work to once more “sneak up” on the now deeply buried crystal, assuming they dig in the right direction!

Creatures: Unless the half-fiend mythic minotaurs have been alerted and are helping to prepare an ambush, a single one toils at each node, delicately chipping away at the rock with its pick to free the crystal within. Each minotaur is accompanied by a babau servant tasked with aiding the minotaur in whatever way the creature demands. If the PCs enter this area, the first minotaur encountered orders its babau to teleport to the other nodes and alert the other minotaurs, who quickly come to the first minotaur’s aid.

HALF-FIEND MYTHIC MINOTAURS (6)

CR 12/MR 2

XP 19,200 each

hp 159 each (see page 49)

BABAUS (6)

CR 6

XP 2,400 each

hp 73 each (*Pathfinder RPG Bestiary* 57)

L4. Vaulted Cavern

This long cavern has a vaulted ceiling that rises up into darkness.

The ceiling of this cavern is 180 feet high. At the point indicated in the southeast corner of the wall, a secret trap door in the ceiling (Perception DC 35 to notice) leads to a short stairwell that ascends to area **K10** above. This is an emergency escape route Hepzamirah might use if things get dicey (see her tactics on page 56).

L5. Disposal Pool (CR 14)

The stench of rotten meat is overpowering in this chamber. The ceiling rises fifty feet above, to where a large, filth-smeared opening yawns over a large pit below. Rough stairs lead down to this pit, which is filled with churning mass of writhing worms.

Creatures: This chamber serves as a garbage disposal for the mine. A 6-inch-thick carpet of fiendish rot grubs obscures the floor of the pit itself. In all, nine swarms of rot grubs wriggle on the floor here, amid dozens of lumps of flesh from sacrifices they’ve yet to finish consuming. The grubs can’t climb up out of their pit, for they can’t navigate the steps leading down to them, but eagerly consume any creatures that stumble into their midst.

FIENDISH ROT GRUB SWARM (9)

CR 8

XP 4,800 each

hp 85 each (*Pathfinder RPG Bestiary* 3 215, 290)

concluding the Adventure

Hepzamirah is the final foe the PCs should face in the mine. Even if they seek her out before finishing off all of the other mine inhabitants, the nature of the fight against Baphomet’s daughter (which is likely to lead through several encounter areas) results in a singular event—a challenge to the PCs from Baphomet himself!

As soon as Hepzamirah is defeated, either by killing her or forcing her to flee, her demon lord father steps in to intervene. If she still lives, Hepzamirah suddenly gets a shocked expression and then cries out in pain. Whether she lives or not, her body suddenly rips open, collapsing in a shower of corruption as the smoking, ghostly image of a towering horned demon spills up from her rapidly decaying remains. This is no mere *sending* from Baphomet—this is a partially real projection of the actual demon lord.

Baphomet roars as he emerges from the ruins of his daughter’s remains, and as he does so, his booming telepathic voice fills the PCs minds, giving them the following message.

“Mortal worms! You have destroyed my daughter. But even in her failure, she proved of use to me, for while you toyed with her, I took from your mewling patron one of her own! Know, fools, that none of those you value are safe from me. Even your goddess Iomedae knows my wrath, for I have claimed her herald as my latest plaything, stolen from her as you whiled your time away in the Midnight Isles. And now, I do the same to you! When I am done with you, your bones shall join those of millions more within the walls of my Ivory Labyrinth!”

At this point, the partially real form of the Lord of Minotaurs begins to take awful, physical form—Baphomet

The Midnight Isles



is manifesting before the PCs! Yet just before the demon lord can do so, the shadows suddenly darken around his form, then rush in and surround him in a vortex of violence. Flesh begins peeling away from Baphomet's frame, and a horn suddenly snaps off at the root. The demon lord shrieks in pain as a familiar, feminine voice speaks from the shadows.

"No, lord of slain daughters. This is my realm, and these are my guests. You are the intruder here, and your bones shall decorate my palace walls if you choose to remain!"

Baphomet shrieks again, but then his form shrinks away and vanishes as he chooses instead to flee from Nocticula's presence. With the demon lord of minotaurs gone, the shadows congeal before the PCs, granting them a glimpse of Nocticula's feminine curves somewhere in the darkness as she speaks one final time.

"And so you have done it. I must admit, I'm a touch surprised. You have more in you than I suspected. Rest assured, mortals,

that your enemies will claim no more of my realm's blood for themselves. Yet you have made a greater enemy than the children of gods tonight, and I suspect you will be facing Baphomet again. Were that I could be there to watch. I must say, I'm not sure who would prevail in such a clash! No matter—the way to the Midnight Fane and your homes on the Material Plane lies before you. You have but to step into my shadow to be on your way home."

Nocticula is true to her word. Any of the PCs who step into the shadows suddenly find themselves back in area A8 of the Midnight Fane. Choosing not to take advantage of this final gift does not anger Nocticula, but character who decline need to find their own way home.

In the meantime, the PCs may well be concerned about Baphomet's claims, and may take it upon themselves to seek answers. Has the Lord of Minotaurs truly captured the herald of Iomedae? As the PCs will learn soon enough, Baphomet was truthful. Yet he has more than torment in store for his latest victim—he intends to transform him into the Herald of the Ivory Labyrinth!

Galfrey

When she took the Mendevian crown over a hundred years ago, Galfrey had no idea she was signing on for multiple lifetimes of war. A brilliant tactician and ferocious servant of Iomedae, Queen Galfrey hopes that the Fifth Crusade will be the last, and that she will finally earn a chance to rest.

GALFREY

CR 14

XP 38,400

Female human paladin of Iomedae 15

LG Medium humanoid (human)

Init +5; **Senses** Perception +10**Aura** courage, faith, justice, and resolve (10 ft.)

DEFENSE

AC 31, touch 13, flat-footed 31 (+13 armor, +3 deflection, +5 shield)**hp** 192 (15d10+105)**Fort** +22, **Ref** +13, **Will** +19; +2 vs. charm, confusion, death, emotion-based effects, insanity, and possession**Immune** charm, disease

OFFENSE

Speed 20 ft.**Melee** +2 *holy evil-outsider-bane cold iron longsword*
+22/+17/+12 (1d8+6/17-20)**Ranged** +1 *evil-outsider-bane composite longbow* +16/+11/+6
(1d8+5/×3)**Special Attacks** channel positive energy (DC 25, 8d6), smite
evil 5/day (+8 attack and AC, +15 damage)**Spell-Like Abilities** (CL 15th; concentration +23)At will—*detect evil***Spells Prepared** (CL 12th; concentration +20)4th—*break enchantment*, *dispel evil*, *restoration*3rd—*daylight*, *dispel magic*, *litany of escape*^{UC}, *magic circle*
*against evil*2nd—*corruption resistance*^{APG} (DC 20), *resist energy*, *shield*
other, *zone of truth* (DC 20)1st—*cure light wounds* (2), *divine favor*, *hero's defiance*^{APG},
lesser restoration

TACTICS

During Combat Queen Galfrey uses her divine bond to enhance her already powerful sword to transform it into a +4 *axiomatic holy evil-outsider-bane cold iron longsword*. When facing foes she knows are particularly deadly, she opts for a more defensive version, turning the sword into a +5 *defending holy evil-outsider-bane cold iron longsword*. And against particularly heavily armored foes, she turns it into a +2 *brilliant energy holy evil-outsider-bane cold iron longsword*. When she enhances her composite longbow, she prefers to simply turn it into a +5 *evil-outsider-bane composite longbow*. None of these augmentations are included in her stats

above. She prefers to fight in melee, and is swift to use her smites against foes rather than save them up for later battles that might or might not occur in a given day. She generally reserves at least six of her uses of lay on hands for emergencies, and has no problem breaking off a combat to come to the aid of a fallen ally—although she generally prefers using channeled energy to save dying allies, since she can affect more targets this way.

Morale Galfrey is no coward, but she also knows that her death would devastate crusader morale and undermine the entire war effort. As a result, if she realizes she's facing a foe she either cannot defeat or that is likely to defeat her first, she does her best to escape using her *boots of teleportation*. She's had to abandon allies to terrible fates before as a result, and while each one of those unfortunate choices nags at her, she knows that as the ruler of Mendev, she cannot sacrifice herself to save one or two allies when her continued life can save so many more.

STATISTICS

Str 18, **Dex** 10, **Con** 20, **Int** 11, **Wis** 15, **Cha** 26**Base Atk** +15; **CMB** +20; **CMD** 35**Feats** Critical Focus, Extra Lay on Hands, Improved Critical
(longsword), Improved Initiative, Leadership, Power Attack,
Staggering Critical, Toughness, Weapon Focus (longsword)**Skills** Diplomacy +19, Heal +13, Knowledge (religion) +11,
Linguistics +4, Perception +10, Ride +6**Languages** Abyssal, Celestial, Common, Hallit, Sylvan**SQ** aging effects, divine bond (weapon +4, 3/day), lay on
hands (7d6, 17/day), mercies (diseased, exhausted, fatigued,
stunned), wealthy

Combat Gear 12 +1 *holy cold iron arrows*, 3 *evil-outsider-slaying arrows*, *boots of speed*; **Other Gear** +4 *full plate*,
+3 *heavy steel shield*, +2 *holy evil-outsider-bane cold iron*
longsword, +1 *evil-outsider-bane composite longbow* (+4 Str)
with 20 cold iron arrows, *belt of physical might* +4 (Str, Con),
boots of teleportation, *headband of alluring charisma* +6,
ring of protection +3, all six *righteous medals* (*Pathfinder*
Adventure Path #74: *Sword of Valor* 62–63), silver holy
symbol of Iomedae worth 300 gp

SPECIAL ABILITIES

Aging Effects (Ex) Queen Galfrey is well over 100 years old, but thanks to having imbibed a few doses of the *sun orchid* elixir (*The Inner Sea World Guide* 301), she appears to be

in her late twenties. As a result, she takes none of the penalties for her advanced age, but still gains the +3 bonus to her Intelligence, Wisdom, and Charisma scores—these bonuses are already incorporated into her statistics.

Wealthy (Ex) Queen Galfrey has the full support of the Mendevian Crusade; as a result, she has gear equivalent to a PC. This increases her CR by 1.

While today the name of the Crusader Queen is known throughout the Inner Sea region, it's easy to forget that Galfrey did not start her rule of Mendev as a paladin of Iomedae, but rather of Aroden. In 4601 AR, when her father, the last Prince of Mendev, perished under mysterious circumstances on a diplomatic mission to central Sarkoris, Galfrey was crowned Princess of Mendev. When the Worldwound opened a mere 5 years later and forever changed Mendev, Galfrey was still an untested aristocrat who was forced to deal with the death of her god while she simultaneously had to rally her nation against the Abyssal threat to the west. She rose to the challenge, however, and her leadership was instrumental over the next several years not only in protecting Mendev from demonic invasions but also in holding the border against the Worldwound.

When the church of Iomedae finally recovered from its own turmoil and organized the First Crusade, it joined forces with Mendev to push back the demon armies. During these battles, Galfrey time and time again distinguished herself with a keen grasp of tactics and skill at leadership. But this inspiration went both ways—in the church of Iomedae, Galfrey found something to replace her lost faith. By the time the First Crusade ended with the apparent defeat of the demon armies, Galfrey had converted and become a worshiper of Iomedae, and had completely retrained herself as one of the Inheritor's most devout paladins.

When the second wave of demons erupted, Galfrey's leadership was put to the test as never before.

When it became apparent that this second wave of demons was much larger and better organized, she called for a retreat from Sarkoris. That decision scandalized many at the time but in the end proved to be the right one, as by retreating, the crusaders were able to erect the *wardstones* and contain the threat rather than lose everything in a pointless suicide assault against an unstoppable force of chaos and evil.

As the years and crusades wore on, the church of Iomedae grew ever more dependent on Galfrey's leadership and skill. Already the church has paid twice for doses of the *sun orchid elixir* to help maintain Galfrey's youth rather than risk the disruption of a new, untested ruler of Mendev. Galfrey understands this, but deep inside she yearns for an end to the war, for over the past century she has seen more horror and devastation than she knew was possible to experience. She views this Fifth Crusade as her last crusade—and whereas before she was content to

remain out of direct battles, she now increasingly throws herself into the thick of the fray. Some whisper that their queen has developed something of a death wish, while others view this change in her character as evidence of her devotion to ending the war by whatever means necessary. Both are correct—for Galfrey intends for the Fifth Crusade to be the last, one way or another.

Campaign Role

By this point in the campaign, the PCs have already met Queen Galfrey at least once—she spoke with them at the start of “Sword of Valor” and awarded them *righteous medals*. In the present adventure, Queen Galfrey approaches the PCs again in person, but now less as a commander and more as an equal. She accompanies the PCs into the Midnight Fane, and at your discretion may continue to accompany them into the Abyss itself if you feel the PCs need more assistance. Otherwise, Queen Galfrey bids farewell to the PCs as they move on to the Midnight Isles, then returns to her post in Nerosyan to keep the war effort moving forward while the heroes infiltrate the Abyss to strike decisive blows against the demons from within.



Hepzamirah

Daughter of the demon lord Baphomet, Hepzamirah is a unique nephilim and devout worshiper of her father, and has grown powerful among the countless number of Baphomet's offspring.

HEPZAMIRAH

CR 19

XP 204,800

Female unique nephilim cleric of Baphomet 11/hierophant 6 (*Pathfinder RPG Bestiary* 3 200, *Pathfinder RPG Mythic Adventures* 32)

CE Large outsider (extraplanar)

Init +20^M; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +38

DEFENSE

AC 34, touch 13, flat-footed 33 (+12 armor, +3 deflection, +1 Dex, +9 natural, -1 size)

hp 346 (22 HD; 11d10+11d8+233)

Fort +23, **Ref** +12, **Will** +27; +4 vs. insanity and confusion, +2 vs. fear and sorrow effects

Defensive Abilities fearless, hard to kill, mythic saving throws, soul of sorrow; **DR** 10/magic, DR 10/adamantine (110 points);

Immune fear (non-mythic), maze; **Resist** cold 10, fire 10; **SR** 30

OFFENSE

Speed 20 ft.

Melee *Blancher* +34/+29/+24/+19 (2d6+22/x5 plus crushing blow), gore +30 (2d6+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks channel negative energy 9/day (DC 21, 6d6), crushing blow, faith's reach, fury of the abyss, inspired spell, might of the gods (+11, 11 rounds/day), mortal challenge, mythic power (15/day, surge +1d8), mythic spellcasting, powerful charge (gore, 4d6+15)

Domain Spell-Like Abilities (CL 11th; concentration +24) 16/day—strength surge (+5)

Cleric Spells Prepared (CL 11th; concentration +24)

6th—*blade barrier*^M (DC 29), *harm*^M (DC 29), *heal*^M, *stoneskin*⁰

5th—*dispel law*⁰, *flame strike* (DC 28), *greater command* (DC 28), *scrying* (DC 28), *slay living* (DC 28), *wall of stone*

4th—*air walk*, *chaos hammer*⁰ (DC 27), *cure critical wounds*, *dismissal* (DC 27), *freedom of movement*, *sending*, *unholy blight*^M (DC 27)

3rd—*blindness/deafness* (DC 26), *cure serious wounds* (2), *dispel magic*^M, *glyph of warding*^M (DC 26), *rage*⁰, *speak with dead* (DC 26), *stone shape*

2nd—*bull's strength*⁰, *cure moderate wounds* (5), *death knell* (DC 25), *spiritual weapon*

1st—*command* (DC 24), *cure light wounds* (4), *divine favor*, *doom*⁰ (DC 24), *sanctuary* (DC 24), *shield of faith*

0 (at will)—*bleed* (DC 23), *detect magic*, *guidance*, *mending*

D domain spell; **Domains** Demon^{APG}, Strength; **M** mythic spell

TACTICS

Before Combat Before combat, Hepzamirah casts *air walk*, *bull's strength*, *freedom of movement*, *shield of faith*, and *stoneskin* on herself. If she thinks she has 10 minutes to spare, she casts a *mythic glyph of warding* (sonic blast glyph) somewhere in the vicinity and attempts to lure enemies into stepping onto it during combat.

During Combat Hepzamirah begins by casting *harm* using faith's reach, following up in succeeding rounds with her other ranged spells as she uses *air walk* to stay out of melee as best she can. She is fond of using *mythic blade barrier* on her enemies' turns to create the barrier in ways that disrupt spellcasting or attempts to approach her. As long as she has at least four uses of mythic power left, she uses inspired spell on these *mythic blade barriers* (increasing the cost to cast the spell to two uses of mythic power) in order to cast them at CL 13th and retain the spells as they are cast. She uses her mortal challenge ability only if she knows the PCs are susceptible to fear effects—she's fought too many paladins to rely too heavily on this ability.

Apart from using mythic power to cast mythic spells and inspired *blade barriers*, she keeps a few uses of mythic power in reserve for the purpose of using force of will to reroll failed saving throws that would otherwise cripple her. If it becomes apparent that melee is a better option than spellcasting, she casts *divine favor* and then engages the most dangerous foe with a powerful charge—she only casts *rage* on herself if she feels that she won't need spells to finish a battle. She uses Power Attack as long as she's hitting more often than missing.

Hepzamirah is a mobile foe, and often uses blade barriers to slow pursuit as she retreats to other areas so she can heal herself of any damage she's taken before her enemies find her again. Favored places to fight include areas **K1**, **K10**, and **L5** (she may even stand within the rot grubs, trusting to her damage reduction to keep her safe if she feels that doing so prevents foes from approaching her), but she retreats to any area where she suspects more of her minions might still be alive and able to provide combat aid.

Morale Hepzamirah uses healing on herself if reduced to fewer than 150 hit points. If reduced to fewer than 50 hit points, Hepzamirah attempts to flee. Note that this attempt automatically fails, as her father uses her body to appear before the PCs (detailed in Concluding the Adventure on page 52).

STATISTICS

Str 35, **Dex** 19, **Con** 28, **Int** 16, **Wis** 36, **Cha** 23

Base Atk +19; **CMB** +32 (+34 bull rush, +34 overrun, +34 sunder);

CMD 49 (51 vs. sunder)

Feats Combat Reflexes, Craft Wondrous Item, Critical Focus, Heavy Armor Proficiency, Improved Critical[™] (mattock), Improved Initiative[™], Improved Sunder, Lightning Reflexes[™], Martial Weapon Proficiency (mattock), Power Attack, Staggering Critical

Skills Bluff +31, Intimidate +17, Knowledge (arcana, planes) +28, Knowledge (religion) +17, Perception +38, Profession (miner) +27, Spellcraft +28, Use Magic Device +17

Languages Abyssal, Common, Giant

SQ amazing initiative, commune with power, enduring blessing, force of will, mythic sight, recuperation

Gear +3 full plate, *Blancher* (see page 60), *amulet of natural armor* +2, *belt of thunderous charging*, *Fasciculus Labyrinthum* (see page 60), *headband of inspired wisdom* +6, powdered diamond for *glyphs of warding* (worth 800 gp), 8,050 gp

Baphomet has sired many children over the centuries from his stable of concubines and countless victims, most of whom were enslaved or sacrificed. Hepzamirah, however, proved among the most clever and ruthless of her siblings; after she engineered the sacrifice of five of her elder brothers in a dread ritual to gain her father's attention, the Demon Lord of Beasts took notice. Over the years spent as a priestess in the service of her father, Hepzamirah grew in power with each test and trial she passed, culminating with the willing sacrifice of her own mother in a ritual of Baphomet's devising. This final trial propelled her to mythic ascension and made her one of the demon lord's foremost servants.

As Hepzamirah rose in rank, she was placed in charge of Baphomet's favorite cult—the Templars of the Ivory Labyrinth. Hepzamirah has been personally responsible for seeding this cult on no fewer than 30 worlds throughout the Material Plane, but she's particularly proud of how the Templars have taken to their role in and around Golarion's Worldwound. Her latest task, arranging for the creation and distribution of *Nahyndrian elixirs* throughout the Worldwound, is one she wanted to handle on her own—she doesn't enjoy sharing fame and glory with others, regardless of whether they're lesser beings like Xanthir Vang or much more powerful ones like Areelu Vorlesh. Hepzamirah suspects Vang won't last much longer (indeed, if he's been defeated by the PCs she already knows it), but she hasn't quite yet figured out how to remove Areelu Vorlesh from power. She curses the fact that she missed an excellent opportunity to do so after Vorlesh was nearly slain by a backlash of magic through

the *imago lens* at the end of "The Worldwound Incursion," and fears that she may never get another chance.

Campaign Role

Unlike other villains who might escape or return from death, Hepzamirah's end is a key part of this adventure's plot. When Baphomet uses her body as a portal to manifest his might directly into the Midnight Isles, he essentially sacrifices his daughter to do so. Only after this attempt ultimately comes to nothing when Nocticula intervenes does Baphomet realize he may have wasted one of his greatest allies, and the loss of his daughter could well become an obsession. Although this volume's adventure does not detail such a development, you can have Baphomet resurrect Hepzamirah if you wish so she can fight the PCs again in the next adventure—such as in the role of assistant to the warden of Baphomet's labyrinthine prison.



Minagho

Until recently a notable leader of the Worldwound's forces and the mastermind behind orchestrating the corruption of captured and defecting crusaders, the lilitu Minagho fell from favor when, through her own inaction, she allowed the heroes of Kenabres to destroy a *wardstone* fragment.

MINAGHO

CR 16

XP 76,800

Female lilitu rogue 6 (*Pathfinder Campaign Setting: The Worldwound* 48)

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

Init +1; **Senses** darkvision 60 ft., *true seeing*; Perception +29

DEFENSE

AC 32, touch 16, flat-footed 26 (+6 armor, +5 Dex, +1 dodge, +10 natural)

hp 329 (23 HD; 17d10+6d8+209)

Fort +8, **Ref** +12, **Will** +7; +2 vs. traps

Defensive Abilities evasion, profane grace, trap sense +2, uncanny dodge; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

Weaknesses Baphomet's displeasure

OFFENSE

Speed 60 ft., fly 60 ft. (good)

Melee 4 claws +23 (2d8+12/19–20), 2 tail slaps +18 (1d6+7)

Special Attacks create husk, husk link, sneak attack +3d6, swift claws

Spell-Like Abilities (CL 7th; concentration +17)

Constant—*fly*, *tongues*, *true seeing*

At will—*charm monster* (DC 24), *detect thoughts* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 23), *telekinesis* (DC 25)

3/day—*persistent image*, *seeming* (DC 25)

1/day—*demand* (DC 28), *dominate monster* (DC 29), *project image* (DC 27)

1/week—*binding* (DC 28), *wish* (granted to a mortal humanoid only)

TACTICS

During Combat Until the final confrontation at the end of this adventure, Minagho prefers to torment the PCs. She doesn't attempt to kill, but rather to vex and humiliate. She may attempt to disarm them via *telekinesis* and abscond with a valued weapon, use domination to set a PC against the party, or even use *binding* on a PC if she has the time. The tactics she uses once she seeks to finish the PCs off are detailed in the adventure.

Morale Minagho uses *greater teleport* to escape after spending a few rounds tormenting PCs early on, but in the final battle she knows it's her last chance to make things right with Baphomet and fights to the death.

STATISTICS

Str 30, **Dex** 24, **Con** 32, **Int** 21, **Wis** 21, **Cha** 30

Base Atk +21; **CMB** +21; **CMD** 47

Feats Ability Focus (branding), Blinding Critical, Combat Reflexes, Critical Focus, Deceitful, Dodge, Improved Critical (claw), Improved Initiative, Mobility, Power Attack, Quicken Spell-Like Ability (charm monster), Spring Attack

Skills Acrobatics +23, Bluff +38, Diplomacy +26, Disguise +30, Fly +35, Intimidate +26, Knowledge (local, religion) +21, Knowledge (planes) +7, Linguistics +1, Perception +29, Sense Motive +21, Stealth +23

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

SQ change shape (Small or Medium humanoid, *alter self*), profane wishcraft, trapfinding +3

Combat Gear *dust of disappearance* (3), *potions of cure serious wounds* (2); **Other Gear** +3 heavy fortification studded leather, *amulet of mighty fists* +2, *portable hole*, *ring of spell storing* (*cure critical wounds*, *cure light wounds*)

SPECIAL ABILITIES

Baphomet's Displeasure (Su) Minagho currently suffers from a powerful effect placed on her via a miracle by Baphomet: she has 10 permanent negative levels and is in constant minor pain until she can convince the demon lord to forgive her for allowing the PCs to destroy the Kenabres *wardstone* fragment. As long as she suffers from these negative levels, she takes a –10 penalty on many rolls and her hit points are reduced by 50—these penalties are incorporated into the stats above. This weakness reduces her CR by 4, to CR 16. As long as she suffers this effect, she loses her branding, profane grace, and profane pact abilities, along with her quickened *charm monster* and her *unholy aura* spell-like abilities. Only by earning back Baphomet's favor are the negative levels removed; should that happen, Minagho regains her lost abilities, and she is restored to a CR 20 foe—see page 48 of *The Worldwound* for further details on these currently unavailable lilitu powers.

Create Husk (Su) Once per day as a swift action, when Minagho deals enough damage with a weapon, spell, or spell-like ability to kill a humanoid within 30 feet, she can opt to transform that slain humanoid into a husk. A successful DC 26 Fortitude save negates this effect, allowing the victim to die normally. A humanoid

transformed into a husk withers away into an immobile and desiccated corpse, but does not actually die—in this state, the creature remains aware of its surroundings but cannot take any action. A husk is essentially treated as an object with hardness 15 and 60 hit points. If a husk is destroyed, the effect ends and the body dies. This is a curse effect—removing this curse restores the victim to life at a number of negative hit points equal to the creature's Constitution – 1; a husk restored to life in this way has 1 round to stabilize or be saved before it dies. Minagho can maintain 10 husks at a time. If she creates one too many husks, a previously created husk is released and immediately dies. Minagho currently keeps six other husks in her *portable hole*, but she must remove one from this extradimensional space before she can use her husk link ability. Her current favored husk is the body of the famous heroine Yaniel, which she keeps in an armoire in her lair (see page 15). Her other husks are various other crusaders—you can customize these husks into specific characters if you wish. The save DC is Charisma-based.

Husk Link (Su) By spending a minute in blasphemous contact with a husk she's created, Minagho can establish a supernatural link to that husk. As long as she and that husk remain on the same plane, divination spells reveal the linked husk's alignment to be the same as Minagho's (chaotic evil). The husk link allows her to use her change self ability to assume a husk's original form—when she does, she gains a +20 bonus on Disguise checks made to impersonate that person. If Minagho takes enough damage to be slain while having an active husk link, the husk takes the killing blow's damage instead and is destroyed, instantly severing that link; if Minagho is disguised in the husk's original form, she instantly reverts to her true form.

Profane Wishcraft (Su) A creature that accepts a *wish* from Minagho immediately becomes chaotic evil unless it succeeds at a DC 26 Will save. A creature that becomes chaotic evil in this way gains the benefits of a *good hope* spell for 24 hours, followed by the effects of *crushing despair* for 1d6 days (these spell effects function at CL 17th). The save DC is Charisma-based.

Swift Claws (Ex) When Minagho makes a full-round attack action, she can attack twice with each of her claws, for a total of four attacks per round.

Minagho is a lilitu—a demon born of a soul of temptation. She specializes in the corruption of faith, and has personally engineered the conversion of thousands of crusaders over the past several decades to the worship of Baphomet or Deskari. Lilitus collect bodies and wear them in the same way a humanoid might collect clothing—Minagho's current favorite form is that of a relatively famous paladin named Yaniel, a hero who recently went missing in the Worldwound.

As the demon responsible for the corruption of many captured crusaders, Minagho has been one of the most dangerous foes facing the crusaders, yet her subtlety has kept her from being identified as one of the Worldwound's primary villains. Full details on Minagho's history and her current goals appear on pages 14–15.

Campaign Role

Minagho has been a behind-the-scenes antagonist until now, but in “The Midnight Isles” she becomes a primary villain. Play her as a vexing, recurring nemesis—she spends much of this adventure tormenting the PCs rather than making actual attempts to slaughter them. She's powerful enough that she should be able to endure a round or two of combat before teleporting away—the more often she can do this, the more the PCs should come to hate her, and thus the more satisfying her eventual defeat will be.



WRATH OF THE RIGHTEOUS TREASURES

The following unique treasures can be found in “The Midnight Isles.” Player-appropriate handouts for the treasures detailed here appear in the *Pathfinder Cards: Wrath of the Righteous Item Cards*.

BLANCHER		PRICE 63,312 GP
SLOT none	CL 15th	WEIGHT 25 lbs.
AURA strong necromancy		



This Large +4 *adamantine heavy pick* has a haft of petrified bone and a head of crudely formed adamantine. *Blancher* is unusually heavy and must be wielded with two hands, but it deals damage as if it were a Huge weapon rather than a Large weapon. On a successful critical hit, it deals 1d12 points of bleed damage (this bleed damage does not stack with multiple hits) and 1d3 points of Charisma damage as the victim’s flesh, hair, and eyes are blanched and whitened.

CONSTRUCTION REQUIREMENTS	COST 33,312 GP
Craft Magic Arms and Armor; <i>bestow curse, bleed</i>	

FASCICULUS LABYRINTHUM		MINOR ARTIFACT
SLOT none	CL 15th	WEIGHT 2 lbs.
AURA strong abjuration		



The rune of Baphomet emblazons this slim, leather-bound volume. Taken from a larger work, the *Fasciculus Labyrinthum* details many of the rituals of Baphomet worship. Included in its pages are details of how to operate the *imago lens* and

incomplete instructions to constructing one. As long as the book is carried (even if carried in an extradimensional space like a *bag of holding*), it grants its carrier immunity to *maze* spells and a +4 profane bonus on all saving throws against insanity and confusion effects.

DESTRUCTION

The *Fasciculus Labyrinthum* must be carried into a maze that has never been solved. The book must remain in the possession of a person lost in the maze for 666 days. If on the 666th day the carrier of the book solves the maze, the pages of the *Fasciculus Labyrinthum* turn blank and nonmagical.

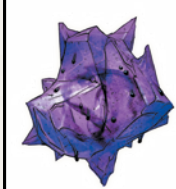
IMAGO LENS		MAJOR ARTIFACT
SLOT none	CL 25th	WEIGHT 80 lbs.
AURA overwhelming illusion (chaotic, evil)		

The *imago lens* appears as a 3-foot-diameter semitransparent disc of amber gripped in the jaws of a metal demonic frame. This device functions as a *crystal ball* with *telepathy* and *true seeing*—a successful DC 24 Will save allows a creature to resist being scried upon by the *imago lens*. Once per day, the *imago lens* may instead be used to create a projected image of the user, as the spell *project image*. The user may project this image into any location she has observed before, either in person or via scrying. Once the image is projected, the user can sense the world around the image as if she were there, communicate with nearby creatures, and even cast spells. The image cannot move from its current location. Using this effect is not without risk; if the image is dispelled, the user must succeed at a DC 25 Fortitude save or take 4d6 points of Constitution drain as her body reels from the sudden disconnection and her soul is warped and twisted by the lens’s powerful magic. The *imago lens* is a chaotic evil artifact, and each time it is used, a non-chaotic-evil user must also succeed at a DC 25 Will save to resist having her alignment shift one step closer to chaotic evil.

DESTRUCTION

If a demigod is slain while it uses the lens to project an image, the lens shatters and the demigod turns into an insane ghost.

NAHYNDRIAN CRYSTAL		MINOR ARTIFACT
SLOT none	CL 30th	WEIGHT 3 lbs.
AURA overwhelming conjuration and necromancy [evil]		



Normally, when a demon lord is slain while its Abyssal resurrection ability has already been used, its body joins the countless others petrified into the walls of the Rift of Repose. The demon lord Nocticula discovered a method to bypass this, however, and now any demon lord

slain by her is instead absorbed into her realm, creating an island in her domain. The demon lord’s personality and themes influence the nature of the newly formed isle, but little of its physical form remains save for its ichor. This lifeblood fossilizes deep within the island into *Nahyndrian crystals*.

The majority of *Nahyndrian crystals* are flawed, but the most perfect of them retain the mythic power of their demonic source. These *Nahyndrian crystals* have hardness 30 and 120 hit points, and can be used in the creation of various powerful items.

Wrath of the Righteous Treasures

Nahyndrian crystals feel cold to the touch, and contact with one can be debilitating. When a creature touches a *Nahyndrian crystal*, it takes 1d4 points of Wisdom drain as flashes of horrific anguish flood the creature's mind (Fortitude DC 25 negates). A creature can only be affected in this way by a *Nahyndrian crystal* once in a 24-hour period.

A creature that carries a *Nahyndrian crystal* on its person (even if the crystal is carried in an extradimensional space, such as a *bag of holding*) gains 2 negative levels; creatures with both the chaotic and evil subtypes only gain 1 negative level in this manner. These negative levels remain as long as the crystal is carried and are removed as soon as the crystal is abandoned. The negative levels from multiple *Nahyndrian crystals* stack. These negative levels never result in actual level loss, but they cannot be overcome in any way while the crystal is possessed (including via *restoration* spells). A creature who carries enough *Nahyndrian crystals* to gain enough negative levels to equal or exceed its Hit Dice immediately dies—a humanoid slain in this manner immediately rises as an advanced bodak.

A *Nahyndrian crystal* cannot be teleported. Anyone attempting to use a teleportation effect on a creature carrying a *Nahyndrian crystal* (including the creature itself) must attempt a DC 30 caster level check. If the caster fails the check, the spell doesn't work and is wasted; otherwise, the spell works normally, but any *Nahyndrian crystals* carried by the teleporter remain behind, dropping to the ground where the teleporter was previously standing.

DESTRUCTION

A *Nahyndrian crystal* can be destroyed by physical damage, provided the source can penetrate the crystal's hardness.

NAHYNDRIAN ELIXIR		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong conjuration and necromancy [evil]		

This thick, syrupy, deep purple elixir contains within it the ability to infuse a drinker with a tiny fragment of a dead demon lord's mythic power. So potent is this elixir that it must be stored in a magically reinforced cold iron flask capped with a mixture of lead and demon ichor—the flask itself is essentially a wondrous magic item that does nothing else and costs 8,000 gp to craft. Even then, the elixir's essence fills a 10-foot-radius area with unholy energies that sicken all living creatures (this is a poison effect with no saving throw). If the flask is opened, this radius expands to 30 feet. A thin sheet of lead, 1 inch of common metal, or 1 foot of stone blocks this effect. Once the flask is opened, the elixir must be imbibed within 1 minute; re-capping the elixir at this point doesn't reset or pause this countdown. If the elixir has not been imbibed in that time, the energy within explodes in a 30-foot-radius burst that deals 15d6 points of unholy damage (Will DC 25 half) to all creatures in the area of effect, destroying the elixir.

If a creature drinks a *Nahyndrian elixir*, it must succeed at a DC 25 Fortitude save or take 4d6 points of Constitution drain (demons automatically succeed). If a non-mythic chaotic evil creature succeeds, it undergoes mythic ascension—gaining either the first tier in a mythic path or a mythic rank, at the GM's discretion. A chaotic evil creature that is already mythic treats a *Nahyndrian elixir* as *nectar of the gods* (*Pathfinder RPG Mythic Adventures* 155).

Nahyndrian elixirs have the same strange immunity to teleportation effects as *Nahyndrian crystals*.

DESTRUCTION

Merely opening the elixir ensures its destruction. Pouring the contents out triggers its unholy explosion instantly.

STALKER'S CROSSBOW		PRICE 54,735 GP
SLOT none	CL 14th	WEIGHT 4 lbs.
AURA strong divination		



This crimson-and-black +3 *seeking light crossbow* is strung with what appears to be a length of twisted, smoking shadows. Once per day, the wielder of a *stalker's crossbow* may cast *locate creature*, targeting the last creature that was damaged by a bolt fired from

the weapon. As long as the *locate creature* effect continues, the stalker's crossbow gains the *bane* weapon special ability against that target.

CONSTRUCTION REQUIREMENTS	COST 27,535 GP
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Craft Magical Arms and Armor; *locate creature*, *summon monster I*, *true seeing*

TALISMAN OF TRUE FAITH		PRICE 3,000 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint divination		



A *talisman of pure faith* looks like a set of six of black and red hexagons nested within each other. When worn about the neck, a *talisman of pure faith* physically transforms into a holy symbol that

matches the faith of the wearer, unless that information is blocked via a magical effect. It can be utilized as a divine focus, and doesn't take up a neck slot when worn in this manner. If worn by someone who doesn't worship a single deity, it remains in its hexagonal shape and cannot be used as a divine focus. As long as it is carried or worn, a *talisman of pure faith* functions as a *phylactery of faithfulness*. In addition, while it is worn, the talisman grants a +4 bonus on all concentration checks to cast spells impeded by planar traits.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item; *detect chaos*, *detect evil*, *detect good*, *detect law*



Gazetteer of the Abyss

We had crossed an ocean of boiling blood and crawled through miles of black caverns that honeycombed the land like an aching disease, fighting vile demonic creatures all the way. We now lay at the lip of a canyon vast enough to swallow entire worlds. But at that moment I stood at a more perilous precipice: Iomedae forgive me, I teetered on the edge of a chasm of mad despair, painfully tempted to throw myself into its depths. For the most depraved truth about the Abyss is that just when you're certain you've witnessed the ultimate blasphemous horror, an even viler abomination comes slithering forth—sometimes from within your own mind.

—From *The Account of Onden Ellowy:
A Paladin of Kenabres in the Abyss*

As the vast majority of the seemingly endless plane known as the Abyss consists of constantly fluctuating matter, attempts to fully map and describe its more stable regions is an exercise in utter futility. Just as its most powerful denizens regularly remake and destroy portions of their respective realms, the very fabric of the Abyss is in conflict with order. Those scholars who make the study of the Abyss their concern agree on little, in part because they approach the subject from such diverse perspectives—some seeking understanding in order to fight against its malevolent forces, others wishing to harness its power for their own varying purposes, and vile demon worshipers striving to curry favor with its abhorrent natives.

A controversy among those studying the Abyss involves the question of whether the Abyss is actually expanding. One widely held theory posits that the appearance of the plane's growth is an illusion, and it's only the limited vantage of mortality that fools observers. After all, one would otherwise expect the gods to be more alarmed by the Abyss's seemingly aggressive growth. No, say these academics, the toxic nature of the Abyss itself, the Maelstrom, and perhaps even forces beyond consume what the plane belches forth at a rate to at least equal the plane's blasphemous fecundity. Another common theory maintains that this is dangerously wishful thinking. This alarmist camp asserts that the plane is like a cancer that grows upon the bones of the Outer Sphere, eats away at the fabric of the planes, and sinks tendrils of chaos and rot throughout other realms. This presumption is a favorite of naturally opposed parties—demoniacs reveling in the prospect of the eventual triumph of evil and entropy over all, and the forces of righteousness who labor to beat back (or at least contain) the Abyss's relentless advance.

A dreadful variety of malignant beings call the Abyss home. Demons are its most common denizens, coming from countless differing breeds that are further varied via crossbreeding, mutation, and deliberate manipulation. The ancient qliphoth lurk amid unfathomed depths—alien creatures of pure, malevolence with little resemblance to the more common forms of sentient life. But travelers too are found in the Abyss, for many from across the multiverse have business in there, whether they seek knowledge, power, the release of an imprisoned souls, or some other insane purpose.

The Abyss holds an insidious allure for alchemists because of the many substances found nowhere else in the multiverse (most of them frighteningly unstable). Forms of such matter—solid, liquid, and gas—fetch kings' ransoms across many worlds, though there are many cautionary tales of the gruesome ends met by those who dared experiment with these supremely dangerous materials.

The Abyss is a plane of endless horror and violence. The unending clashes that rage through the plane make the mighty, empire-spanning conflicts on the worlds of the

Material Plane look like the playground bickering of children. Indeed, some of the hostilities between the forces of Abyssal gods and major demon lords are millennia-old, and the carnage is terrible to witness.

Despite the fact that beings of great power direct most of these battles through the tremendous force of their wills, it's not uncommon for a cohort or even a single combatant within an army to suddenly turn on its unwary fellows in a wicked explosion of bloodlust. What discipline exists among the combatants of the Abyss is achieved mostly through fear

and punishment, though the promise

of booty in the form of power, wealth, or obscene privilege can be effective with more intelligent beings. However, by their very nature many of the Abyss's denizens are utterly ungovernable, even by the most potent demon lord.

Numerous desires might lure individuals to this plane of evil, but most seekers never leave the Abyss alive. Those non-natives foolish or desperate enough to traverse the Abyss must exercise great caution and be prepared for a myriad of dangers, from both the plane's hostile inhabitants and the very matter of the Abyss itself.

Abyssal Realms

The overwhelming majority of the Abyss is composed of the raw stuff of chaos—shifting, bubbling, corrupting, metamorphic chaos shooting through the rifts and no man's lands of the Outer Planes. As such, the Abyss isn't a single contiguous realm, like the mounting layers of Heaven or the depths of Hell. Rather, its wilds are linked by tendrils and cavities reaching through the firmament of the planes, by unpredictable portals, and by thoroughfares that only the most demented entities dare traverse. Abyssal realms that have achieved a stable, recognizable form were forced into this state either by the will of extraordinarily powerful resident beings (gods and demon lords),



Mark of the Abyss



the collective malevolent psyches of many foul creatures, or the plane's own transient whim (some theorize the planes each have their own inscrutable intelligence). Most demonic realms are shaped by their rulers to suit their own fell purposes. The deeper, terrifying qliploth realms are prone to greater flux, constantly reshaped by the combined wills of countless minds alien to even the planes' vilest deities. These places are scenes of staggeringly brutal butchery, senseless violence, and atrocities likely to drive unfortunate witnesses mad.

Abvoth-Kor: The realm of Angazhan, the Ravenous King, is an endless tropical jungle growing along the two facing cliff sides of an Abyssal rift. Its inhabitants include fiendish versions of those bestial creatures found prowling the jungles of worlds across the multiverse: ravenous dinosaurs, insects of obscene size, winged predators,

toothy carnivorous plants, and vicious screeching primates. Gravity on this plane pulls toward the sides of the cliff walls, so those who manage to penetrate the jungle canopy see another canopy on the opposing surface. Huge expanses of mist envelope great portions of Abvoth-Kor, and torrential rains pummel the realm frequently. However, the growth in this realm is fed more by the blood of victims slain here than by any rainfall.

Akigiyat: One of the deepest known Abyssal realms, many believe that this foul place is the den of the iathavos qliploth—the colossal, hideous, winged beast shunned by all but the parasitic nyogoth qliploth that feed on the detritus and filth the great creature leaves in its destructive wake. No demon lord currently lays claim to the realm; there's little about its barren, rocky hills and cavernous pits worth contesting the qliploth for.

Argahoz: This cavernous realm—dominated by a vast, yawning pit—is but a third of the domain of the bat-god Camazotz. Flocks of demonic bats flit about its black depths, along with skittering insectile horrors and shadowy flying demons.

Ashen Forge: The Ashen Forge pulsates with the enslaved minions of the dark dwarven god Droskar. His thralls forever build a tangled labyrinth of mine shafts and forges that is just as quickly unmade by the Abyss itself. Droskar's workers labor at this task of ultimate futility, spurred on by the scourges of hateful taskmasters. It's rumored that veins of valuable gems and minerals are struck daily in the endless toil, thrown aside along with dirt, stone, and debris in the mindless effort to replace the structures consumed by the Abyss.

The Barren Wood: Mestama rules over this vexing forest of dead and dying pine and fir trees. Scattered houses of wood and stone serve as lairs for the many cruel acolytes of the Mother of Witches, enticing unfortunates wandering the dead forest with the smell of a cook fire and promise of warmth. The wilderness between these seemingly inviting dwellings is populated by black flocks of fiendish ravens and crows, castrated demons seeking out targets on whom to visit their wrath, and mysterious hooded travelers going about the goddess's inscrutable business. Some remote forests on Golarion have doorways into the Barren Wood, lying in wait for the unwary to stumble through.

Basalfeyst: Lamashtu created this strange realm by drawing a corner of Hell across the Maelstrom to augment her own realm of Kurnugia. Most of this realm is made of rocky hills that spontaneously liquefy and then return to solid form, trapping unfortunate travelers in place—easy prey for the carnivorous scavengers that haunt the land.



Everglut

The barghest hero-gods of goblinkind rule over this realm at Lamashtu's sufferance, in exchange for serving as allies of the Demon Queen. Nomadic tribes of hulking, mutant bugbears wander the place in a constant state of war with one another. Many would-be demon lords have sought to harness these anarchic armies, but ultimately have found the hordes can't be controlled for any organized purpose beyond unadulterated bloodshed.

Blood Clefts: Areshkagal holds dominion over this land of stony crimson hills and gulches seeping rivers of blood. Monuments to the demon lord are scattered across the realm, and legends suggest that fabulous wealth is buried beneath each one, awaiting the first to solve its riddles and puzzles. Areshkagal drills her armies endlessly here, readying them for frequent assaults on the realm of her hated half-sister, Aldinach. Numerous vrock dwell here, as do despicable cadres of dretches used by more powerful demonic soldiers as training dummies.

Bloodpyre Fields: This cavernous world is the domain of the demon lord of fire, Flauros. Immense volcanic mountains, which endlessly erupt in rivers of magma, surround a sea of molten rock. Demonic minions of the Burning Maw sail this strange sea in enchanted ships, carting slaves and harvested larvae to feed their lord's endless hunger. A number of balor demons favor Flauros' realm and, with his profane blessing, have built towering keeps on islands in the rivers of lava.

Cathedral Thelemic: This massive structure, consisting of thousands of different rooms over a few square miles, is nestled in a sylvan woodland of deceptive comfort. This enormous building is ruled by The Silken Sin, Socothbenoth, and is designed for the exclusive indulgence of his countless vices. His army of servants, terribly warped by the demon lord's perversity and clad in flowing, brightly colored robes, wander the structure's maze of hallways and chambers, seeing to the needs of their lord and his guests, both willing and unwilling. Incubi and succubi are the most common denizens of this monument of perversions.

Cerebulim: Ruled over by Haagenti, Lord of Transformation, this realm comprises myriad libraries, laboratories, torture chambers, menageries, and rooms dedicated to occult arts, all of which shift position as though pieces of a mighty clockwork contraption. Many alchemists and inventors have weathered the dangers of the River Styx in effort to reach this place, seeking forbidden knowledge and elusive insight. All but the boldest and luckiest instead become the subjects of Haagenti's cruel experiments.

Charnelhome: The realm of Shax, this place is a city-sized house perched atop a stony bluff overlooking a bog of thorny, blood-drinking plants. The rooms of this house are populated by ingenious traps and hideous bestial guardians. The Blood Marquis is fond of setting captives loose in one wing or another of Charnelhome, delighting

Planar Traits

The Abyss is a nightmare realm of unmitigated horror where desire and suffering are given demonic form—a place devoid of law, order, and hope. It's the spawning ground of the innumerable races of demons. The reaches of the Abyss are comprised of various yawning chasms in the fabric of the other Outer Planes, threaded through by the foul waters of the River Styx. These layers connect to one another in continually shifting pathways. The Abyss has the following traits:

Divinely Morphic and Sentient: Deities with domains in the Abyss can alter their domains within the Abyss at will. The Abyss can also alter itself by whatever unknowable will it possesses.

Strongly Chaos-Aligned and Strongly Evil-Aligned: A -2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks attempted by creatures that aren't chaotic or evil. The penalties for the chaotic and evil components of the alignment trait stack.

Enhanced Magic: Spells and spell-like abilities with the chaotic or evil descriptor are enhanced.

Impeded Magic: Spells and spell-like abilities with the lawful or good descriptor are impeded.

in their deaths as they futilely attempt to escape the perilous structure.

Everglut: Kabriri lords over this sprawling necropolis of ghouls and other hungry undead. Linked to the River Styx, Everglut's cavernous space hosts many winding tunnels that connect to graveyards across the multiverse. The expansive libraries found within are said to contain the secrets every sentient being has ever taken to the grave.

Ghahazi: The realm of Xoveron is a vast ruined city with thousands of leering sculptures hanging from its crumbling walls. The massively deep catacombs beneath this sprawling ruin, which is itself surrounded by razor-sharp hills of flint and iron, are said to connect to several other Abyssal realms. For this reason, Ghahazi is often a waypoint for travelers hoping to bypass the Abyss's more lethal routes, though flights of ancient gargoyles prowl the ruins and make meals of many of these sojourners.

Glutondark: This realm is a great network of caverns connected by subterranean rivers and yawning chasms, with an enormous jungle moon adrift at its core. Ruled over by Zevgavizeb, Glutondark is populated by herds of carnivorous dinosaurs and ravening armies of demonic troglodytes that roam the caves and nightmare jungles, looking for flesh on which to gorge.

High M'Vania: This lies in one of the largest Abyssal rifts. It's ruled by the elder demon lord Pazuzu, who lives

Controlling Realms

Demon lords most often gain authority over portions of the Abyss in one of two ways. The first is simple conquest, by wresting influence from another demonic overlord. Such conflicts may involve vast armies, devious espionage, clever traps, political subterfuge, or any combination thereof. Whatever form this takes, it almost always leads to an ultimate confrontation between ruler and usurper, and such titanic battles are the stuff of legend.

The other doesn't involve challenging a ruler, but challenging the Abyss itself. It is the final test of power for a nascent demon lord: demonstrating the ability to exert its will on the very fabric of the Abyss, accomplished by powerful transmutation magic or the purposeful focus of a dominating presence. For weaker demon lords, this task occupies every fiber of their being and is monstrosly draining. For the strongest demon lords, demigods, and gods, such manipulation of matter is a minor chore accomplished without serious effort. Some battles between rival lords involve a test of wills in which both attempt to control the same Abyssal matter; resulting in the violent making and unmaking of the realm, potentially spelling doom for countless beings unfortunate enough to exist in the battleground.

Even once control of a realm is solidified, there are limits to a demon lord's power over the Abyss. Notably, no amount of control allows one to form rare materials (such as *Nahyndrian crystals*) or other unique substances from the raw matter that makes up the plane. That's the province of the Abyss itself.

amid the tangle of black towers of Shibaxet, at the center of an enormous city sprawling upon a great cliff shelf. This rift allows access to many of the outer spheres, making it a common transit point for travelers. High M'Vania's demonic avian residents take advantage of this fact, with countless flocks of vrocks, fiendish harpies, and other winged horrors constantly hunting for those attempting to pass through.

Ishiar: The ancient demon lord Dagon rules this vast Abyssal ocean from his underwater city of Ugothanok. The waters of this dark realm teem with vile life, and its shores touch upon many other Abyssal realms. The River Styx pours through Ishiar, and demonic mariners of every description sail its turbulent waves.

Ivory Labyrinth: Minotaurs and demons of every sort inhabit this vast maze. Innumerable esoteric secret societies spread their enigmatic doctrines and vile rituals from headquarters here, all answering to the realm's ruler, Baphomet. It's said many trapped in the labyrinth wander eternally, being killed and then reforming again and again.

Jeharl: This is both a realm and a being—an immense fungus that's capable of extending its tendrils into other worlds to corrupt them. It's ruled by Cyth-V'sug, who dwells at the center of this parasitic spherical growth. Demons, bizarre dragons, colossal worms, and other contaminated beings terribly altered by the realm-thing prowl the fungal chambers, seeking sustenance in the form of others unfortunate enough to find themselves in this diseased realm.

Jhuvumirak: The demon lord Kostchtchie rules this realm of glaciers, frozen seas, and snow-covered mountains. His fortress, Skyscar, is carved from one of these great peaks. The icy horrors that call this land home prey on one another, as well as on anyone foolish enough to traverse this wintery domain—a land offended by any source of warmth, be it the light of a torch or the beating of a heart.

Khavak-Vog: This hive-like conglomeration of caverns is infested with hordes of vermin and ruled over by Mazmezz. The Creeping Queen's labyrinthine realm is alive with drow, drider, and ettercap servants, as well as her beloved bebiliths, many grown to outrageous sizes. Though many other demon lords loathe the realm and avoid it, Khavak-Vog is sometimes used to hide artifacts and treasures of great value. Mazmezz exacts unspeakable payment from those using the hive for such purposes.

Kurnugia: As it flows through the Abyss, the River Styx first meanders through the massive realm that is Kurnugia. Kurnugia's vast size allows for all manner of terrain, from enormous seas to parched deserts, all surrounding the single immense city-mesa of Yanaron. This is the realm of the god Lamashtu, and it's appropriately populated by hosts of beasts and demonic creatures. Some are loosely structured into warring principalities, such as the thirteen fiendish gnoll kingdoms known as the Bloodgash Nations. Other denizens have formed into nomadic armies that clash eternally with one another, with allegiances changing from moment to moment. All residents serve the cruel, mercurial will of the Mother of Monsters in one way or another, and nothing occurs in this massive realm without her insidious awareness.

Kuthan: The great red sun of this parched realm never moves from its zenith, forever beating down on vast deserts, dry savannas, and rocky canyons. This is Nurgal's domain, and as the demon lord of deserts and senseless warfare, his brutal subjects engage in ceaseless battles across these burnt lands. A number of warlords vie for the cruel lord's favor by designing ever more elaborate and bloody assaults on neighboring fortresses and fields of battle.

Malvyrea: Sunken catacombs and shipwrecks surround this graveyard island. Home of Menxyr, a nascent demon

lord known as the Coffin Groom, the realm is full of the flotsam of thousands of bloody sea battles and cursed sailors who had the misfortune of slipping through portals to Menxyr's realm. Demons and undead abound in this realm, serving this would-be lord's growing power and feeding his loathsome appetites.

Mephizim: Located within the expansive Abyssal ocean that is Ishiar, this immense swamp is ruled over by Gogunta. This dreadful, fecund marsh is populated by fiendish amphibians and other monstrous swamp creatures, and many hezrou demons pledge their unholy fealty to the demon lord of bogbards. She grooms these demons for tasks on mortal worlds, guiding evil swamp-dwelling humanoids. Her stinking realm is known as a source for powerful substances that augment poisons, accounting for a favorite boast among poisoners: "My wares carry the reek of Mephizim."

Midnight Isles: This immense archipelago of night-shrouded islands lies in a region of Ishiar, its waters black and the sky above haunted by a huge, pale moon. Linked to the River Styx, these fell islands are ruled by Nocticula and increase in number when Our Lady in Shadows murders others demon lords (adding to her already impressive list of kills). Succubi and incubi—populate her growing kingdom, ruling some of these shadowed isles. More information on the Midnight Isles can be found in the article "Alushinyrra: The Porphyry City" on page 64.

Moonbog: This sprawling realm of fens and marshy plains is shrouded in everlasting night; a fat, full moon casts its pale light from above. The swampy regions are populated by countless fell beasts, from ravenous hezrous to fiendish froghemoths, all feeding on one another as often as on lesser prey. The moors play host to endless hunts held by powerful lycanthropes and antipaladin champions devoted to this realm's ruler, Jezelda. Isolated communities of humanoids kidnapped from a hundred worlds dot the moors, serving as prey for the demon lord and her stalking minions.

Muravelara: Gyronna, the Hag Queen, is the putative ruler of this woodland realm, though she's seldom in residence, leaving fiendish hag sorcerers and demon-witches—known as the Daughters of Gyronna—to govern in her absence. Men found in this realm are hunted down like wild animals to be cannibalized, burned as torches to light the witches' foul rituals, or torn to pieces in bloody frenzies.

Nesh: This mountainous realm reaches from snowy peaks and glacial valleys to jungle slopes and swampy lowlands. Zura, the Vampire Queen, allows no sun to ever rises on her cursed lands. There are many huddled



Rift of Repose

settlements across Nesh peopled by denizens of a hundred mortal worlds, unaware that they exist in a corner of the Abyss. This secret is maintained by the towns' cruel and capricious rulers, servants of Zura responsible for keeping their citizens in ignorance and terror as they are preyed upon.

Pleroma: The appearance of this realm, ruled by Abraxas, is a lie—illusions project a paradise that hides the sinister truth. The demon lord governs from Diovangia, his deceptively beautiful city of towers and fortress-libraries, their spaces confused repositories of forbidden lore and forgotten knowledge. Many who come to the Abyss do so seeking knowledge from these athenaeums, but their custodians—clever and malicious demonic beings led by powerful mariliths—demand brutal services and exorbitant payments for access, a price that most visitors come to regret.

Rankarrus: Nestled deep beneath Argahoz, this realm is a massive cavern filled with ammonia, guano, pestilential air, and demons of unspeakable foulness. Once ruled over by Vyriavaxus, before the Lord of Shadows was slain by Noctacula, it's now unclaimed and used as a dumping ground. Some say that items of real worth are discarded here, leading seekers to foolishly venture into these contaminated depths.

Rasping Rifts: Scholars of Golarion are more aware of this labyrinthine profusion of chasms and canyons than perhaps any other portion of the Abyss, for this realm pierces theirs as the embattled wasteland known as the Worldwound. Deskari, the Lord of the Locust Host, rules this realm of insectile monsters hungry for mortal flesh, and earthquakes opening new rifts constantly shake the land.

Rift of Repose: None know who created this hidden chasm, the walls of which are decorated with the fossilized remains of dead demon lords. Though no lord claims this isolated place, it's far from empty—the Rift is home to demons known as the Curators. These mythic nalfeshnees act as self-appointed custodians, watching over the giant corpses like stewards of an insane and macabre museum. The righteous have been known to seek out the Rift in order to obliterate the cadaver of various slain lords to assure that a particular evil can never be resurrected. Unfortunately for these crusaders, bodies destroyed in the Rift have a habit of reforming elsewhere in it, and it's not unheard of for one of them to spontaneously resurrect upon reforming.

Sea of Whispering Sands: This vast desert realm, ruled by Aldinach, one of Lamashtu's daughters, is an endless sea of dunes interspersed with strange ruined cities created in her honor. Aldinach, demon lord of sand, scorpions, and thirst, has held this parched land for only a short time, having recently wrested it from her sister Areshkagal, who constantly seeks to win back this Abyssal territory. Demonic scorpion-humanoid hybrids of great size act as Aldinach's generals and command her armies of mummified demons.

Sekatar-Seraktis: This underground cavern realm is said to lie at the center of the Spiral Path, part of which is ruled by Yamasoth and the remainder by 13 bickering balor lords, vavakias, and vrolikais who fight endless petty conflicts with one another. A wide variety of fiendish spiders ranging from small to enormous spin complex webs throughout the caverns. Artisans throughout the multiverse covet the unusual silk used in these intricate webs.

Slithering Pools: This reach of tidal flats and rocky pools stretches for miles into the Abyssal sea of Ishiar. It was once ruled by Ibdurengian before he was slain by Aroden and a holy army soon after that fallen god's ascension. The remains of Ibdurengian's coral palace have attracted many adventurers seeking pearls the size

of human heads, which are spoken of in ancient tales. To date, no explorers are known to have returned from such brazen aquatic ventures.

Spiral Path: This twisting network of tunnels is not truly a realm; rather, its labyrinthine passages connect the underground of every known Abyssal realm. Yhidothrus, the Ravager Worm, formed these tunnels over eons, but he doesn't rule so much as wander this confusing rocky maze. A host of monstrous leeches and worms, as well as ghosts and corporeal undead, wander these warrens with the demon lord, rending the flesh from all encountered.

Uligor: Though Orcus is the ruler of this realm of haunted cities, frozen seas, ragged mountains, and infested swamps, his authority is contested by a number of thanatotic titans who pay no fealty to the Prince of Undeath. The demon lord's minions—including powerful lichs and undead-demon hybrids—populate many necropolises and ruins across the realm.

Undersump: Jubilex, the Faceless Lord, rules this stinking maze of sewer-like catacombs that wind through the Abyss and connect to the undercities of countless Abyssal settlements. Linked to the River Styx, the Undersump is a frequent destination for those searching the Abyss for rare substances, especially potent poisons. The fumes are uniquely toxic to most life, save the fiendish ooze that crawl about the Undersump's depths. Qlippoth are more common here than in most Abyssal realms, making these reeking cesspits and fetid tunnels extraordinarily dangerous.

Vantian: Sifkesh, the Sacred Whore, rules over this realm from the legendary City of Open Windows, which sprawls along a vast cliff overlooking Ishiar. Waves from this violent Abyssal ocean endlessly shave the cliff, causing the city to constantly collapse into the waters—forcing its inhabitants to constantly rebuild. False temples to every known deity are found within the city, tended by former clerics of those gods, unfortunates who, in crucial moments when their faith was truly tested, surrendered to despair and committed suicide.

Vault of Ten Thousand Deaths: This sprawling trap-laden dungeon of iron and stone is ruled by the Razor Princess Andirifkhu. The blood of countless victims serves as grease for the Vault's many deadly contraptions. Numerous dungeons across the multiverse are said to have portals to these lethal chambers, though those who have passed through such doorways likely didn't know what they were stepping through and now pay the price for their carelessness for eternity.

Verakivhan: This catastrophic realm consists of an incessantly burning forest lashed by powerful storms whose foul rainfall actually fuels the conflagration. Ruled by Urxehl the Trollfather, this inferno is populated by fiendish elementals of every description, and is home to

demons who revel in the ongoing calamitous disaster about them.

Vlorus: This kingdom of decay was once ruled by Xar-Azmak, the Lord of Rust, until he and his army were destroyed by the forces of the archdevil Dispater. It's a realm of refuse and putrefaction, a massive valley filled with the castoffs of millennia and ringed by rusting castles and strange, pernicious constructs. Amid junk and refuse, some treasured keepsakes and items of power find their way here, drawing many an adventurer to brave the dangers of this place, which include demonic xorns.

Winding Wood: This gloomy woodland, populated by demonic incorporeal spirits and cloaked figures with fell intents, is ruled by Shivaska. At the realm's center is the Chained Maiden's massive keep, known as the Ticking House; it features an enormous 13-hour clock face with a complex system of gears tended to by children kidnapped from across the multiverse. Belligerent clockwork creations prowl the corridors of the place, which is in many ways nothing more than a gigantic prison and workhouse of ceaseless toil.

Yad Iagnoth: This shunned realm, deep below most of the other more settled reaches of the Abyss, is thought to be the primary entrance to the qliphoth-ruled regions of the plane. No lord holds claim on this foul place, which seethes with formless horrors that prey upon one another as readily as on those foolish enough to enter this pestiferous place.

Larvae

Souls of chaotic evil mortals are drawn to the Abyss upon death and reform as the revolting larvae: pale, worm-bodied creatures with insectile heads somewhat resembling those they had in life, but with bestial features. For most of these despised petitioners, their sense of identity have been obliterated, and all that remains are their execrable natures, animal instincts, and hostility for the living. Like a pernicious infestation, larvae are found in every realm of the Abyss. Those larvae not consumed by other feral life eventually undergo a metamorphosis, transforming into one of the endless varieties of demons, a form that often mirrors the petitioner's sins and vices in life.

The economy of the Abyss varies from realm to realm, but in every corner larvae are valued commodities: as food, as components for ceremonies and sorcery, and as playthings for the despicable population. So coveted are these foul creatures that some enterprising denizens create vile farms where larvae are corralled like cattle, fed on the various filth in the Abyss, and "nurtured" until they have achieved particular states of "ripeness" that appeal to the various

depraved tastes of various fiends, evil magic-users, and worse. Other larvae are raised through grueling processes into exacting forms of designed demonic life, tended with the careful ministrations of Abyssal artisans. These malign sculptors blend the cultivation of specific degraded and evil qualities with bizarre surgical magic to produce demons that suit the needs and desires of their specialized clientele.

LARVA

CR 1



XP 400

Human petitioner

CE Medium outsider (extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 16 (2d10+5)

Fort +4, **Ref** +3, **Will** +0

Resist cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +2 (1d6)

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

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

Feats Toughness

Skills Intimidate +2, Knowledge (planes) +5, Perception +5,

Sense Motive +5, Stealth +5, Survival +2

Languages Abyssal





Alushinyrra: The Porphyry City

Our guide steered the barge into one of the Porphyry City's many canals. In every direction we looked, the city rolled out as far as we could see—a sprawling panorama of purple domes and yawning plazas. Our guide suggested we suppress our obvious wonder, as being pegged as a newcomer here could be dangerous. For despite the place's overwhelming beauty, its streets teemed with strange creatures and terrible demons. Savage beasts and tempting succubi peered at us as we debarked the barge and set off to find the captured souls we had been sent for.

—Marliss Nalathane, explorer

Nocticula's Midnight Isles may not be the largest or the most dangerous Abyssal Realm, but they are without doubt among the most exotic and beautiful locations in the Abyss—perhaps even in the entire Great Beyond. Yet beneath these idyllic landscapes and breathtaking vistas, the promise of pain and the assurance of swift death is always close at hand.

The Midnight Isles have never known the light of day, yet they are not constantly shrouded in darkness, for an immense moon rises and sets on the horizon once every 8 hours, followed by 8 hours of near darkness. While the moon is up, the dim light cast down bathes the islands; after the moon sets, starlike pinpoints of light emerge in the heavens and pale, luminous ribbons periodically slither through the sky, though these do little to lift the veil of darkness.

The archipelago is located on one of the shores of the Abyssal sea of Ishiar. The surrounding waters are on average a few hundred feet deep, though depths can vary from relative shallows (about 30 feet) to drops of 6 or 7 miles. Near the islands of Nahyndri, Kexervix, Belatruve, and Zimhain, the distant wall of the unimaginably vast edge of the Abyss itself rises, an indomitable, night-shrouded cliff rising into forever.

Of the Midnight Isles, 30 are of particular note, for these were formed from the remnants of demon lords Nocticula slew over eons. The other islands formed around the remains of other, less powerful victims slain by the Lady in Shadow, such as balor lords, powerful glipboth, or not-quite-demigod-level victims from other planes whom she dragged back here to finish off. The size of the individual islands reflects the former power of the slain demon lord that formed it, while the island's inhabitants and topography and terrain generally matches the themes of the once-living demon lord's areas of interest. The table on page 66 details these great isles names and their themes. Each island is named after the demon lord slaughtered to create it.

Alinythia is the largest, a dominion created from the remains of Nocticula's first and most deadly competitors for the role of queen of succubi. Nearby, the mountainous isle of Nahyndri runs with purple, crystalline glaciers. This is the oldest island of Nocticula's realm. The glaciers are composed of sheets of raw crystals called *Nahyndrian crystals*, although oddly the crystals of the slain demon lord Nahyndri's fossilized ichor are nowhere near the quality of the crystals formed from the other demon lords' remains scattered throughout the Isles, as if by sheer quantity their power has been diluted. The jagged peaks and blasted canyons of Vyriavaxus, where even the monstrous moon of the Midnight Isles never shines, are haunted by shadow demons and batlike horrors. The isle of Marah is formed from the remains of another of Nocticula's competitors, a once-powerful succubus of shame and scandals, while the

frozen crags and glacial sheets of Deluria rose from the corpse-seed of a frozen demon worshiped on a world quite distant from Golarion. The gothic slopes of mountainous Luralune and its death-haunted slave-villagers, the web-shrouded gulches and spires of Bezwarluu, and the gritty ruin-laced sands of Mirogo all have their own denizens and secrets, as does each of the Midnight Isles. The islands of Vazglar and Colyphyr are presented in more detail in this volume.

Each island is primarily inhabited by tieflings, cambions, and alu-demons, as well as a not-inconsiderable number of humans who've been brought here from countless worlds and bred as slaves and for various forms of entertainment. The most powerful denizen of each island realm is the unique demon who rules over the place. Some of the islands lie fallow; either they were never claimed in the first place or their lords were slain in long-lost battles, but those ruled by mistresses and masters pay homage to Nocticula. A fraction of every life taken, every hope dashed, and every pleasure enjoyed in the Midnight Isles siphons away from its source for Nocticula to drink in and enjoy, and with the consumption of each measure of energy so gathered, her power grows.

Alushinyrra

Although dozens of major cities and countless smaller towns can be found on Alinythia, the sprawling metropolis of Alushinyrra dwarfs them all. It covers an entire island at Alinythia's heart, an urban sprawl of towers, domes, spires, canals, twisting alleys, and mazelike streets. The bulk of the buildings of this immense city are made of porphyry, from regal purples to deep crimson, with highlights of black and white marble and gray basalt in places. The city's size usually overwhelms visitors from the Material Plane, for it's built on a scale in which only creatures capable of teleportation at will can truly ever feel at home.

By Nocticula's decree, Alushinyrra is open to all visitors. The Lady in Shadow knows and understands that with a vibrant mercantile economy comes power, and as one of the largest cities in the Abyss, Alushinyrra draws an astounding amount of trade. The city's greatest export is slaves—the mistresses and trainers of the Porphyry City (named for the city's reddish-purple appearance) travel the Great Beyond gathering all manner of creatures for those seeking new experiences or specialized attentions from slaves serving as guardians, meals, lovers, or all three. Magical items, rare spells, fine jewelry, and exquisite clothing are also in great supply, but the largest of these secondary markets are Alushinyrra's burgeoning shipyards.

The city's canals are thick with ship traffic. Travelers from the Abyssal realms of Malvyrea, Mephism, the Slithering Pools, and Vantian come here daily. Some of the canals flow with the waters of the River Styx,

Island	Themes
1. Ilmarendus	Dry wells, ghost towns, vengeful dead
2. Luralune	Banshees, mountain valleys, songs
3. Illarenn	Bells, mirrors, vanity
4. Vaetuu	Deathtraps, gears, possessed machinery
5. Azinym	Cursed villages, violent mobs, wolves
6. Talerox	Broken bones, infections, splinters
7. Kovalarue	Broken vows, misplaced revenge, tears
8. Deluria	Frostbite, hunger, winter
9. Halvireg	Floods, hurricanes, washed-up corpses
10. Gorg	Defrocked priests, incest, twins
11. Migorg	Corrupt officials, incest, twins
12. Colyphyr	Dragons, jungles, poisoned waters
13. Alir	Carnivorous plants, scars, tainted soil
14. Marah	Defamation, scandals, shame
15. Mirogo	Lost explorers, sandstorms, vultures
16. Tharvool	Ashes, magical energy, whispers
17. Korluuraud	Bones, desecrated crypts, tombstones
18. Urvog	Misanthropes, old structures, toads
19. Uzail	Astrology, ill fortune, standing stones
20. Alinythia	Harpies, music, seduction
21. Vazglar	Jealousy, loss, ruined cities
22. Bezwarluu	Infestations, rifts, spiders
23. Vyriavaxus	Bats, shadows, sunsets
24. Azverindus	Libraries, mountain spires, secrets
25. Nahyndri	Gems, prisons, slavery
26. Melarach	Open wounds, needles, sadistic doctors
27. Raknus	Alleyways, thievery, urban decay
28. Zimhain	Messengers, slander, talking animals
29. Belatruve	Murderers, nooses, strangulation
30. Kexervix	Beetles, dead trees, severed limbs

allowing travelers from other planes direct access to certain districts—provided they can navigate the deadly dark waters. Thanadaemons patrol these canals, for Nocticula has arranged these skiff-piloting daemons free access to all of the city's waterways. They eagerly take her up on her generosity, plying their trade in return for souls, and are constantly on the lookout for escaped prisoners to capture and drain of life. These creatures are the closest thing Alushinyrra has to an organized police force, yet even they avoid venturing below into the city's multilevel sewers—a tangled warren of sumps and reservoirs said to connect to the Abyssal Undersump itself. Whispers persist that the demon lord Jubilex maintains a den somewhere in the deepest parts of the city, as do even softer-spoken rumors that Nocticula sometimes visits the odious lord of slime for pleasures better left not imagined.

Demons are the most numerous denizens of Alushinyrra, yet they are far from its only inhabitants. The city swells

with millions of their kind, but millions of visitors from throughout the Great Beyond can be found walking the streets or lurking in its alleys. Nocticula has little concern for the fights that often break out in the city, provided no significant damage is dealt to the city itself.

Special note should be made of the city's two most powerful denizens—Nocticula and Shamira. While Nocticula is the realm's ruler, she is rarely seen traveling within her realm or her city, and instead spends much of her time within the sprawling expanse of her palace—the House of Silken Shadows—or otherwise tending to her countless plots throughout the Great Beyond. She's never more than a breath away from Alushinyrra, and depends on her steward, Shamira, to inform her of any significant developments that requires her direct intervention.

Shamira personally enjoys a special position in the city as its governor, answering only to Nocticula. She is known for her ability to seduce through dream alone, and prefers to maintain an obvious presence in the Porphyry City, proudly and openly walking its streets. Some believe that Shamira maintains her high visibility because she hopes that it will aid her in one day being regarded as the true mistress of Alushinyrra.

ALUSHINYRRA, THE PORPHYRY CITY

CE metropolis

Corruption +7; **Crime** +6; **Economy** +9; **Law** -3; **Lore** +4;

Society +2

Qualities Abyssal Capital, Demonic, Holy Site, Notorious, Planar Metropolis, Prosperous

Danger +40

DEMOGRAPHICS

Government overlord

Population 6,500,000 (5,000,000 demons, tieflings, and half-fiends; 1,000,000 humanoids; 500,000 other)

Notable NPCs

Nocticula (demon lord of assassins, darkness, and lust)

Shamira (nascent demon lord of dreams and seduction)

MARKETPLACE

Base Value 30,400 gp; **Purchase Limit** 300,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

NOTES

Abyssal Capital Alushinyrra is corrupt, crime-ridden, and especially lawless. (*Corruption* +2, *Crime* +2, *Law* -8)

Demonic Demons and demonic creatures are the primary denizens of the Porphyry City. (*Increase Danger by +20. Demonic characters treat the city's Danger as 0. Non-demonic characters can blend in as demons with successful DC 30 Disguise checks. Such disguises may not hold up under individual scrutiny, but while in effect, the party treats the city's Danger as 0 when rolling for encounter results.*)

Alushinyrra: The Porphyry City



Planar Metropolis Alushinyrra is a destination city in the Outer Planes, and its gates are open to all visitors. Many travel here despite the city's danger and notoriety. (*Economy +4, increase base value by 50%, increase purchase limit by 100%*)

GAZETTEER

The city of Alushinyrra is much larger than any city on Golarion—Nocticula's palace itself covers a larger area than the city of Absalom. The Porphyry City creates an inviting but false sense of security. Danger still exists here, but Nocticula's desire for visitors, traders, and seekers of experience from across the Great Beyond have made it, like Yanaron, one of the plane's most important hubs for trade.

The city is organized into six different districts, each of which is described in brief below.

Fleshmarkets: Large open plazas are common, each ringed by a diverse array of shop fronts. Here, it's rare to see a structure surpass a hundred feet in height. The Fleshmarkets predominantly sell slaves, but with patience and luck, dedicated shoppers can find a specialized shop catering to any needs—exotic or mundane.

House of Silken Shadows: This sprawling palace of a thousand towers and half as many bejeweled domes is the seat of power of Nocticula herself. Each of those towers

is said to contain a sizable harem specializing in its own unusual trade, and it's rumored that on rare occasions those favored by Nocticula may taste of the pleasures these spires conceal. Of course, many of those who do so don't emerge, either because of overwhelming infatuations or sinister ends. Nocticula's grand hall measures a mile long, the arched ceiling above capturing its own weather formations under the Lady's manipulations. Countless cages and gilt balconies holds her still-living trophies on display, harvested from countless worlds.

Porphyry Ducts: The city's canals are paved with porphyry, yet the purple stones are often coated with colorful algae and other aquatic growths. Strange creatures dwell in the deepest and most isolated of these canals, while the larger reservoirs are primarily used for shipbuilding and naval combat maneuvers, or in some cases to support vast floating marketplaces of various traders, slavers, and performers.

The Ten Thousand Delights: This sweeping reach contains the widest range of architectural styles, with spired temples sharing walls with open-air gardens across the street from low-walled bunkers and extravagant conjure-brothels. The Delights focus upon entertainment and debauchery as an efficient method of parting travelers

from their coin. Shamira's palace, the burning Harem of Ardent Dreams, looms high on the edge of this district. Here's also where the bulk of Alushinyrra's inns and eateries are located, although finding one that isn't also a bordello is next to impossible.

Terrace of Favored Mistresses: This section of the Porphyry City raises the glamour and wonder of the city's already outrageous architecture to new heights, with its sprawling manors and towering harem-fortresses. Those who have earned special rewards dwell here—the aristocracy of a city built on deception and sin.

Virgin's Ribs: So named for the riblike spires that protrude along the shore, this district is Alushinyrra's slums. What sparse and lazy enforcement exists elsewhere in the city doesn't exist at all here. The reaches of crumbling buildings, shantytowns, and ruins are ruled by dozens of bickering tribes of savages, failed slavers, murderers, monsters, and worse.

shamira

This crimson-haired demonic woman has wings of fire. She carries a slender bow made of flames.

SHAMIRA	CR 25
XP 1,638,400	
CE Medium outsider (chaotic, demon, evil, extraplanar, fire)	
Init +11; Senses darkvision 60 ft., <i>detect good</i> , <i>detect law</i> , <i>true seeing</i> ; Perception +45	
Aura <i>unholy aura</i> (DC 31),	
DEFENSE	
AC 42, touch 35, flat-footed 31 (+4 deflection, +11 Dex, +7 natural, +10 profane)	
hp 553 (27d10+405); regeneration 15 (good)	
Fort +28, Ref +30, Will +26	
Defensive Abilities <i>fire shield</i> , <i>freedom of movement</i> ; DR 15/cold iron and good; Immune charm and compulsion effects, death effects, disease, fire, electricity, poison; Resist acid 30, cold 30; SR 36	
Weaknesses vulnerable to cold	
OFFENSE	
Speed 40 ft., fly 80 ft. (perfect)	
Melee 2 claws +36 (1d8+9 plus 4d6 fire and burn), tail slap +31 (2d6+4 plus 4d6 fire, burn, and grab), 2 wings +31 (1d8+4 plus 4d6 fire and burn)	
Ranged <i>firebow</i> +43/+38/+33/+28 (1d8+14/19–20/x3 plus 1d6 fire and burn)	
Special Attacks burn (8d6 fire, DC 38), constrict (2d6+13 plus 4d6 fire and burn), dream haunting, energy drain, fiery passion, profane benediction	
Spell-Like Abilities (CL 20th)	
Constant— <i>detect good</i> , <i>detect law</i> , <i>fire shield</i> (warm shield only), <i>freedom of movement</i> , <i>true seeing</i> , <i>unholy aura</i> (DC 31)	
At will— <i>charm monster</i> (DC 27), <i>desecrate</i> , <i>greater dispel</i>	

magic, *greater teleport*, *mass suggestion* (DC 29), *telekinesis* (DC 28), *unholy blight* (DC 27)

3/day—empowered *delayed blast fireball* (DC 30), quickened *dominate person* (DC 28), *symbol of persuasion* (DC 29)

1/day—*meteor swarm* (DC 32), *nightmare* (DC 28), summon demons, *time stop*

STATISTICS

Str 29, **Dex** 32, **Con** 40, **Int** 28, **Wis** 25, **Cha** 37

Base Atk +27; **CMB** +36 (+40 grapple); **CMD** 71

Feats Blinding Critical, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Deadly Aim, Empower Spell-Like Ability (*delayed blast fireball*), Improved Critical (composite longbow), Improved Precise Shot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Quicken Spell-Like Ability (*dominate person*), Rapid Shot

Skills Acrobatics +41, Bluff +51, Diplomacy +40, Disguise +43, Fly +49, Intimidate +40, Knowledge (planes, religion) +39, Perception +45, Perform (dance) +40, Sense Motive +37, Sleight of Hand +38, Spellcraft +36, Stealth +41, Use Magic Device +43; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Ignan; telepathy 300 ft.

SQ change shape (any humanoid; alter self), divine deception, nascent demon lord traits

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple

SPECIAL ABILITIES

Divine Deception (Su) Once per day while Shamira uses her change shape ability, she can choose to emulate a different alignment for the purpose of divination spells that reveal auras (such as *detect evil*). This effect persists as long as she carries a holy symbol of a deity of the same alignment she wishes to emulate. This holy symbol must have been given to her within the previous hour by a worshiper of that deity; Shamira typically secures these symbols via mind control. This effect last for 2d6 hours, after which point the holy symbol crumbles to ashes. While it lasts, spells and other magical effects treat her alignment as if it were the feigned alignment, not her true alignment of chaotic evil. If she uses a symbol of Sarenrae to appear neutral good, this effect lasts for 24 hours before the symbol crumbles to dust.

Dream Haunting (Su) Shamira can use her energy drain attack, mind-affecting spell-like abilities, and profane benediction abilities on any creature she successfully affects with her *nightmare* spell-like ability while that ability is in effect. Once she uses one of these abilities against her target, the *nightmare* spell ends—she can only use one of these abilities per use of *nightmare*.

Energy Drain (Su) Shamira's energy drain ability functions like that of a succubus, except that it drains 2 levels per use. As a free action as part of this attack, she may choose

Alushinyrra: The porphyry city

use her burn special attack with her energy drain. With a successful DC 36 Will save, a character resists the suggestion implanted by this attack, and a successful DC 36 Fortitude save negates the negative level after 24 hours. The save DCs are Charisma-based.

Fiery Passion (Su) Shamira's passions and fires are one. A creature must be immune to both fire and mind-affecting effects in order to be immune to fire damage caused by Shamira. Creatures immune only to fire instead take fire damage as if they instead had fire resistance 10. Creatures with fire resistance and no immunity to mind-affecting effects take fire damage from Shamira's attacks as if they had no fire resistance.

Firebow (Su) As a swift action, Shamira can conjure a +5 *flaming burst unholy composite longbow* that creates arrows as she fires it. In addition, arrows fired from her *firebow* can inflict her burn special attack.

Nascent Demon Lord Traits In addition to many of the defenses and abilities incorporated into Shamira's statistics above, her weapons (natural and manufactured) are treated as chaotic, epic, and evil for the purpose of resolving damage reduction. Also, she can grant spells to her worshipers—she grants access to the domains of Chaos, Charm, Evil, and Nobility and the subdomains of Demon, Leadership, Love, and Lust.

Profane Benediction (Su) This ability functions as the succubus's profane gift ability, except it grants a +4 profane bonus to an ability score of the target's choice rather than a +2 bonus. If the target is a worshiper of Sarenrae, the target also gains immunity to fire as long as the profane benediction persists, even if the worshiper at some point later abandons her faith in Sarenrae (as is often the case with those who are eager to keep their profane benedictions).

Summon Demons (Sp) As a nascent demon lord, Shamira can summon any demon or combination of demons whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level spell.

Shamira, the Ardent Dream, is the nominal ruler of the isle of Alinythia, and by extension the city of Alushinyrra, but with the honor of ruling the largest of the Midnight Isles comes with an unwritten caveat—Nocticula's palace overlooks the city from its own isle. While this position is one that Shamira revels in, and one that has afforded her no small amount of influence (indeed, it's helped to propel her into the ranks of nascent demon lords), the Ardent Dream knows that her mistress watches over her always, and

surely regards her not only as a valued lover, companion, and minion, but also as the closest thing Nocticula has to competition. Of course, Shamira does keep an eye out for any opportunity she has to erode some of Nocticula's power, for someday she hopes to wear Nocticula's crown.

Shamira is unique in her appearance. Even before she became a nascent demon lord, her burning wings and flowing crimson hair marked her as a succubus of power. Close-lipped about her history, she appeared in Nocticula's palace one moonrise and seduced the Lady in Shadow, thus earning the position of Lady of Alinythia. (Nocticula banished Shamira's predecessor, an incubus named Ziforian, to the sewers below the city, where he may yet lurk.) None in the Abyss recall this majestic and unmistakable succubus in the city before her arrival in Nocticula's boudoir. Shamira does little to quell rumors that her previous home was a much loftier place than the

Abyss, and her resemblance to the deity Sarenrae provides endless speculation.





The Clinch

PATHFINDER'S JOURNAL: SWEET ICHOR 4 OF 6

Letter received by Venture-Captain Zhanneal of Razmiran,
26 Gozran

The precariousness of our position at Ylyda Svin's redoubt—which she calls Fort Clearwater, never mind that there are no clean water sources here, and her clerics must divinely purify every drop we drink or cook with—increased by the day, until the arrival of the caravan bearing your gold and gifts.

Before then, we found ourselves all but prisoners here, permitted to move about only under escort. We shared with the crusaders their meager meals: hardtack, salt pork, and soups made from a powder of desiccated vegetables.

In an attempt to open myself to contact with the soldiers, I adopted an ostentatious training regimen in

the sparring yard inside the outer walls. A few crusaders engaged me, but through a wall of polite reserve. Regarding their mistress I heard only expressions of fealty—some personally to her, but most to the hope she represented, that through her researches, the Worldwound could be cleansed of demonic influence. In this they struck me not as mad, but as sane men and women who had chosen to accept the fanatical as the ordinary. I could not decide whether this made them less dangerous, or more.

Aside from this unsuccessful attempt to make connections, I left the primary mission to Gad and his confederates, as our enlisted expert in the arts of deception. I did not try to direct their efforts, but rather let them seek the Bile of Abraxas and work out how to steal it as they saw fit.

In Vitta I saw a keen observer at work, imperceptibly cataloging the people, their equipment, what magics they carried, and their areas of responsibility at the fortress. Most of all she studied the installation. Whenever crusaders ushered us into an unfamiliar room, I saw her mentally measure its walls and commit to memory the placement of its major fixtures.

Whatever confidence I gained from her subtle competence, Calliard took from me in double measure. He kept mostly to our rooms, an absence our hosts clearly noticed. When crusaders did approach me, it was to ask about him.

Is he really a demonblood fiend? How did I come to fall in with such an untrustworthy traveling companion? What symptoms does he show? Is it contagious? Demonblood can't turn you into a demon, can it? What if a demon offers him its blood in exchange for ours?

I fear that I mustered less than full assurance in answering these questions, as these doubts were also my own.

On several occasions I caught Calliard with a wineskin nearby and the black blood of demonkind on his lips. As the days blurred together, his wineskins diminished one by one.

One morning I woke to see Gad and Vitta snoring on their respective bunks—him quietly, she cacophonously—and Calliard's bed empty. Minutes became hours, and he did not come back. If the crusaders found him prowling without an escort, the game might be up. At best we could hope to be expelled from the fortress. Ultimately I could not restrain myself from shaking Gad awake.

"Calliard's gone," I told him.

He pulled the blanket over his head and rolled over. "Don't worry about him."

An hour later, when Gad chose to stir, the poet had still not returned.

"Has he fled?" I asked.

Gad yawned. "He'll be back."

"How can you be so sure?" I said. "He came with us but reluctantly."

"But we're here now, and we're safer with him than without him, so he won't let us down."

I admit that here I let my anxieties gain temporary purchase. These three were clearly well accustomed to entering the homes of their marks, making themselves at home, and waiting for the perfect moment to strike. Though well established as a man of courage, I could not claim the same serenity. "Don't you see he's a liability now?" I gripped Gad's arm, receiving a withering look that shamed me to the marrow. I let go, but the damage was done.

"Him I know," Gad said. "You're just the finder."

My chagrin showed itself as indignation. "If we do earn our way into their trust, it will be through the shipment my patron sends!"

"Save the self-congratulations till it happens, Racid."

My gut roiled as the double instability of my situation came home to me. Naively, I had forgotten that I still needed to prove myself to Gad, just as much as we needed to prove ourselves to the crusaders. More hinged on your shipment than I had allowed myself to apprehend. My best option for the removal of foot from mouth lay in a swift change of subject. "What if they catch him?"

"They won't," Gad said, with a finality I dared not ignore.

And indeed he was right: less than two hours later, Calliard slipped back into the room, black-stained wineskins bulging once again, face blazing with the pride of the kill.

During this period, Gad earned a daily summons from Ylyda Svyn. Though short at first, the appointments lengthened over time. I feared to quiz him on the matter, but fortunately Vitta had no such hesitations, and questioned him closely on each advance of his so-called gaffle.

"What did she want?" Vitta asked, the first time he came back.

"She's not sure yet," Gad answered.

"I could tell her what she wants."

"What did you talk about?"

"Him, mostly." Gad meant Calliard. "Whether he can be trusted."

If the comment perturbed Calliard, he made no sign of it.

"She didn't ask about you?" Vitta said.

"A little," Gad replied.

The next time: "What excuse did she give for this interview?"

"There were questions still unresolved from our last talk," Gad said.

"About Calliard?"

"Ostensibly. But now she wants to hear my story."

"And how does she explain that curiosity?"

"She senses something deeper in me, that might be brought out through close moral instruction."

Vitta snorted. "So that's what she calls it."

"She had a son, who was killed. She imagines he would have looked like me, if he'd lived."

"Let me guess. Demons took him."

Gad nodded. "At a tender age."

"She's scarcely older than you are."

"The mark who fools herself does half the job for you," Gad said.

Vitta removed a lock from her kit and, to keep her fingers in nimble form, commenced to disassemble it. "That wasn't a complaint."

When he came back the next time, she asked: "Has she adopted you yet?"

"She did wonder if I'd considered the benefits of joining a holy order."

"You stalled?"

"The rules of playing hard to get remain the same, even in a spiritual seduction."

Vitta laughed. "Just don't be surprised when she rips her smock off."

A rueful expression came over Gad. "That won't happen."

"You're not starting to feel sorry for her, are you?"

"It's all part of the magic," he said.

"She's still not letting you wander unaccompanied," Calliard interjected.

"Not yet."

And the next time, Vitta asked: "So?"

"All smocks remained on," Gad said.

"And no word of the artifact?"



"Sir Byre is far from happy with the way Gad's insinuated himself."

"She asked me about Sir Byre. He's been warning her off of me. She seems dissatisfied with him."

"Not worshipful enough?"

"She kept veiling the issue, so I'm not sure what's going on between them. He has qualms about the experimentation, maybe?"

"That would make him less of a maniac than her," Vitta mused.

"Or a man who permits what he knows to be wrong," Gad said.

"You want to dislike him, because he's in our way."

Gad whetted his dagger. "She was asking about the three of you. Wanted to be sure you were following her celibacy edict."

"In other words," said Vitta, "she's imagining us under her knife."

I shuddered, and prayed that night to the goddess for the rapid arrival of your shipment, which would establish us as more useful alive and intact.

The next morning the supply wagons came through the gate, with nearly the full amount of goods and coin I'd asked of you. These exerted near-immediate benefits: when he returned from that afternoon's session with Ylyda Ssyn, Gad told us that we were now free to roam the grounds.

I took advantage of my hard-won freedom by assisting the crusaders in stowing their new gear. The ballista crew greeted with particular gratitude the barrel of alchemical coatings I asked you to send. They had used magical oils on their bolts before, but had never had it supplied to them in such generous profusion. One of the crusaders, Eilin by name, voiced her misgivings—once in the past they'd been gulled, and purchased a supply that did nothing against their foes—but I promised her that my friends back home would have performed the necessary checks, and would not have been saddled with a wrong or counterfeit formulation. When my word proved less than reassuring, I prompted them to try it out, at which point they were amazed to find their shots more accurate, and piercing the wooden target with more force than the uncoiled bolts. With their fears thus allayed, the crusaders happily allowed me to join them in applying the coating to every ballista bolt we could find.

It took little time for your gift to prove its worth against actual foes. The very next night, Calliard shot up in his bunk, waking the rest of us. "They're coming," he said, already clambering into his armor.

Dulled by slumber, I said, "Who?"

Distant shrieks filled the air. Moments later, alarms gonged throughout the fortress. The others had already half-equipped themselves; I rushed to catch up. We bolted into the corridor, into a press of crusaders all rushing toward the exit. Shadowy hands burst through the wooden outer wall to seize a soldier. Calliard threw a

dart, piercing the demonic arm; with a howl, it withdrew. Crusaders arrayed themselves in formation around the shattered wood. Calliard and Gad kept on down the stairs. I'd already lost track of Vitta, who as a halfling stood shorter than the others. Though tempted to stay and fight at this breach, I followed Gad instead. Without him, our plan for the artifact would fail. The crusaders would fight for their fortress; I would protect the man on whom our greater aim depended.

We burst through the doorway and into an ill-lit battle. Flying demons had landed inside the outer wall to tear at the fortress's defenders. Around us, crusader sentinels touched torches to bonfires. These burst to life, allowing us to see our foes nearly as well as they, with their unearthly senses, could see us.

Disorder reigned as a crush of defenders built up around the fortress's threshold. Demons hemmed us in, and I feared for a moment that we would die trampling one another before even reaching our enemies. I bulled my way through the crowd to leap at the nearest demon, slashing with my scimitar at its flapping wings. Blood sprayed me as my blade met resistance, then pushed through. I ducked a clawed, swiping hand; it struck the crusader behind me a glancing blow. Together those of us in the front rank pushed at the demons, either shoving them back or forcing them into flight.

Already I'd lost track of Gad, and scanned the chaotic scene for him. Calliard I could see, so I followed him in the hope that he would seek Gad. Instead he ran for the blockhouse, where the ballista crews fired their bolts into the darkness.

As Calliard sprinted, the demons in the courtyard turned as one in his direction. The force allowing blood-addled Calliard to sense their approach evidently worked both ways. Whether by instinct or foreknowledge, the demons understood that he was their hunter. A cry went up in their scorching tongue, and they bounded toward him in an ill-advised rush. By turning from their present foes, they gave them free shots at their backs and flanks. Crusaders seized on the blunder, slashing with abandon.

An obscene demon-cherub, lofted on undersized wings, buzzed at Calliard's head. I swatted it with the side of my scimitar, sending it looping into a bonfire. Calliard reached the blockhouse steps. I turned my back to his, to guard it, swiping wildly at any demons who came near him. Realizing that their rash concentration on one target made them easier prey for the crusaders, they broke formation, leaving only a beetle-like thing to clack at me with razored mandibles. I kept my back to Calliard's as he climbed the stairs, forcing the demon back with a series of wild swipes. When we were halfway up, I let the thing get close, thinking it had slipped past my guard, then kicked out and sent it bouncing backward

Digging Deeper

Interested in learning more about the setting for this story? Fort Clearwater also appears in *Pathfinder Campaign Setting: The Worldwound*, a 64-page supplement detailing the entirety of the demon-plagued Worldwound and the people—fiendish and otherwise—who live there. You can also learn more about the demon lord Abraxas and his cults in *Pathfinder Campaign Setting: Lords of Chaos*, or embark on further adventures in the Worldwound in *Pathfinder Tales: King of Chaos*.

down the stairs. It landed on its back, where a trio of crusaders combined efforts to crack open its outer insect shell and pulp the guts inside.

Once inside the blockhouse we saw the lay of it. Rings of demons hopped and writhed around the outer wall, trying to scale the ramparts or waiting for the winged ones to open a gate or drop them inside the killing ground.

Eilin, on the ballista, fired a bolt uselessly into the distance. "Stand aside!" Calliard barked. Eilin stood her ground; he shouldered her aside. She drew a sword to fight him; I interposed myself between them. "Trust him," I heard myself shouting, to my surprise.

"Load this thing!" Calliard called.

Still Eilin protested. "Do you even know how to—"

"No, and it doesn't matter. Load it!"

Snarling in understandable fury, she waved to her crew to comply.

Calliard clumsily aimed the ballista, muttering under his breath. The bolt, coated with its magical oils, disappeared into the inky sky. A groan thundered out, so loud that it shook the blockhouse floor. In the distant gloom, an enormous demon fell to the ground, pierced by the bolt. The blockhouse crew readied bows and rained arrows on it.

"I can tell where the worst ones are," Calliard said. "Load me!"

Another bolt went into the mechanism. Calliard closed his eyes, hummed in concentration, and fired. The bolt curved and vanished. Then came another thundering scream, and another great bat-winged demon plummeted from the darkness.

Claws appeared on the blockhouse ledge. I slammed my scimitar down, nearly severing them. They vanished, followed by a thud.

A gibbering passed through the demon horde. I would describe it as terror, but I know you, as a learned Pathfinder, would scoff at the notion that demons could feel such an emotion. It was certainly confusion, and perhaps a collective understanding that the tide of battle had reversed itself upon them. Whatever the contents of

their discordant bleatings, the demons came to a decision, and lumbered, hopped, or flapped into the night.

Of the demons left in the courtyard, most were winged, and flew away to join their brethren. Those few who remained now skittered, trapped and outnumbered, in a doomed attempt to evade the crusaders. One, a writhing mass of hooked, wormlike appendages, hung in a net. Vitta stood near it, her cocky posture suggesting that she'd been the one to ensnare it.

Gad stood among a small knot of crusaders who'd gathered to protect Ylyda Svyn. At his feet lay Sir Byre, the paladin's cuirass torn apart. I bounded down the blockhouse steps for a closer look. A jagged chunk of organic matter jutted from his wound. Whether this fragment had come from a demon's claw, spear, or tooth, I couldn't say.

Though concerned for Gad's condition, I had the wit to address the question to Ylyda Svyn: "How fare you?"

"Sir Byre owes your friend his life," the alchemist said.

Byre grimaced, an expression that required no explanation beyond the pain of his wound. But I couldn't help but perceive that owing anything to Gad, much less his life, injured him more cruelly than any demon could.

The next day, thanks to the potent healing prayers of crusader priests, no trace lingered of the wound that had nearly killed Byre. He spotted me in the blockhouse, where I salved the bruised pride of the ballista crew Calliard had so brusquely outshone. As their lieutenant climbed the stairs, the crew fell into a posture of casual submission. He acknowledged them, told them to be at ease, then asked me for a private talk. We walked down the stairs together and toward a corner of the courtyard.

He addressed me with a stiff formality. "They tell me that it was you who secured the additional goods and weapons that so aided us in last night's attack."

"Each of us contributes what he can," I answered.

"What I mean to say is that it was you in particular who did this, and not the others."

"I am but the agent of a liberal patron. He has heard of your order, and your scheme to revive the Worldwound. Though he despises all manifestations of evil, he reserves a special hatred for demonkind."

Byre squinted at me. "You'll excuse me if I seek tedious distinctions. I am a military man, used to simple words. The patron is yours specifically, and not Gad's?"

"As I said, we are a team, each of us bringing what we can."

"Calliard brings a sense for demons, one that gives with one hand and takes with another. Vitta I gather is an expert in the laying of traps, which she showed by capturing that demon last night. You connect us to a key patron. But Gad—I am left to wonder what purpose he serves. What contribution he makes to your team, I mean."

"Ah. Well. He is noted for his diplomacy, I suppose. His ability to persuade and communicate." An ability I found myself sadly lacking, groping for an innocent description of Gad's talents.

Byre tried to smile but couldn't quite manage it. "And what use is diplomacy in the battle against demonkind? You can't charm a derakni, or gull a gibrileth."

"Last night, Ylyda Svyn said he saved your life."

Byre shuddered. "If he had not, a brother of the Solar Lantern would have stepped in to do the same."

"I would certainly hope so." Sweat pooled in my palms. I still had no idea what he was driving at. "You'll forgive my lack of wit. Has something untoward passed between the two of you?"

"You are a good man, Ba-El Racid. And trusting, like your patron. But don't you find it odd that this man would arrive from nowhere, and within days cozy himself to our lady like some long-lost son? She is wise to the secrets of alchemy, and the relentless corruption of the demon horde. But as to the more venial flaws of ordinary men... Do you not think that a person of virtue would respect the existing arrangement in a place he visits, and not worm his way into matters that are none of his business?"

Finally it dawned—Gad's attentions to Ylyda Svyn had so accelerated that Byre feared displacement. Byre's unease showed the progress of our scheme, and at the same time threatened it. Yet he too was in a bind. He wanted to rid the fortress of Gad without cutting off your patronage, Zhanneal.

"If Gad has treated you with disrespect, I'll teach him his manners. For what offenses should I seek his apology?"

"Don't worry about my position, my friend. Worry about your own. You're the leader of this expedition, are you not?"

Unable to see the smart response, I stalled: "We are not pledged to a chain of command, as you are."

Byre pointed a finger at my chest. "Then let me explain something. He who controls the purse strings issues the orders. Has this Gad usurped your authority, as he now attempts to disrupt that of the Solar Lantern?"

"I hadn't considered it that way." He sought my allegiance, I realized. And I should pretend to give it. It's what Gad would do. "Perhaps he does wrong me. What do you suggest, my friend?"

"Let me take care of that," he said, and stalked away.

"What did you say to Sir Byre?" Gad demanded. The two of us walked from the bunkroom and down the stairs. We had both been summoned by a sentinel to attend Ylyda Svyn. He had been handed a note, which he brandished at me without letting me read its contents.

In damnably halting fashion, surprised by his anger, I recounted the conversation of the previous day, explaining

that Byre had backed me into a corner, and that courting his offer of alliance seemed the cleverest choice.

"That's fine then." The heat left Gad's face. "Maybe we can use that."

For the first time, I entered Ylyda Ssyn's private apartment in the fortress, following Gad. Sir Byre glowered in a corner, on a high-backed oaken chair. Ssyn sat beside a long table, gesturing for us to take seats at her elbow. A charge of resentment hung in the air.

As the meeting progressed, I pieced together what had happened. Byre had demanded that Ylyda Ssyn cease her one-on-ones with Gad. Anything she could say to him, she should say in his presence, as her loyal lieutenant, and mine, as leader of our party. He had made himself her chaperone, and enlisted me as cover. I imagined him reminding her that as leader of the order she was bound not only to propriety, but to the utmost appearance of same. She looked at him like she wanted to cut his throat.

Thus I received a doubtful elevation. It put me in a position to report to you directly on Ylyda Ssyn and Gad's progress with her, yet it also placed the plan in jeopardy, as I am neither the silver-tongue he is, nor the fastest thinker when presented with the chess moves of others. As if reading my thoughts, Gad flashed me a warning glance. It said, *Shut up and follow my lead.*

Ylyda Ssyn folded her hands together and addressed me. "Your comrade and I have spent many happy hours together, contemplating the might of Iomedae and her plan for her servants here on Golarion. I am more convinced than ever that we stand within striking distance of the great cleansing. Tell me, Ba-El Racid, have you considered giving yourself to her and joining a warrior order?"

Words caught in my throat. "I am but a glorified messenger, milady. Hardly useful to your cause."

She clasped a maternal hand over my wrist. I tried not to look at her mask, or the reddened tissue around it. "Do not underestimate the importance of messages. For there is a request we would have you make of your patron." She rose to her feet. "I must show you something."

Gad's expression told me nothing. Byre's features twitched in indignant surprise. She ushered us toward another room. Byre went to her side, to whisper in her ear, but she held him at bay. With a gesture she caused a door to unlock; in her hand I glimpsed what must have been an enchanted key.

We stood in her laboratory—or one of them, at any rate, as this room presented no sign of surgical experimentation. A complicated lattice of alchemical tubes and glasses filled most of the cramped space. At its approximate center hung an object familiar from the diagrams you showed me—the crystal containing the Bile of Abraxas. And indeed, a blinding green liquid, which hurt the eyes to look upon, coursed and bubbled inside it. A plate above the crystal collected condensation of a calmer green hue, which then diffused and collected through the rest of the apparatus. Ylyda Ssyn was synthesizing more bile, or at least some variant of it.

Unbidden, my hand shot out to grasp the crystal. My head reverberated with alien intention. I felt myself impelled to seize it, to take it away.

Gad interposed himself between me and the apparatus. Startled, I recovered my senses.

He smiled. "Don't worry. It tried to do that to me, too."

Ylyda Ssyn scurried up to check that the connections between crystal and apparatus had not been disturbed.

"The bile wishes to free itself, to wreak havoc in the world. Fortunately, it exerts only a weak influence."

"It's aware?"

She squinted at a glass join. "Not in any real sense. But if one touches it, it can sear the will and conscience, destroying your identity. Permanently."

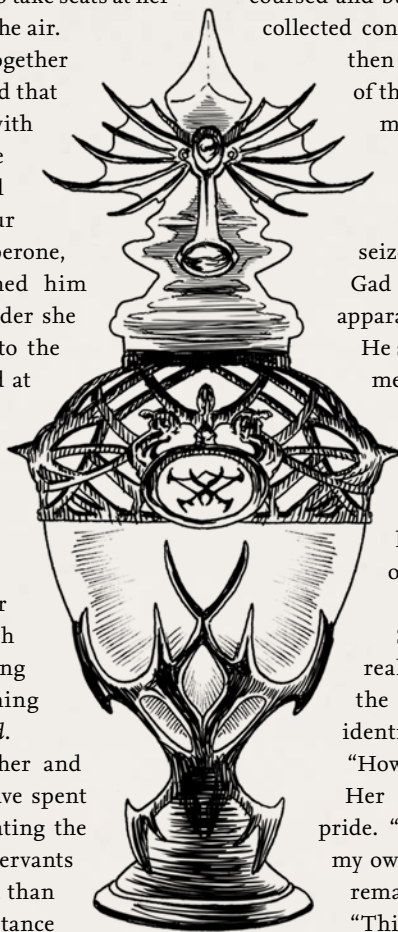
"How did you get it into the device, then?"

Her ruined face twitched with suppressed pride. "By application of a special tincture, of my own formulation." Satisfied that the crystal remained safely in place, she turned to me. "This is what will heal the Worldwound. But we need your help."

Meaning, Zhanneal, that she needs your help. Attached to this missive is a list of ingredients. Before you let the prices stop

you short, consider this: with these simple purchases, Ylyda Ssyn can finally complete her work. Think of the treasures that might be harvested from a demon-free Worldwound! A single salvage mission—with myself at its head, naturally—would repay your costs a hundredfold. Better yet, when this is done, she'll have no further use of the crystal, and in gratitude will transfer it willingly to your care. With no need to steal it, Gad becomes dispensable.

In short, by sending us these ingredients, you hasten your vengeance against him. With Byre's assistance, I will be only too pleased to carry it out.



"What madness does this demonic ichor hold?"



Bestiary

It charged from its hiding place in the rubble with such a speed I barely had time to grab at my sword before the creature was upon us. It hissed out a challenge in the Abyssal tongue, claiming that we had invaded its hunting grounds, then rasped an assurance that we were to be its next trophy. Though the demon appeared to be some manner of tiefling or perhaps a cross-blooded fiend, it was assuredly a full demon, as the secondary power of my sword flared to life and sung with each sweeping slice. Before long, the threat was neutralized and we continued on our journey into the heart of the Abyss.

—Lieutenant Eloise Mertrand of the Burning Sigil Company

This volume of the Wrath of the Righteous Adventure Path features a bestiary of Abyssal pests, corrupted oozes, and canny half-demons, as well as full statistics for Nocticula, the demon lord of assassins, darkness, and lust.

MORE MALICIOUS ENCOUNTERS

The random encounter table presented here feature a number of typical threats the PCs could encounter while in the Abyss. During the course of the adventure, the PCs have a 45% chance of a random encounter every hour they spend in the plane. Since this adventure spans a range of levels, some of the results might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or simply choose a more appropriate encounter.

GMs looking for information on the regions on Golarion the PCs will be traveling through or other encounters to use during the course of this adventure should check out *Pathfinder Campaign Setting: The Worldwound*. The gazetteers on the Abyss and the Midnight Isles in the present volume can likewise help you set the tone of whichever realm of the Abyss the PCs might find themselves in.

Abyssal Ape Captors (CR 14): Two baregaras (*Pathfinder RPG Bestiary* 334) have been tasked with capturing victims for a cult of demons. They open combat with their quickened *hold person* spell-like abilities, hoping to knock out at least some of the party before leaping into melee combat against the unaffected with their teeth, claws, and powerful horns. They have been instructed to bring any captives back to their camp, but their appetites often get the best of them—sometimes they return with partially devoured corpses in tow.

Buzzing Doom (CR 12): Accompanied by a buzzing sound loud enough to drive one insane, this flight of warmonger wasps (*Pathfinder Campaign Setting: The Worldwound* 61) hunt the Abyss in search of non-demons to snatch and retrieve for their demonic masters. These Abyssal constructs are often in service of Deskari and his cultists, and thus can also be found flying above the Worldwound, where they deliver crusaders captured by urannags to Deskari's cultists. Not very smart, these creatures can be fooled if an intended victim speaks Abyssal or shows an unholy symbol of a demon lord as a sign of its allegiance to the Abyss.

Disease Vector (CR 15): Leading a chain gang of 11 sickly slaves, these four grotesque gibbith demons (*Pathfinder Campaign Setting: The Worldwound* 46) are always on the lookout for more creatures to add to their collection. Like bulbous, frightful tumors awkwardly fluttering on leathery wings, these four gibbith demons are bringing their new prizes back to their caverns, where they plan to infect the slaves with numerous diseases and thereby

ABYSS ENCOUNTERS

d%	Result	Avg. CR	Source
01–04	Buzzing doom	12	See below
05–10	Drinker of thoughts	13	See below
11–14	1 glabrezu	13	<i>Bestiary</i> 61
15–19	1d4 hezrous	13	<i>Bestiary</i> 62
20–26	Abyssal ape captors	14	See below
27–31	1d8 bebiliths	14	<i>Bestiary</i> 32
32–36	1d8 deraknis	14	<i>Worldwound</i> 43
37–39	1 nalfeshnee	14	<i>Bestiary</i> 65
40–44	1d12 vrocks	14	<i>Bestiary</i> 69
45–48	Disease vector	15	See below
49–53	1 seraptis	15	<i>Lords of Chaos</i> 58
54–59	1 xacarba	15	<i>Bestiary</i> 2 288
60–64	1d8 omoxes	16	<i>Bestiary</i> 2 79
65–71	1d12 putrid oozes	16	See page 90
72–79	1 shemhazian	16	<i>Bestiary</i> 2 80
80–83	Dondarj the Fang	17	See below
84–89	1 lilitu	17	<i>Worldwound</i> 48
90–93	1 marilith	17	<i>Bestiary</i> 63
94–97	1 vavakia	18	<i>Lords of Chaos</i> 60
98–100	1 vrolikai	19	<i>Bestiary</i> 2 81

“season” their eventual meals with corrupted tissue and sickly flesh. The demons work well together; one initiates a *stinking cloud* while another uses its tumors attack and the remaining two close in to bite and whip their enemies, and all the while they spread disease to everyone they come in contact with.

Dondarj the Fang (CR 17): Dondarj the Fang (use the statistics for a demon-blooded sorcerer on page 175 of the *Pathfinder RPG NPC Codex*) has been wandering the depths of the Abyss for nearly 5 years. This half-orc dabbled in demonology and eventually became convinced that he was a demon himself. He ventured into the Worldwound, where he later found a rift to the Abyss. He crossed over in hopes of unlocking his inner demon and freeing it from his pitiful, mortal shell. Though he is still mortal, he has certainly grown closer to demonkind.

Drinker of Thoughts (CR 13): Cloaked in shadows when first encountered, this ooliddroo demon (*Pathfinder Campaign Setting: The Worldwound* 50) first tries to negotiate with the PCs, offering a chance for them to attain greater power if one of them accepts its larva. It claims doing so will give them the strength and mental fortitude to resist the spell-like abilities of other demons. In fact, once hatched, the larva nestles into the victim's brain and allows the demon to peer into the PC's thoughts and even control the PC's actions from afar. If no one in the party accepts a larva willingly, the demon attacks, hoping to debilitate at least one party member and implant one of its eggs in his brain while that PC is helpless.

Demon, Cambion

This leering, red-skinned demonic humanoid has a pair of black horns upon his brow and cloven hooves for feet.

CAMBION

CR 2



XP 600

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

Init +1; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 natural)

hp 22 (3d10+6)

Fort +5, Ref +2, Will +4

Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 13

OFFENSE

Speed 30 ft.

Melee mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4+1) or
2 claws +5 (1d4+2)

Ranged mwk composite longbow +5 (1d8+2/×3)

Special Attacks sadistic strike, sinfrenzy

Spell-Like Abilities (CL 3rd)

3/day—*command* (DC 13)

1/day—*charm person* (DC 13), *death knell* (DC 14), *enthrall*
(DC 14)

STATISTICS

Str 15, Dex 13, Con 14, Int 13, Wis 12, Cha 14

Base Atk +3; CMB +5; CMD 16

Feats Deceitful, Power Attack

Skills Acrobatics +6, Bluff +10, Disguise +10, Intimidate +8,
Perception +7, Sense Motive +7, Stealth +6

Languages Abyssal, Common; telepathy 30 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3–7), or cult (8–13)

Treasure NPC gear (studded leather, mwk scimitar, mwk
composite longbow [+2 Str] with 20 arrows, other treasure)

SPECIAL ABILITIES

Sadistic Strike (Su) Cambions are particularly cruel, and they excel at causing pain and anguish. A cambion always treats any weapon he attacks with (including natural weapons and spells that require attack rolls to hit) as if the demon had the Improved Critical feat for that weapon, increasing the weapon's threat range as appropriate.

Sinfrenzy (Su) Every cambion carries within his being an excessive capacity for one of the seven classical sins—this focus is determined at the moment of the cambion's birth and depends on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can turn himself over to his sin and enter into a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by *haste* or similar effects, but if the cambion has at least 1 level in the class

listed for his specific sin, the sinfrenzy grants an additional effect as summarized below.

Envy (cleric): Cambion clerics covet the power of the gods themselves. While an envious cambion is in a sinfrenzy, his channeled energy effect increases by 1d6.

Gluttony (alchemist): Cambion alchemists take great pleasure in drinking their extracts, potions, mutagens, and even poisons. While a gluttonous cambion is in a sinfrenzy, his bombs deal an additional die of damage.

Greed (rogue): Cambion rogues are obsessed with gathering as much wealth and power as they can. While a greedy cambion is in a sinfrenzy, he deals an additional die of sneak attack damage.

Lust (bard): Cambion bards seek to dominate and control as many hedonistic slaves as they can through magic and intimidation. While a lustful cambion bard is in a sinfrenzy, the effects of his inspire courage, inspire competence, inspire greatness, and inspire heroics abilities increase by 1. The save DCs of the cambion's bardic performances also increase by 1 when he is in this state.

Pride (wizard): Cambion wizards believe their magic is greater than all others. While a prideful cambion is in a sinfrenzy, his spell save DCs increase by 1.

Sloth (fighter): Cambion fighters carry the essence of sloth within, so much so that even their very blood seems to flow slowly from cut veins. While a slothful cambion fighter is in a sinfrenzy, he gains 2 bonus hit points per Hit Die.

Wrath (ranger): Cambion rangers charge their attacks with savage hatred. While a wrathful cambion ranger is in a sinfrenzy, his favored enemy bonuses increase by 2.

Not all demons are formed from the sinful souls of mortals sent on to the Abyss. Demons are nothing if not fecund, as the widespread presence of tieflings, half-fiends, and fiendish creatures attests, yet these tainted and corrupted spawn are not true demons. Cambions are unusual fiends in that they merge these two methods of demonic creation, resulting in a nearly humanoid but wholly fiendish creature capable of rising to great heights of power in time.

A cambion is in small part a humanoid, but in practice this aspect applies almost entirely to his physical appearance, for a cambion is a true outsider, a creature whose body and soul are one. The majority of cambions have red skin, horns on their heads, and cloven hooves for feet—while the same variety exists among cambions as it does among humans, the fiendish aspects of cambions' appearance don't range as widely as those of tieflings. A typical cambion stands 6 feet tall and weighs 190 pounds.

ECOLOGY

A cambion is born when an incubus impregnates a humanoid female in the Abyss and the humanoid carries

the child to term without leaving the Abyss. While gestating, the child absorbs the plane's chaotic evil energies and transforms completely. Rather than being a half-fiend (as would be the case if the mother gave birth or was impregnated on a plane other than the Abyss), a child born under such circumstances is always born a cambion, and always born male. Only humanoids can give birth to cambions, and the majority of cambions' mothers are humans. Birthing a cambion is particularly painful and dangerous, and in most cases the mother dies during childbirth.

Cambions are unusual among demons in that they enter life in the Abyss not as fully formed demons, but as infants. And while cambions mature quickly—reaching adulthood over the course of only 6 painful months—they remain relatively helpless for much of this time, requiring someone to rear them. The Abyss's denizens are not known for their caring and nurturing natures, so despite the insatiable urges of their incubus fathers, few cambions live to see adulthood. And while cambions do not need to remain in the Abyss during the period of their maturation, it's rare for someone to spirit such a child out of the Worldwound.

Once fully grown, a cambion attains its full demonic powers. When the first day of its seventh month of life dawns, a cambion gains his spell-like abilities and sinfrenzy power. Unlike other demons, cambions as a whole aren't associated with a specific sin; some revel in their fathers' lustful natures, and other embrace pride, envy, and so on (this need not match their sinfrenzies).

HABITAT & SOCIETY

Few places in the Abyss provide safe harbor for a newborn cambion to mature—the most notable of these are Nocticula's Midnight Isles. Here, Nocticula rewards those who take upon themselves the stewardship of a cambion infant, but only if that cambion, upon reaching maturity, chooses to award its foster parent the honor of being named its "warden." A cambion has a month to bestow this honor, and does so by uttering the following prayer to Nocticula: "By the grace of Our Lady in Shadow do I name thee, (creature's name), my warden." By Nocticula's decree, cambions are free to name anyone warden, so anyone who seeks this honor is well advised to give her cambion fosterling no reasons to betray her.

Once a warden is so chosen, the nature of the boon Nocticula grants varies; it might be a monetary reward, a magical gift, an enhancement to body or mind, or (in rare cases) even a moment of dalliance with Nocticula herself. Entire societies on the Midnight Isles exist for the sole purpose of raising cambions and seeking out such boons.

Cambions often rise to great power by advancing in class level, particularly in classes associated with their

favorite sins. It is rare for a cambion to take class levels in a class that is not associated with its sinfrenzy ability, but not unheard of.

When encountered on the Material Plane, cambions most often already have a number of class levels. These cambions are in charge of groups of cultists, where they serve as demonic generals and powerful spellcasters. They always come to the Material Plane with grand plots and recruit others to help them sow sin. Cambions in these roles are often in service of a demon lord—or even Lamashtu herself. It is unusual for more than a handful of cambions to work together, as their inflated egos lead to arguments and internal bickering.





Demon Lord, Noctacula

This frighteningly majestic creature spreads wide her rune-adorned wings. Molten iron weeps from her hooves, and her three tails are studded with barbs.

NOCTICULA

CR 30



XP 9,830,400

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

Init +13; **Senses** darkvision 60 ft., *detect good*, *detect law*, see in darkness, *true seeing*; Perception +58

Aura seductive presence (180 ft., DC 43), *unholy aura* (DC 33)

DEFENSE

AC 48, touch 41, flat-footed 35 (+4 deflection, +13 Dex, +7 natural, +14 profane)

hp 774 (36d10+576); regeneration 30 (deific or mythic)

Fort +32, **Ref** +37, **Will** +35

Defensive Abilities Abyssal resurrection, *freedom of movement*; **DR** 20/cold iron, epic, and lawful; **Immune** ability damage and drain, charm and compulsion effects, death effects, electricity, energy drain, fire, petrification, poison; **Resist** acid 30, cold 30; **SR** 41

OFFENSE

Speed 60 ft., fly 90 ft. (good)

Melee 2 claws +48 (1d8+12 plus 1d4 Cha drain), 3 stings +48 (2d6+12/19–20 plus poison), 2 hooves +43 (1d4+6 plus 1d6 fire and burn), 2 wings +43 (1d4+6)

Ranged *Shadowkiss* +54/+49/+44/+39 (1d4+20/17–20 plus poison)

Special Attacks burn (3d6 fire, DC 44), cruel shot, domination, energy drain, poison, profane ascension, sneak attack +4d6

Spell-Like Abilities (CL 30th)

Constant—*detect good*, *detect law*, *freedom of movement*, *tongues*, *true seeing*, *unholy aura* (DC 33)

At will—*astral projection*, *blasphemy* (DC 32), *chaos hammer* (DC 29), *deeper darkness*, *desecrate*, *greater dispel magic*, *greater teleport*, *power word blind*, *telekinesis* (DC 30), *shapechange*, *unhallow*

3/day—*finger of death* (DC 32), *quicken mass suggestion* (DC 31), *summon demons*, *symbol of death* (DC 33)

1/day—*soul bind* (DC 34), *time stop*, *wail of the banshee* (DC 34)

STATISTICS

Str 34, **Dex** 36, **Con** 42, **Int** 35, **Wis** 32, **Cha** 40

Base Atk +36; **CMB** +48; **CMD** 89

Feats Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Deadly Aim, Flyby Attack, Greater Feint, Improved Critical (hand crossbow), Improved Critical (sting), Improved Feint, Point-Blank Shot, Precise Shot, Quicken Spell-Like Ability (*mass suggestion*), Rapid Reload (hand crossbow), Rapid Shot, Staggering Critical

Skills Acrobatics +52, Bluff +62, Diplomacy +54, Disguise +51, Fly +56, Intimidate +51, Knowledge (arcana, local, nobility) +48, Knowledge (planes, religion) +51, Perception +58,

Perform (dance) +51, Sense Motive +50, Sleight of Hand +49, Spellcraft +48, Stealth +52, Use Magic Device +54; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Undercommon; telepathy 300 ft., *tongues*

SQ change shape (any humanoid; *alter self*), swift transformation

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple (*Shadowkiss*, 100,000 gp in various jewelry, other treasure)

SPECIAL ABILITIES

Cruel Shot (Ex) Noctacula is adept at making ranged attacks to strike cruel shots that deal significant and humiliating damage. She adds her Charisma bonus to all damage dealt by ranged weapons.

Domination (Su) As a standard action, Noctacula can crush a foe's will. The target must be visible to Noctacula and within 120 feet. It must succeed at a DC 43 Will save or fall instantly under Noctacula's influence as *dominate monster* (CL 30th). If she uses domination against a humanoid creature, she may instead choose to use the ability as a swift action, and it functions as *dominate person*. As long as the target is under this effect, it gains a +4 profane bonus on all saving throws against targets other than Noctacula.

Energy Drain (Su) Noctacula's energy drain functions identically to that of a succubus (*Pathfinder RPG Bestiary* 68), except that she drains 2 levels when she uses this ability against mythic creatures, or 1d6+4 levels against non-mythic creatures.

Poison (Ex) Sting or hand crossbow—injury; *save* Fort DC 44; *frequency* 1/round for 6 rounds; *effect* 1d4 Wisdom drain plus paralysis for 1 round. Anyone who fails two consecutive saves against this poison is permanently blinded. The save DC is Constitution-based.

Profane Ascension (Su) As a swift action while in an act of passion with a willing mortal, Noctacula may grant a profane ascension. The target's name appears in glowing Abyssal runes on Noctacula's wings, and a crimson mark manifests somewhere on the target's body. The target immediately gains a +6 profane bonus to any one ability score of its choice, a +4 profane bonus to any other ability score of its choice, and the see in darkness ability. A single creature may have only one profane ascension in effect at any one time. As long as the effect persists, Noctacula can communicate telepathically with the target across any distance and may use any of her spell-like abilities through the target, manifesting them as if the target were using them. A profane ascension may be removed by a *miracle* or *wish*. Noctacula can remove it as a free action, dealing 4d6 points of Charisma drain and imparting 1d10+10 permanent negative levels to the victim.

Seductive Presence (Su) Unlike most demon lords, Noctacula does not possess a frightful presence ability. Rather, she has a seductive presence that she can activate as a free action

whenever she speaks or uses a spell-like ability. Anyone within 180 feet who fails a DC 43 Fortitude save loses any immunity to mind-affecting effects, charm effects, and compulsion effects, and becomes fascinated by Nocticula for 5d4 rounds. A creature affected by a mind-affecting effect while within this aura remains affected even after leaving Nocticula's seductive presence. Creatures that succeed at this saving throw are immune to this ability for 24 hours. The save DC is Charisma-based.

Shadowkiss Nocticula's favored weapon is *Shadowkiss*, a +5 *unholy hand* crossbow that magically creates ammunition as it fires. Once a target is damaged by a bolt fired from *Shadowkiss*, the hand crossbow gains the *bane* weapon special ability against that target's creature type on all further attacks. *Shadowkiss* may only have one bane effect in place at one time. Bolts fired from *Shadowkiss* gain the *ghost touch* ability (an effect not normally available to ranged weapons).

Swift Transformation (Ex) Nocticula can use her change shape ability as a free action.

Nocticula is the demon lord of assassins, darkness, and lust, and rules the Abyssal realm of the Midnight Isles, a vast archipelago formed around the murdered remnants of dozens of demon lords and other powerful foes. Having been the first succubus and then having ascended to become a demigoddess, Nocticula now sets her eyes at a greater prize—full divinity. Lamashtu is the only demon lord who has accomplished this task so far, but Nocticula aims to be the second. What kind of deity she might become is anyone's guess—some believe that Nocticula is secretly seeking redemption from her demonic nature. Others say these rumors were seeded by Nocticula herself as a grand lie to distract her enemies from her true goal of becoming an assassin and seducer of gods.

Nocticula is certainly mercurial in her personality and attitude. She may simply murder or enslave visitors to her realm, or she may welcome them with open arms—even those who one would think were her enemies. Only a fool accepts her invitation without suspicion, for what the queen of succubi wants may change dramatically from one moment to the next.

NOCTICULA'S CULT

Nocticula is worshiped by assassins, the lustful, whores, shadow-using creatures, and of course succubi. These

worshippers form relatively small cults, often akin to secret societies, that use brothels, nobility, or academies as a cover for their true purposes. A small number of heretics venerate her as well, not as a demigoddess of murder and lust but as one of outcasts, artists, and the glories of midnight. The fact that such heretical clerics are granted spells as surely as the rest of her worshippers has caused not a small amount of discontent among her faithful, which Nocticula seems to enjoy.

Nocticula's symbol is a multi-pointed crown wrapped with thorny vines. Her favored weapon is the hand crossbow. She grants access to the domains of Chaos, Charm, Darkness, and Evil, and to the subdomains of Demon, Loss, Lust, and Night.



Lamhigyn

This small, three-eyed creature lets out garbled, piercing shrieks as it flits about on ragged batlike wings, its barbed tail flicking with menace.

LAMHIGYN

CR 3



XP 800

CE Small outsider (chaotic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)**hp** 27 (5d10)**Fort** +4, **Ref** +6, **Will** +2

OFFENSE

Speed 10 ft., fly 60 ft. (good)**Melee** sting +7 (1d3+1 plus poison), 2 wings +2 (1d3 plus grab)**Special Attacks** poison, wrap wings

STATISTICS

Str 12, **Dex** 15, **Con** 11, **Int** 5, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)**Feats** Flyby Attack, Hover, Improved Initiative**Skills** Fly +16, Perception +9, Stealth +14**Languages** Abyssal

ECOLOGY

Environment any (Abyss)**Organization** solitary, pair, clutch (3–9), or hive (10–30)**Treasure** none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d4 Wis damage; *cure* 2 consecutive saves.**Wrap Wings (Ex)** When a lamhigyn uses its wing attacks to grab an opponent, it wraps its wings around its opponent's head, causing the victim to gain the blinded condition for as long as the lamhigyn grapples that creature. A grappling lamhigyn automatically deals wing damage while grappling, but it takes the normal –2 penalty on attack rolls for its sting attack. This ability has no effect on creatures that do not have sensory organs in their heads.

Simple creatures, lamhigyns emerged from the chaotic fabric of the Abyss. Abyssal pests might be a good description of these strange creatures; their stings have left many adventurers insane and debilitated, opportune victims for the Abyss's insatiable predators. Viewing intruders with evil disdain, lamhigyns are always looking for new victims, which they slowly lap apart, piece by piece, with their rasping mouths.

Lamhigyns are strange-looking creatures that are often characterized by mortals visiting the Abyss as overgrown, flying tadpoles with the wings of a bat and a stinger-tipped tail. They lurk within dark places in the Abyss and in similarly lightless places on the Material Plane near rifts to their homeland. Their bulbous,

unblinking eyes are vaguely froglike, and are often the first and last things unprepared adventurers see, as the pesky creatures are fond of wrapping their wings around their victims' heads to blind their prey. Their tiny mouths house thick tongues that flicker when intruders arrive.

Lamhigyns have thick, scaly skin on their bodies ranging in color from red to green. Though lamhigyns are typically encountered flying, on the ground they stand on four insectile legs that they keep tucked beneath them while nesting. Although they are small, their 2-foot-high, 8-pound bodies pack an impressive punch when hurtling through the air at their victims.

ECOLOGY

Lamhigyns are pests from another plane and have no proper place in the Material Plane's natural order. Chaotic creatures with an inherent streak of evil, they lie in wait, eager for mortal life to happen by. When this occurs, lamhigyns instantly attack and try to immobilize their victims before slowly devouring them alive.

Lamhigyns that have slipped through to the Material Plane breed in dark caves and shadowed forests. Their mating rituals are dangerous, messy affairs. Approximately once every year, the fertile females—which are nearly indistinguishable from the males—fly to the highest corners of the cave or den where they live. There, they squawk uncontrollably. The males hurtle toward these females; the ensuing flapping and screeching results in the females' three or five eggs becoming fertilized. The females then lay these eggs in slime-covered clusters, where they incubate for 6 to 8 weeks before hatching. Lamhigyn mothers typically die shortly after laying their eggs, their bodies exhausted by the violent process of reproduction.

As they grow, lamhigyn hatchlings join any others of their kind in nearby caverns or find their own comfortable, dark places in which to live. Some find the Material Plane uncomfortable and spend all of their energy trying to find a way back to the home world they've never known but feel intrinsically drawn to.

Being from the Abyss, lamhigyns do not need to sleep; however, many choose to stay very still within the darkness—their wings wrapped around their bodies and their tiny legs curled underneath—waiting for the simple pleasure of scaring anything that may wander nearby. Similarly, lamhigyns have no need or desire to eat, but they spend much of their energy focused on predation. Though they don't require sustenance, they delight in bloodshed and violence.

HABITAT & SOCIETY

Found in all corners of the Abyss, lamhigyns often slip through to the Material Plane (or other planes in the Great

Beyond) as a result of being caught up by portals or flying too close to a rift between worlds. The greatest known rift on Golarion is the Worldwound. Here, lamhigyns are found in great abundance, almost invariably in caves, cliffs, or even the fabric of the Worldwound itself—sites chosen because of their similarity to lamhigyns' darkened homes in the Abyss. In fact, some of these simple-minded creatures believe this region of Golarion is part of the Abyss. For the most part, however, they're more delighted with the abundance of food in the Worldwound than they are concerned with geography.

When it comes to their own kind, lamhigyns can be volatile and violent in nature. In general, they tend to get along with other lamhigyns, though almost anything can set them off: living in too close proximity to each other, mating disputes, or arguments over the torn bodies of victims. When this happens, lamhigyns turn the full force of their chaotic fury onto each other, tearing and grappling until only one—sometimes none—of the bizarre creatures remain. When lamhigyns turn against each other, they are even more vicious than when they attack other creatures. Sometimes a petty squabble between two boisterous lamhigyns can spread through an entire hive as they infect each other with a chaotic bloodlust. Before long, entire caverns full of lamhigyns erupt in screeching echoes that crash against the rocky walls.

When they're not fighting among themselves, lamhigyns occupy shared spaces in noisy, flapping hives, waiting for hapless creatures to stumble into their dens. Intelligent creatures susceptible to fear—such as adventurers, creatures whose minds have been warped by the Worldwound's infestations, or unlucky natives—then suffer lamhigyns' gleeful ire. Lamhigyns ignore most normal animals unless they have waited too long for fresh prey and have grown bored. When it comes to victims, lamhigyns prefer those that can think and walk, for they provide the most deliciously terrified reactions. There is nothing lamhigyns love more than to tear the life from terrified, screaming humans while they are out of their minds with fear.

Lamhigyns fill parts of the Abyss like pigeons fill large cities, and many demons regard the creatures as terrible pests. Some demons take to hunting the creatures for target practice or pest control. Lamhigyns avoid most demons, especially those more powerful than dretches.



They enjoy harassing dretches and quasits, however, and often flock around individuals, screeching and battering them with their wings. This hazing goes both ways, and in the Abyss dretch hunting parties scour caverns for lamhigyns.

Unlike many other creatures, lamhigyns show little racial preference between a solitary existence or one with others of their kind. Although lamhigyns are more potent in groups, a single lamhigyn might occupy a small cave near the Worldwound for generations, waiting patiently for just one victim. Lamhigyns can live to be nearly 500 years old, though most die through acts of violence before reaching half that age.

When the Worldwound first opened, lamhigyns poured through the tear in reality along with the demons. They were also some of the first to die, as the Sarkorians could defeat the strange, small creatures in combat more easily than they could the more durable demons. However, the winged creatures kept pouring through, foreshadowing the Abyssal onslaught that was to come. In short time, lamhigyns began populating the region, and now tens of thousands of these creatures are said to live near the Worldwound alone. Though lamhigyns are rare outside the Worldwound, their appearance elsewhere on Golarion is a sign that chaos—and the pain of draining, pesky stings—is sure to follow.

Putrid Ooze

Carriion and debris breaks the inky surface of this massive undulating sludge.

PUTRID OOZE

CR 11



XP 12,800

N Huge ooze

Init -1; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 7, touch 7, flat-footed 7 (-1 Dex, -2 size)

hp 157 (15d8+90)

Fort +11, **Ref** +4, **Will** +0

DR 10/—; **Immune** ooze traits; **Resist** electricity 20, fire 20

OFFENSE

Speed 30 ft., climb 20 ft., swim 30 ft.

Melee slam +20 (6d6+16 plus 2d6 acid and grab)

Ranged splatter +8 (3d6 acid)

Space 15 ft.; **Reach** 10 ft.

Special Attacks acid, constrict (6d6+16 plus 2d6 acid), splatter

STATISTICS

Str 32, **Dex** 9, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +11; **CMB** +24 (+28 grapple); **CMD** 33 (37 vs. grapple, can't be tripped)

Skills Climb +19, Swim +19

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) A putrid ooze secretes a digestive acid that dissolves organic material and metal quickly, but doesn't affect stone. Each time a creature takes damage from a putrid ooze's acid, its clothing and armor take the same amount of damage from the acid (Reflex DC 23 negates damage to clothing and armor). A metal or wooden weapon that strikes a putrid ooze takes 2d6 points of acid damage, unless the weapon's wielder succeeds at a DC 23 Reflex save. If a putrid ooze remains in contact with a wooden or metal object for 1 full round, the object takes 30 points of acid damage (no save). The save DCs are Constitution-based.

Splatter (Ex) As a standard action, a putrid ooze can throw a portion of its acidic sludge at a creature within 30 feet. The putrid ooze must make a successful ranged touch attack to hit the target. Creatures struck take 3d6 points of acid damage.

Putrid oozes are primarily made from organic mire animated with Abyssal energies. While these creatures can exist near any rift or portal, they're most plentiful in the Worldwound. These oozes have become more of a threat in recent years, caustically burning through any plants or animals in sight in pursuit of their vicious, though mindless, hunger. Putrid oozes especially are

known for their ability to subsume creatures into their own gelatinous bodies once they have destroyed their victims. Putrid oozes generally are a combination of churning, gray-and-black slurries, similar to chunky tar mixed with wet gravel, but their bodies also hold undigested portions of the creatures they consume. At any one time, they present a mixture of rotting limbs, severed heads, and entangled entrails among the miscellaneous sludge that makes up their bodies. A putrid ooze typically covers an area that measures 12 feet by 12 feet, and piles up on itself to a height of no more than 8 feet. A putrid ooze weighs about 20 tons.

ECOLOGY

Putrid oozes terrorize the Worldwound region, presenting yet another danger to those brave enough to face the demonic hordes.

How putrid oozes went from caustic environmental hazards to roving, animated horrors is still unclear. Some believe that the same strange Abyssal power that ripped the Worldwound into the face of Golarion slowly leaked into putrid oozes, which already contained substances native to that chaotic realm. This bizarre power imbued these oozes with a fundamental need to destroy and consume all plants and creatures in their paths. This explanation is as good as any—especially because it parallels the conscious desires of most Abyssal creatures, which seek the entropy and eventual destruction of all orderly existence. In this way, putrid oozes are like avatars of the power that seemingly gave them life.

To feed, putrid oozes physically roll over their victims, using their caustic bulk to break victims into easily digestible bits. They then churn these severed body parts and the other organic components of their prey throughout their sludge. For several days, the remnants of a putrid ooze's meal can easily be seen as it pulls its bulk across the ground, up walls, and even through water. Being resistant to acid, demons break down more slowly in a putrid ooze's body; it's not uncommon to find parts of clawed demon arms, horned heads, or spine-covered torsos churning around in a putrid ooze's bulk long after they were first consumed. Durable metals and stonework are also sometimes found suspended in these acidic creatures.

Most hardy materials the putrid ooze consumes are never completely devoured. Eventually, putrid oozes break down their meals into the same gray-black, chunky morass that makes up their bodies. It's these ones that are considered most dangerous, for oozes that are empty are also hungry and aggressive. Although it's rare for a putrid ooze to starve—the Worldwound contains no shortage of slaughtered bodies and hapless crusaders—those weakening from hunger use the last of their dwindling

energy to seek out chasms or ravines where they can lie in wait, hoping for meals to wander past. In these dark places, the putrid oozes go dormant, existing as murky pools of sticky acid until a living creature draws near. Though the creatures are essentially in hibernation, all it takes is a simple touch to awaken them. In contrast, active putrid oozes are intimidating and disgusting sights to behold, something not likely to take someone by surprise.

Unlike other oozes, putrid oozes do not reproduce via mitosis—splitting into two identical, smaller oozes. Instead, they form spontaneously from the corrupted rifts surrounding the Worldwound. Some cultists who revere Jubilex, demon lord of ooze monsters, have experimented with creating putrid oozes by creating disgusting slurries and exposing them to Abyssal rifts and foul energies. To date, the cultists have been unsuccessful in their endeavors, but the cult has captured half a dozen of these creatures for study. They see the spontaneous creation of these oozes as manifestations of their Faceless Lord.

When putrid oozes are attacked and take enough damage to destroy them, they melt into an inert pool of muck as other oozes do, though whether putrid oozes eventually reform from such remnants is a point of debate. Some say that sunlight further breaks down putrid oozes once they are destroyed. Since the Worldwound has irregular patterns of daylight and even less sunlight, it is a relatively hospitable habitat for them. Regardless, because the Worldwound is seemingly growing at a steady rate, scholars believe these oozes will remain denizens of the region for generations to come.

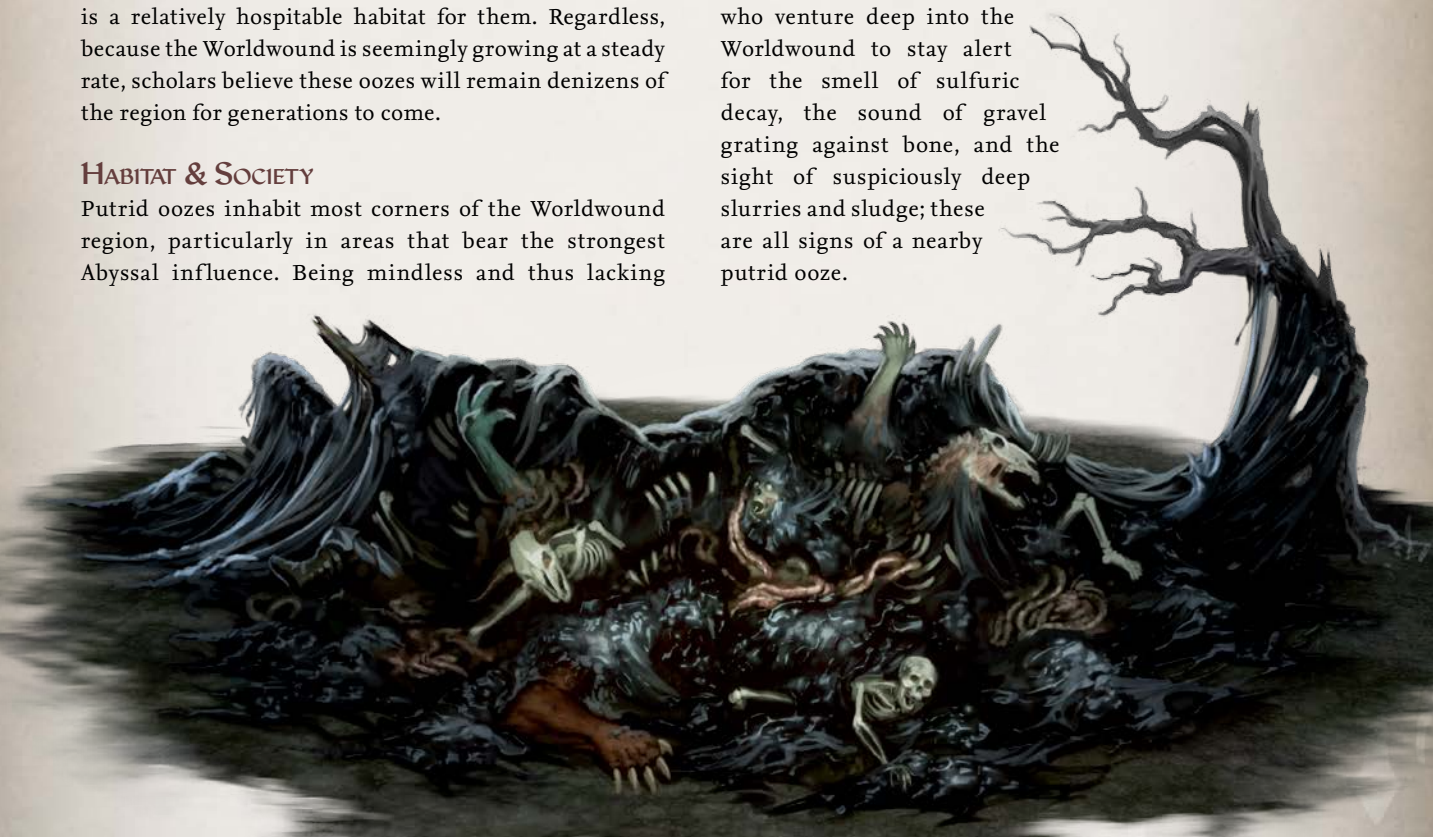
HABITAT & SOCIETY

Putrid oozes inhabit most corners of the Worldwound region, particularly in areas that bear the strongest Abyssal influence. Being mindless and thus lacking

any sort of culture, putrid oozes have no use for each other—or for any other creatures, for that matter, outside of their ability to serve as prey. In particularly isolated parts of the Worldwound, where wildlife is rarely encountered, putrid oozes turn on each other to eat. In these cases, the intense stench of sulfur and death emanating from the creatures—as well as any undigested food still churning away inside full oozes' bulk—draws other putrid oozes to one another. When putrid oozes feed on their own kind, they project narrow pseudopods into the bodies of their intended target in an attempt to fish out some half-digested food and draw it into their own bulk. Those who have studied these strange creatures note that the use of these pseudopods is exclusive to cannibalistic behavior.

Among the crusaders and other goodly souls who inhabit the Worldwound, putrid oozes are considered yet another affront to the free and natural beauty that was once Sarkoris. Many superstitious people consider putrid oozes instruments of the Abyss's destruction—evil blobs that seek to help the demons rule the region. The more rational-minded know that putrid oozes simply attack all living creatures with impunity, including wildlife, plants, demons, and crusaders alike.

Those who have had the misfortune of encountering a putrid ooze and lived to tell about it warn all those who venture deep into the Worldwound to stay alert for the smell of sulfuric decay, the sound of gravel grating against bone, and the sight of suspiciously deep slurries and sludge; these are all signs of a nearby putrid ooze.



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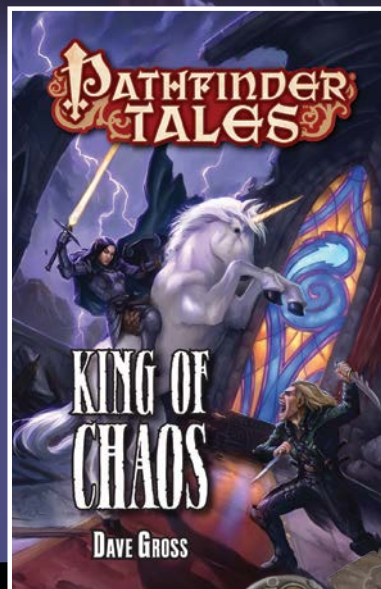
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Khorramzadeh

Demonic Ruler of Iz

The Storm King keenly feels the need to make significant progress and bring the war to a successful close for Deskari. He spends part of this adventure in the tower of Threshold with Areelu, preparing for what he hopes will be a significant expansion into the Worldwound.



Areelu vorlesh

Architect of the Worldwound

Areelu leaves Hepzamirah behind as she returns to the Worldwound. Finding the region to be in worse shape than she'd realized in the battle against the crusaders, she meets with Khorramzadeh before returning to Threshold to begin work on expanding the Worldwound beyond its current borders.

Nurah Dendiwhar

Deceitful Worldwound Historian

If Nurah has survived and now works with the PCs, her presence in Alushinyrra grants a +2 bonus on all performance combat checks. If she survives but remains allied with Deskari, she seeks out the Storm King in Iz to renew her pledge of devotion and, she hopes, receive a boon.



Staunton vhane

Traitorous Warden of Drezen

If Staunton has not yet risen as a graveknight or other undead monstrosity, he does so during this adventure. He murders several minor NPCs in Drezen before escaping, then seeks out the marilith Aponavicius to secure more minions, gear, and supplies to prepare for his vengeance.



Xanthir vang

Master of the Blackfire Adepts

If Xanthir Vang survived, he spends much of this adventure lying low in the Worldwound. He senses the closing of the Midnight Fane rift, and may prepare an ambush for the PCs there along with several demonic vermin, hoping to slay them when they return from the Abyss.



Minagho

Vengeful Agent of Baphomet

It is during this adventure that Minagho makes her play to regain Baphomet's favor by slaying the heroes, yet the terrible curse she suffers at his displeasure significantly reduces her power. She should hound the PCs throughout this adventure as a recurring villain.

Hepzamirah

Daughter of Baphomet

Hepzamirah suspects the PCs will soon find their way to Colyphyr, but she relies on her minions to stop the PCs before they reach her. This arrogant nephilim is a dangerous foe indeed, and the concept of mortals defeating her is unfathomable.



Deskari

Lord of the Locust Host

With each triumph, the heroes become more and more of a concern for Deskari. Working with Baphomet, he arranges for the abduction of Iomedae's herald, knowing that such an affront will all but force the heroes to make a foolish assault on his ally's realm, the Ivory Labyrinth.



Gazing into the Abyss...

After an audience with the Crusader Queen, the heroes journey to a fortress that straddles the boundary between this world and the demon-haunted realm of the Abyss. There, they must face powerful agents of the architects of the Worldwound and put a stop to the production of the powerful elixirs being used to grant demons mythic power. Beyond the fortress lies the Abyssal realm of the Midnight Isles, lair of the succubus queen Nocticula—and the source of the crystals used to create the mystical elixirs. Can the heroes navigate the intrigues of the Midnight Isles to strike a critical blow for the forces of good? And can they avoid losing their souls to darkness in the process?

This volume of Pathfinder Adventure Path continues the Wrath of the Righteous Adventure Path and includes:

- “The Midnight Isles,” a Pathfinder RPG adventure for 12th-level characters with 5 mythic tiers, by James Jacobs and Greg A. Vaughan.
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