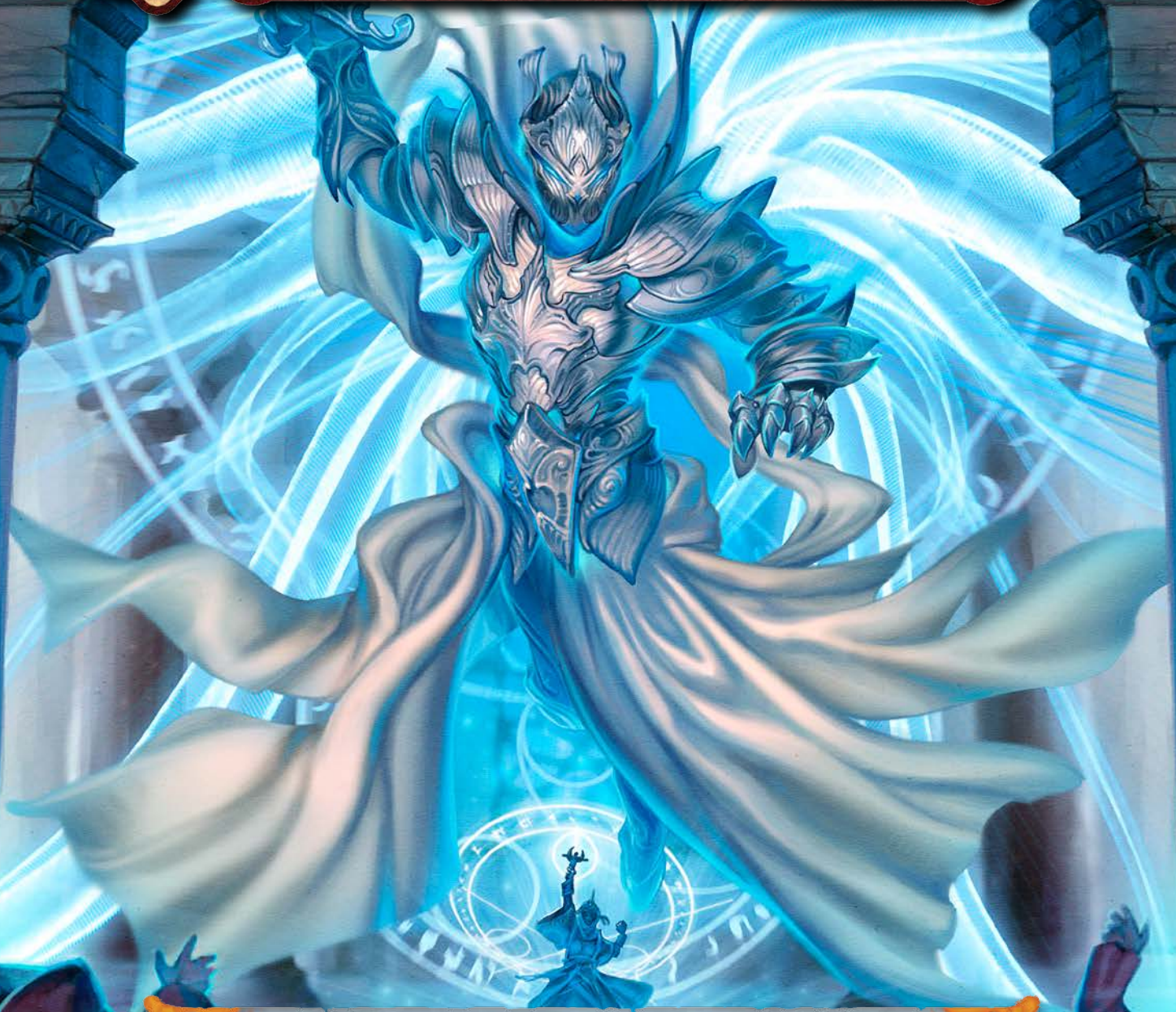


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HEAVEN UNLEASHED



Sites of Heavenly Activity

Beyond Golarion



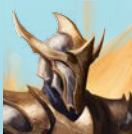
Andoletta
Havenhearth



Entropic Hold
The Maelstrom



The 77th House of Judgment
Demiplane



Paragon of the Wurm
Immortal Ambulatory



The Grim White Stag
Uncorrupted Guardian Circle,
The Worldwound



Chapel of the Argent Shield
Mendeve



Ambithas
Palakar Forest, Druma



Cadathiel the Zealot
Maheto, Taldor



The Blessed Cup
The Puddles, Absalom



Uaphraet
Ruins of Fort Binebthus, Thuvia



Anwigasi
Saruhk, Mwangi Expanse



Pilali the Keeper
Treetop Fortress, The Laughing Jungle



Raina Rennold
Avrossi, Geb

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On the Cover



Kyra unleashes the might of Heaven on an evil cult in this awe-inspiring cover illustration by Igor Grechanyi.



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This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Inner Sea Gods</i>	ISG	<i>Ultimate Magic</i>	UM



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Printed in China.

Celestial Report, 180th Centennial

Third Record-Lord Ambrethiel, Great Library of Harmonious Scripture,

The subjects of my report are all accounted for and records of their current whereabouts, past histories, and potential motivations are enclosed in the attached documents. In addition to the assigned subjects, I have also gathered the following chronicle of additional goodly beings for inclusion in the celestial annals of the Great Library; each is connected in some way to the Material Plane world of Golarion, as requested. May you find the information within useful for others who may follow in

my wake in the future, and may it serve to enlighten all who seek to understand Heaven and its myriad agents.

Arathuziel the Chained: A redeemed apostate devil, the angel known as Arathuziel the Chained remains untrusted by his fellow celestials. Identifiable by the constant flow of bloody tears that emerge from his eyes and the thick iron chains that bind his wings, Arathuziel works tirelessly to overcome the stigma of being a former fiend. Each time he reaffirms his position as a true being of goodness and law, a link of chain or a heavy lock from his bindings falls off, a sign of his continued path toward becoming a full angel. (See *Pathfinder Tales: The Redemption Engine* for more details.)

Dusk Ronin: The star archon known as the Dusk Ronin is said to be the daughter of the gods Shizuru and Tsukiyo. While she remains faithful to her parents and true to her lawful good nature, the ronin is no longer welcome in her parents' divine realms in Heaven. The solitary samurai travels the Great Beyond seeking atonement for whatever transgressions precipitated her exile, and has been known to assist followers of both her parents' faiths in matters of honor, redemption, and duty.

Fandarex the Adjustor: When mortal souls of alignments other than lawful good die and are judged by Pharasma, those who venerate deities making their homes in Heaven find their ways to the realms of their patron gods. Over time, their souls usually grow more good or lawful, as they embrace the nature of Heaven. Fandarex is one of the many archons tasked with ensuring that all souls in Heaven eventually adopt the ways of righteousness, and his patience is said to be inspiring to beings across the Great Beyond.

Henszien the First: This awakened iron golem is believed to be the first of their kind, crafted eons ago by Torag himself. Whether or not this is true, Henszien spent ages imprisoned in Abadar's First Vault, where they served as the template by which all others of their kind were forged. Ten millennia ago by mortal reckoning, archons serving the Father of Creation rescued the golem from their prison on Axis, and they now reside in Heaven, where they are protected from Abadar's reprisals. An ongoing legal battle in the courts of both Heaven and Axis promises to decide once and for all whether Henszien belongs in the First Vault or in the golem's divine home within Torag's realm, though the arbitrators are no closer to reaching a decision now than they were 10,000 years ago.





Kavadarishi: While he operates outside the hierarchy of Heaven, the manu Kavadarishi has of late made great strides in turning mortal souls in the land of Vudra toward the path of good and righteousness. Those who strive to follow his enlightened example hope to reincarnate into manasaputras themselves, but some of the manu's disciples have broken free of the cycle of rebirth and become petitioners outside Heaven's walls. It may serve Heaven to watch this being and the cult he represents to prevent any disagreements that may arise between the manasaputras, the Positive Energy Plane, and Heaven's archon and angel inhabitants.

The Many-Faced Prophet: Many beings serve as prophets and criers of Heaven's message of love, order, and righteousness, but few do so in quite the same way as the doppelganger oracle known as the Many-Faced Prophet. This unlikely emissary of the empyreal lords spreads the wonders of their mystery cults throughout Avistan and Garund, taking on the guise of whatever prophet might be most welcome among the various cultures they visit. While the prophet doesn't share the same malicious motivations as most other doppelgangers, they are nevertheless met with little love when their true nature is revealed, and they have been driven from more than a handful of communities they intended to enlighten. Most recently, the prophet fled from a nomadic caravan encampment in Katapesh after an unwitting wizard accidentally revealed the shapeshifter's true form; since then, the doppelganger's current location has remained unknown, even to the forces of Heaven.

Omadeh the Redeemer: In the faithless land of Rahadoum, gods and their envoys are unwelcome. This has not kept the confessor angel Omadeh from attempting to redeem those Rahadoumi who may yet come to live faithful lives in worship of the gods and empyreal lords of Heaven. Ever evading the Pure Legion, who are as vigilant in stopping immortal transgressors as they are mortals who violate the Laws of Man, Omadeh appears before Rahadoumi on the verge of religious conversion, hoping to ease them toward a more righteous path. When faced with oppressors of mortals secretly devoted to good gods, the balisse unleashes the wrath of Heaven upon those who they see as standing in the way of other souls' paths to salvation.

Raiment of Glory: The trio of beings known as the Raiment of Glory—the cassisian angel Beldamon, the iophenite angel Ygellar, and the intelligent suit of *celestial armor* called Saetrepo—offer their services to crusaders, exemplars, and warriors of Heaven's cause on the Material Plane. The animate helm, shield, and armor cede some of their own autonomy to serve the needs of their chosen champion, operating not as sentient celestials but as powerful gear to embolden their selected ally on the field of battle. The Raiment currently serves

the Sarenite paladin Thelmescurio, who travels the vast expanses of Casmaron hunting the Spawn of Rovagug.

Sakiendril: The half-celestial silver dragon Sakiendril long ago dedicated her life to eradicating evil from Golarion, and has spent the last 5 centuries plumbing the depths of the Darklands to do just that. Never satisfied with the defeat of a drow or duergar enclave, the dragon has amassed a small army of like-minded crusaders drawn from a myriad of races—dwarves, elves, humans, munavris, pechs, ratfolk, and svirfneblin, among others—to help her tackle more significant targets. Recently, the dragon has set her sights on the sleeping serpentfolk cities of Sekamina and the deeper horrors of Orv, believing that the oldest and strangest of inhabitants of the Darklands pose the greatest threat to the good people of the world. While she is staunch in her conviction, Sakiendril is not so foolish as to refuse the aid of powerful adventurers or outsiders, and a well-coordinated effort on the part of Heaven could turn the tide in her favor.

Tercien Melchiora: Of all the trumpet archons serving Heaven's host, none is quite as recognizable to the people of Golarion as Tercien Melchiora, especially in the region of that world known as the Inner Sea. Melchiora has been a favored emissary of blessed Iomedae since her ascension, and has carried the Inheritor's words to her faithful in times of great need, including in the wake of Aroden's death, in the weeks following the theft of Arazni's broken body from the Knights of Ozem, and on the eve of the fall of Drezen. It is said that though Melchiora's songs carry great import, the archon refuses to impart upon mortals any further information or assistance than the specific edicts of her divine patron, leading many to fear her arrival as an omen of disaster more than celebrate it.

Zelvamerix: Considered by many in Heaven to be engaged in a fool's errand, the legion archon Zelvamerix has spent the last century traversing the evil-aligned planes in search of a fallen celestial she once fought beside in Heaven's armies. Divinations and intelligence reports from others in Zelvamerix's unit indicate that her disgraced ally has already taken on a new fiendish form, and thus cannot be traced by normal means. Despite this, Zelvamerix believes that she can recognize the soul at whose side she fought so many battles, and that their kinship will be enough to redeem the lost archon. When she last surfaced, she was preparing to venture down the River Styx in the hope that the river's proximity to Abaddon, the Abyss, and Hell would give her the best vantage from which to search the near infinite realms of evil for her fallen comrade.

*Rarverion the Sensor,
Lantern Archon of the 81st
Legion of Enlightenment*

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VISITING HEAVEN

Heaven is a realm of pure righteousness, where the forces of good gather to aid those on less virtuous planes and help worthy souls find rest. Though inconceivably large, most viewers perceive the plane as a mountain with a mysteriously floating peak.

Heaven is as much a realm of law as it is one of goodness, and visitors unversed in its regulations may find themselves detained by its guardians. The archons who protect it are compassionate, but they also view any who have not earned their place within Heaven's borders as lacking sufficient moral grounding to be trusted to wander freely. A visitor invited by a specific deity or other heavenly power might be welcomed and escorted to the proper realm, but told not to venture outside it. Other guests are often confined to Heaven's Shore—sometimes called “Heathen Shore” by its residents—a city built to allow celestial beings to trade and consult with creatures from other planes without endangering all of Heaven.

Heaven's residents see law and goodness as largely the same force. Order is the greatest good, and goodness is the

greatest order. They recognize the good intentions of the azatas of Elysium, but view them as misguided children. Similarly, they oppose the lawful evil forces of Hell, but credit them with intelligence and believe that they can at least be reasoned into truces and stalemates—and, perhaps, even redeemed—while chaotic and neutral evil forces must simply be eliminated or neutralized.

STRUCTURE

Heaven appears to most mortals and recently settled petitioners to be a great mountain. While mortal minds may conceptualize Heaven as a geographic region with familiar hallmarks like trees and buildings, it does not obey the same physical laws as the Material Plane (see the Planar Traits sidebar). Mortals from vastly different worlds may even perceive the same location differently based on the environment in which they lived on the Material Plane.

Distances between areas are based as much on their philosophical affinity as they are on actual locations, and two locations may, paradoxically, be both extremely



close and far away from one another at the same time. The mountain slopes slant downward, yet also host flat plains that seem to go on forever. One glance might reveal a stately city on the other side of a shining lake, while the next shows a lush forest.

From its base, Heaven rises in seven tiers. While each tier technically exists above or below another, higher tiers do not represent greater authority within Heaven's hierarchy. Rather, each tier houses souls that fit its particular theme and carries out prescribed functions to ensure Heaven's continued operations. A number of locations, such as Torag's deific realm, exist within the mountain or are otherwise not considered part of any layer. Six of the levels are governed by one or more powerful entities called stewards—leaders who do not rule in the traditional sense, but rather help organize and serve as the official authority for matters concerning their respective levels. Over time, different beings cycle in and out of terms of service as their tiers' stewards—while an archon acting as steward might be weaker than some of Heaven's other residents, even the gods recognize the role of government in lawful society, and thus grant the office proper deference. Though the governors are collectively called stewards, each has a unique honorific related to her tier's focus (such as High Preceptor or Chief Moderator).

Heaven's seven levels are as follows.

1. The Threshold: Heaven's first layer comprises the border fortresses and area just inside the gates of Heaven, metaphysically representing both hospitality and defense. The Threshold is ruled jointly by two stewards. The Lord of the Wall defends Heaven's borders, and the Lord of the Gate vets and welcomes new arrivals. The current Lord of the Wall is Arqueros, and the current Lord of the Gate is Julera Twice-Crowned.

2. Proelera: The steward of Proelera is Coreniel Stormcaller, Voice of the Shining Host, who oversees the mustering grounds upon which Heaven's armies mass.

3. Clarion: Devoted to duty, self-purification, and learning, this level is guided by High Preceptor Homani.

4. Requius: This realm is the resting place for heavenly residents who don't worship particular gods or otherwise fit easily elsewhere. Here, Erastil, Andoletta, and others oversee cities and villages filled with lawful good petitioners unready to join (or uninterested in) Heaven's holy crusades. The steward of Requius is called the Shepherd, a title currently held by the empyreal lord Andoletta.

5. Illumis: This is the center of philosophical and moral study and debate, the seat of Heaven's values and the ever-evolving concept of "good." Its current steward is Chief Moderator Xokariel.

6. Iudica: This level focuses on administration and government. Iudica doesn't have a single steward, but is rather overseen by the Council of Vision, made up of three positions: the Head, the Heart, and the Hand

(representatives respectively embodying knowledge and wisdom, love and salvation, and righteous military action). Though there's no secret about who holds which position, when acting in their official capacity, the entity occupying the office is referred to by their title only.

7. The Garden: The mysterious topmost tier of Heaven floats above the rest of the mountain, and is known simply as the Garden. It has no residents and no steward. No one is in charge here except the plane of Heaven itself, in a both metaphorical and literal sense.

RESIDENTS

As with all the planes, Heaven's residents may come from any number of worlds and realms of existence, though most fall into three distinct categories.

Petitioners: Souls assigned to Heaven after their sojourn in the Boneyard arrive at the mountain's base, where they wait in orderly lines for admission and registration. Once admitted into Heaven, petitioners may travel freely throughout the plane, usually settling on the heavenly tier that most fits their nature.

Deities and Other Powerful Outsiders: Gods, empyreal lords, lawful angels, and other powerful good-aligned outsiders often maintain homes or even entire realms on Heaven's slopes or inside the mountain. Each deity's realm is sovereign, and may bear no resemblance to or continuity with the areas around it.

Heaven's Native Inhabitants: Heaven's most numerous native creatures are the archons, lawful good outsiders who serve as soldiers and administrators for the plane. Some archons are ascended petitioners, while others are generated spontaneously by the plane in the Garden. Numerous angels also reach their angelic status here, or are formed by the raw energy of the plane, and lawfully aligned celestial creatures roam Heaven's landscapes.

LOCATIONS

Heaven is so close to infinite as to be indistinguishable to most mortals, yet it still has borders. While it contains a bewildering number of cities, realms, and landmarks, the locations described below are some of those most familiar to Golarion's scholars.

Alabaster Passage: Uninvited visitors who arrive in Heaven via magic are best advised to do so in the fields and forests just beyond Heaven's walls. Those who ignore this convention often arrive to find themselves standing upon this white flagstone path. Law-abiding and virtuous travelers are met with warm welcomes and offers of guidance by the waiting archons, but those whose motivations are impure are immediately detained.

Chambers of Repentance: Deep within the mountain lie Heaven's prisons, which are occupied by captured fiends and other wicked creatures that have some chance of redemption. Those who are judged irredeemable are

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PLANAR TRAITS

Heaven has the following planar traits (see page 184 of the *Pathfinder RPG GameMastery Guide* for more information on these and other planar traits).

Divinely Morphic: Deities with divine realms in Heaven can alter the plane at will.

Strongly Good-Aligned: Heaven is home to forces of good, and a -2 circumstance penalty applies to all Intelligence-, Wisdom-, and Charisma-based checks made by creatures that are not good-aligned while such creatures are in Heaven. These penalties stack with those inflicted by the plane's strong lawful alignment.

Strongly Law-Aligned: Heaven is a place of law, and a -2 circumstance penalty applies to all Intelligence-, Wisdom-, and Charisma-based checks made by creatures that are not lawful while such creatures are in Heaven. These penalties stack with those inflicted by the plane's strong good alignment.

Enhanced Magic: Spells and spell-like abilities with the lawful or good descriptor are enhanced, because they are in synch with Heaven's nature. These spells function as if the caster level was 2 higher than normal.

Impeded Magic: Spells and spell-like abilities with the chaotic or evil descriptor are more difficult to cast because Heaven's nature interferes with such spells. To cast a spell with the chaotic or evil descriptor, the caster must make a concentration check (DC = 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

executed swiftly, but those whom Heaven's judges believe might still be brought back to virtue are housed in small but clean cells and visited regularly by heavenly intercessors.

Citadel of Might Righteous: The primary training facility for Heaven's archon guards, the Citadel of Might Righteous rises in a great golden spire from Heaven's third tier.

Courts of Accord: A stately building of white stone stands in the center of well-tended gardens on Heaven's sixth tier. The Courts of Accord host Heaven's leaders when they wish to discuss important matters. The empyreal lord Damerrich occupies the south wing and works closely with Olheon, who occupies the north wing. In the center is the Hall of Thrones, the meeting-chamber for Heaven's rulers.

Erastil's Realm: Old Deadeye's realm on the gentle slopes of Heaven's fourth tier is a stretch of lush farmland, forests, and calm rivers, populated by small, tightly knit petitioner villages and three trade cities.

Field of Opsimathy: Andoletta makes her home in a villa (see page 16) situated among rolling fields that are dotted with small libraries, schools, and shops. The Field is open to any celestial being weary from battling the

forces of evil, and Andoletta pushes such visitors to make use of the facilities to learn while they recover.

Fields of Serenity: Petitioners seeking entry into Heaven wait in these fields of gently rippling grain, whose stems make sounds like wind chimes as they collide. Remaining patiently in line demonstrates the petitioners' lawfulness to Heaven's judges.

The Garden: Heaven's mysterious peak—the seventh tier—is a walled garden floating above the rest of the realm. Its appearance is different for every visitor, and many newly minted archons awaken fully formed within its walls.

Ghenshau's Grove: The empyreal lord of ignorance, placidity, and simplicity is most often found wandering Heaven's pastoral fields and trails or sharing a smoke and stories with travelers, yet seems to return most frequently to this peaceful grove on the border of Erastil's realm.

Golden Forge-Halls: A vast workshop adjacent to Torag's realm inside the mountain, the Golden Forge-Halls supply most of the arms and armor for Heaven's forces, though denizens of other good-aligned and neutral planes also seek out the treasures crafted here.

Grand Court of Heaven: Heaven's highest legal authority stands on its sixth tier, an ornate complex of courtrooms, classrooms, libraries, studies, and scriptoriums. The Grand Court is devoted to determining the nature of virtue, justice, and benevolence. While the fifth layer is devoted to the question of what it means to be good, the Grand Court enforces laws based on this morality. The Grand Court itself consists of 71 angels, archons, empyreal lords, and deities, though their identities vary from term to term. Its docket is filled with cases appealed from the 77 circuit courts which roam the planes, searching for unresolved ethical issues, hearing cases, and setting legal precedents. Most of the Grand Court's time is spent refining Heaven's laws, but on rare occasions, they do hear cases dealing with disputes between Heaven's residents and appeals from fallen paladins and rejected clerics. The Court's libraries contain volumes detailing all of Heaven's laws and records of the majority opinions, concurrences, and dissents in all the cases heard by the Grand Court and its circuit courts. Within the complex is the palace of Zohls, empyreal lord of determination, investigation, and truth.

Grand Hall of Righteous Heralds: This museum is devoted primarily to honoring the heralds of virtuous deities. Its main hall is a gracious, open-air building that features statues of current heralds, while a smaller wing is devoted to those no longer serving in such a capacity.

Great Library of Harmonious Scripture: Nine towers rise from this complex on Heaven's fourth tier. Inside is Heaven's largest repository of knowledge, focused primarily on other planes: their laws, their cultures, their inhabitants, their histories, and Heaven's plans for them. Hundreds of archon scribes and scholars watch over its contents, managed by the empyreal lord Winlas.



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Half-Empty Palace: This galena-walled palace on Heaven's fifth tier is home to the empyreal lord Falayna, who trains her students in the wide courtyard at its center. Most of the chambers and hallways within are silent and empty, for the empyreal lord and her faithful spend most of their time practicing or in battle.

Heaven's Shore: Heaven's international district, on its first tier, is one of the few places visitors who do not have an invitation to a specific realm can access. It allows travelers to trade, petition for aid, and interact with the heavenly host.

Iomedae's Realm: Iomedae's relative youth as a deity is outweighed, in Heaven's view, by her great competence. The Inheritor rules a realm on Heaven's second tier, a peaceful land dotted with keeps and castles that echoes the style of Aroden's former realm in Axis, and is a primary source of support for departing archon armies.

Mirialin, City of the Justice-Seekers: This glittering metropolis on Heaven's fourth tier is one of the realm's largest cities, famous for its dedicated agnosticism.

Palace of Delectation: This blue agate hall is home to the empyreal lord Lymnieris. Those invited in find themselves joyfully welcomed by courtesans of surpassing beauty and sensitivity. Lymnieris often entertains the empyreal lord Arshea here, and when both are present, the revels take on an unrivaled intensity. Lymnieris also maintains a residence on the opposite side of the mountain where he and his agents provide counseling and healing for souls rescued from forced carnal service.

Paramon's Orchard: This mysterious orchard is sometimes said to be the oldest part of Heaven's lower six tiers, the mountain having grown from a single fruit dropped by the floating garden of the seventh tier in ages past. The orchard's tender, Paramon, is an ancient and lawful solar angel of incredible power, who neither confirms nor denies the stories.

Plaza of Martyrs: This square-tiled monument honors all heroes who have given their lives for Heaven's causes. Its myriad statues of humanoids in the act of being martyred go unlabeled, so as to represent all such heroes equally.

Prime Vallation: These diamond ramparts, sometimes simply called the Wall of Heaven, stand as the plane's first line of defense, with only the worthy allowed through their golden gates.

Ragathiel's Fortress: This steel fortress is adjacent to the Prime Vallation, and aids in the plane's defense against the advances of the Maelstrom and Abyss.

Red Rotunda: Behind the Courts of Accord stands a magnificent outdoor amphitheater, at the center of which rests a single executioner's block of crimson marble. Captive demon lords and other powerful evil creatures who receive death sentences are brought here for execution.

Torag's Realm: Torag claims that the dwarven pantheon chiseled their way to the surface of the mountain from its interior. Torag's family operates out of his realm much like a mortal dwarven family, and defends the plane from below when Abyssal cracks threaten its depths.

Tower of the Enlightened and Tested: Petitioners who have lived in Heaven long enough to have lost the memories of their mortal existence come here to learn how to begin their spiritual evolution into celestial creatures.

Unbent Forest: A lush, mysterious forest occupied by creatures so old mortals have no names for them grows on the lowest slopes of the mountain. This realm is home to the empyreal lord Tanagaar.

Winding Tower of Salaphiel: The tallest building on the fifth tier, this tower is comprised of a winding staircase. Each step gives a climber greater insight into her own virtues and flaws, and few, if any, are able to bear the impact of such self-knowledge long enough to make it to the top and achieve perfect insight. The tower was built and is maintained by the mortal elven wizard Salaphiel, who earned a permanent home in Heaven through a carefully crafted contract written after he came to the plane's aid.



Virtue's pursuit is a drama in which new players challenge what we thought was truth, and old ones answer for what they have said. For a brief second, as they share the stage, we may glimpse the inapprehensible shape of true goodness before it flees again. The fleeting nature of this contact is not a tragedy, but a joy.

—Excerpt from majority opinion in Case No. 130612:
Are the Righteous Responsible for Evil?

THE 77TH HOUSE OF JUDGMENT

What does it mean to be good? This question has haunted mortal philosophers since intelligent beings first began to ponder more than simply survival, and it vexes even Heaven's residents. Adjudicating the answer is typically a straightforward matter, but genuinely new ethical dilemmas occasionally arise; when they do, long-standing principles of goodness must be reexamined and Heaven's understanding of virtue recalibrated. Heaven's Grand Court handles the thorniest of these problems. There, a juridical body of 71 angels, archons, empyreal lords, and deities reaches conclusions that become binding law for Heaven (and guidelines for other good-aligned planes and deities).

Feeding the Grand Court's docket are 77 circuit courts, known as Houses of Judgment. Each roams Heaven's expanses on a fixed route, and is presided over by a celestial triumvirate of judges. While these courts do hear appeals and determine consequences for wrongdoers, their primary mandate is to explore the nature of goodness, expanding their understanding or refining it based on their discoveries. Thus, most of their time is given over to philosophical debates and attempts to extract broader principles from discrete events.

The 77th and newest House of Judgment is one of three that presides over the portion of the Material Plane containing Golarion's solar system; its relative newness makes it the first stop for mortals who would petition Heaven for a judgment, and it hears the cases that the two more senior courts decline. The 77th is a demiplane wrapped in four great white wings that open to reveal the court when it is in session. When its judges venture to other planes, the demiplane appears as a shimmering golden feather impeded into the right wing of the movanic deva Tzyduk, one of the court's three judges. Tzyduk's two colleagues are Hebath, an archon daughter of the empyreal lord Zohls, and Zipharah, a ghaele azata who has retired from active crusading to serve as a judge.

While they are all true to their alignments, the court's mandate to explore the nature of goodness makes these judges more open-minded than most celestial beings. Hebath's lawful nature expresses itself more in the keenness

of her logical insight than in rigidity or unwillingness to consider other viewpoints. Her written opinions are renowned for their distinctive clarity and ability to make even complex concepts accessible to mortals. Zipharah's opinions are less easily accessible to laypeople, but the mischievous humor underlying the azata's otherwise dry writing often seduces legal scholars of all alignments. Strangely, despite their opposing approaches, Zipharah and Hebath often find balance and agree enough to join in the same conclusion, while Tzyduk, though sometimes the swing vote, is the most likely to write a dissenting opinion.

Though the 77th House of Judgment's security forces patrol its halls, the atmosphere is unusually accepting for one of Heaven's institutions. All celestial triumvirates serving as judges in the Houses of Judgment take oaths not to get involved in external conflicts, and they recognize that understanding evil is important in defining goodness. Evil outsiders are often present as witnesses or opposing counsel. The 77th House's atrium serves as a sort of salon for lively and collegial debate among visiting scholars and court observers, and it is one of the few places on any plane where one can find a devil and an angel engaging one another without hostility.

One of the principles on which the Houses of Judgment operate is the idea that truth resides not in a single authoritarian voice, but in the collective—and sometimes conflicting—wisdom of hearts and minds across the ages. Thus, each court's library contains a magical platform that manifests temporary replicas of dead philosophers, theologians, and other thinkers, allowing them to participate in debates. While the library is open to all, writings considered too dangerous for the average mind to encounter are magically sealed away unless all three judges give their permission for a visitor to read them.

The court is largely autonomous, though it must report its findings to Heaven's Grand Court, and this superior judicial body can overturn its decisions if they are appealed. Anyone who wishes to petition the 77th House of Judgment can either find it roaming its celestial route, or convince a deity or other outsider to submit her case, then wait to be summoned.



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TZYDUK CR 13

XP 25,600

Movanic deva angel oracle 7
(*Pathfinder RPG Bestiary 2 28*,
Pathfinder RPG Advanced Player's
Guide 42)

NG Medium outsider (angel, extraplanar, good)
Init +8; **Senses** darkvision 60 ft., *detect evil*, low-light vision; Perception +35

Aura protective aura (20 ft.)

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural; +4 deflection vs. evil)

hp 180 (19 HD; 7d8+12d10+83)

Fort +17, **Ref** +18, **Will** +20; +4 vs. poison, +4 resistance vs. evil, +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

Defensive Abilities nature's pacifism, protected life force; **DR** 10/evil; **Immune** acid, cold, death effects, electricity, energy drain, fire, petrification; **SR** 21

OFFENSE

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

Melee +1 *flaming burst longsword* +22/+17/+12/+7 (1d8+5/17-20 plus 1d6 fire) or +1 *longspear* +22/+17/+12/+7 (1d8+7/×3)

Spell-Like Abilities (CL 8th; concentration +14)
Constant—*detect evil*

At will—*aid*, *discern lies* (DC 19), *dispel evil*, *dispel magic*, *holy smite* (DC 20), *invisibility* (self only), *plane shift* (DC 21), *remove curse*, *remove disease*, *remove fear*
7/day—*cure serious wounds*
1/day—*antimagic field*, *awaken* (DC 21), *holy aura*

Oracle Spells Known (CL 7th; concentration +13)
3rd (5/day)—*cure serious wounds*, *daylight*, *invisibility purge*, *speak with dead* (DC 19)
2nd (8/day)—*calm emotions* (DC 18), *cure moderate wounds*, *hold person* (DC 18), *hypnotic pattern* (DC 18), *zone of truth* (DC 18)
1st (8/day)—*bless*, *color spray* (DC 17), *command* (DC 17), *cure light wounds*, *forbid action*^{UM} (DC 17), *sanctuary* (DC 17)
0 (at will)—*create water*, *detect magic*, *light*, *mending*, *read magic*, *spark*^{APG} (DC 16), *virtue*

Mystery heavens

STATISTICS

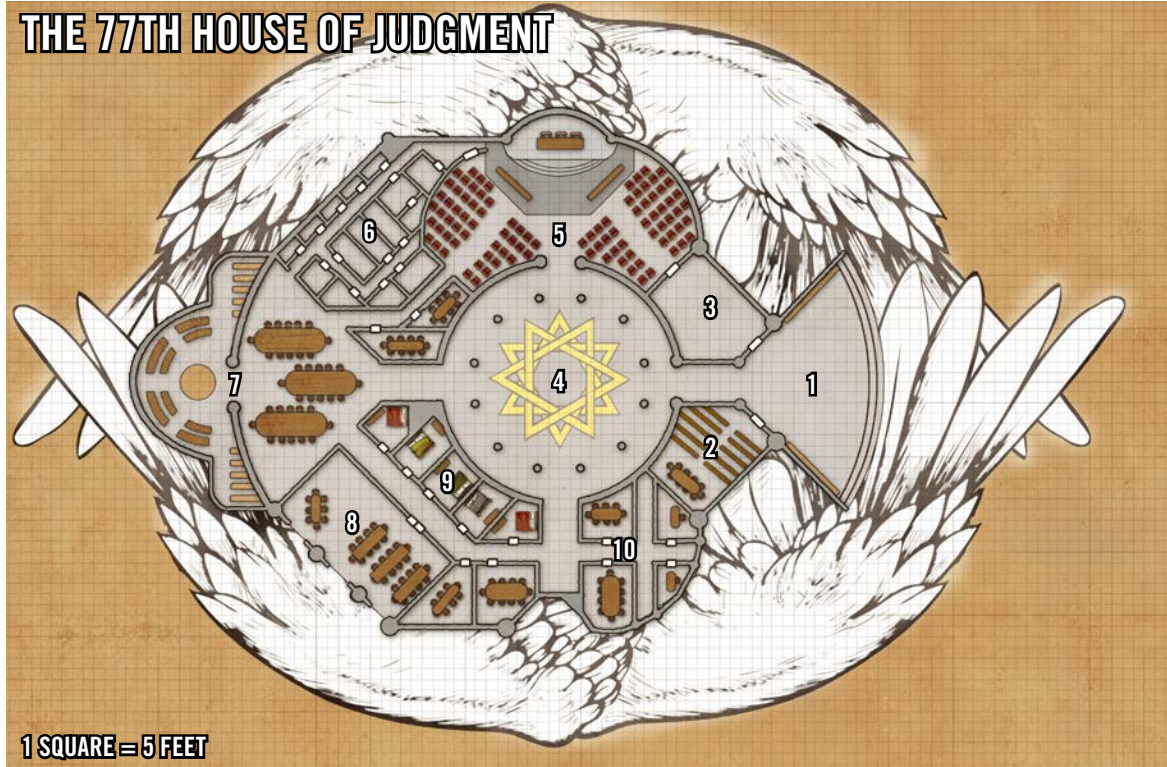
Str 19, **Dex** 19, **Con** 16, **Int** 21, **Wis** 21, **Cha** 22



Base Atk +17; **CMB** +21; **CMD** 39
Feats Antagonize^{UM}, Cleave, Heighten Spell, Improved Critical (longsword), Improved Initiative, Iron Will, Power Attack, Toughness, Vital Strike, Voice of the Sibyl^{UM}
Skills Bluff +7, Diplomacy +22, Fly +23, Intimidate +21, Knowledge (arcana, history) +18, Knowledge (engineering, geography, nature, nobility) +15, Knowledge (planes, religion) +27, Perception +35, Sense Motive +30, Stealth +19, Survival +20; **Racial Modifiers** +8 Perception, +4 Sense Motive
Languages Aboleth, Celestial, Cyclops, Draconic, Infernal, Necril, Sylvan; truespeech
SQ oracle's curse (tongues), revelations (awesome display, guiding star, spray of shooting stars)
Combat Gear *lesser selective metamagic rod*^{APG}; **Other Gear** +1 *flaming burst longsword*, +1 *longspear*, *mind sentinel medallion*^{UE}, book of crossword puzzles

SPECIAL ABILITIES

Oracle's Curse (Ex) Tzyduk's oracle curse functions slightly differently from normal because of their angelic blood. When in combat, they lose the benefits of truespeech, and can communicate only in a language the angel knows.



THE 77TH HOUSE OF JUDGMENT

This House of Judgment travels through Heaven wrapped in four great white wings. When the court is in session or a supplicant has been granted entry to make arrangements to have her case heard, the wings open to reveal the structure's interior. Most of the court's floors and walls are made of white marble shot through with veins of gold.

1. Grand Entry Hall

This wedge-shaped hall, fronted with broad, curving stairs and ornamented with graceful benches along its sides, provides a place for guests to wait for admittance and petition for representation. Hebath takes particular pride in ensuring that the proceedings are transparent and accessible to laypeople, so those without legal training can represent themselves without fear of being abused by a byzantine legal system. Nevertheless, many prefer to have others speak for them, and the Grand Entry Hall bustles with whispered conversations as legal experts from many different planes connect with those who wish to present their cases. The two great pillars supporting the hall's roof are actually magical artifacts that cloak the hall in divination magic. This effect reveals the alignments of all who stand within the hall, giving good creatures a visible aura of shining gold and evil creatures a shadowy gray aura. Creatures that are neither good nor evil have no aura. A broad arch opens to the interior of the House of Judgment.

2. Chapel

To the left of the arch leading out of the Grand Entry Hall is a smaller arch with a simple wooden door—the entrance to a chapel with carefully generic trappings.

3. Guardroom

To the right of the central arch of the Grand Entry Hall is a sturdy steel door with a window that appears frosted from the outside (though it is transparent to those inside the room). It bars entry to the House of Judgment's guardroom and armory. The court's security forces are led by Chale, a rigorously polite shield archon (*Pathfinder RPG Bestiary* 231). She commands a force of three legion archons (*Pathfinder RPG Bestiary* 319) and six hound archons (*Pathfinder RPG Bestiary* 19).

4. Atrium

This domed, circular room is ringed with slender pillars surrounding a golden star inlaid in its marble floor. It provides a waiting area for those who wish to observe the court's proceedings, as well as a forum for lively debates on issues the court will decide. The judges never participate in these debates, but they often attend in disguise to survey the opinions of others.

5. Courtroom

The courtroom is an audience chamber in which the three judges sit upon a raised dais atop a platform where witnesses, supplicants, and others are heard. On the main



floor, observers occupy carved wooden seats to hear the proceedings. When the court is in session, two legion archons flank the dais in case a heated argument sparks physical violence. An unobtrusive door to the left of the platform opens into the main hallway of the holding cells so prisoners and other dangerous sorts can be brought into the courtroom with minimal fuss.

6. Holding Cells

When true criminals must be tried or dangerous beings must be brought in as witnesses, such creatures are housed in the holding cells. These potential threats are housed in thick-walled cells that are magically warded to prevent teleportation of any kind, and two hound archons patrol the connecting passageways at all times. Most cells, while somewhat spartan, are nevertheless comfortable; they are carpeted and equipped with simple beds and sanitation facilities. One cell, however, has simple stone walls and a bare floor and is reserved for prisoners who refuse to behave like civilized beings. Two meeting rooms allow prisoners to interact with visitors or counselors.

7. Library

Savvy scholars and legal experts know that a House of Judgment's true treasure is its library. This library contains a copy of every known publication on philosophy, virtue, law, and theology, magically preserved and bathed in the light of narrow stained-glass windows. In the center of the room is a round wooden platform. When a book—or a collection of books by the same author, or dealing with ideas put forth by the same thinker—is placed upon the platform, a replica of the author or philosopher appears. This replica can converse and debate like the creature it appears to be. It knows only what is in the writings upon the platform, but it can extrapolate and draw connections using that knowledge. Up to three such replicas can be summoned at once, and can debate or discuss subjects with one another and other occupants of the library, though they cannot leave the platform.

8. Scriptorium

In this cozy room, the judges can relax around a fireplace in a small parlorlike area, and dictate their opinions to the archons who serve as court scribes. Copies of these opinions are stored in the 77th's library, and are sent to the Grand Court and the other Houses of Judgment.

9. Bedrooms

These simple but well-appointed rooms house visitors whose business requires them to stay for lengthy periods.

10. Meeting Rooms

These rooms allow visitors to meet with judges or their counsel, and provide space for smaller-scale debates.

CONFLICTS

Each celestial judge serving in a House of Judgment swears a binding oath not to get involved in Heaven's conflicts with other planes or initiate any offensives against other creatures. A judge may, however, engage in combat or instruct others to do so on her behalf to defend herself, to defend the court, to regain something stolen from the court, or to facilitate a trial. In such conflicts, her top priority is to avoid harming innocents, but she must also attempt to avoid causing unnecessary harm to her opponents.

Good-aligned parties might seem to have little reason to come into conflict with the triumvirate of the 77th House of Judgment, but the court's implacability could create friction with parties who have a more freewheeling approach to problem-solving. When the triumvirate summons a mortal to appear as a witness, the judges expect unconditional obedience. The court could also be adjudicating relevant disputes and appeals, such as reevaluating a paladin's fall or determining recompense for a broken soul. A good-aligned party on a quest with a deadline might be hauled in to serve as witnesses without regard to their mortal timelines, and they might need to escape. Alternatively, they might need to steal one of the many rare and valuable tomes in the library to serve a greater good.

Evil- or neutral-aligned parties might be brought to trial at the House of Judgment or summoned to serve as witnesses. They might also be asked to free an evil outsider being held there, steal a valuable object, or sway or assassinate a judge to ensure a certain verdict. Creatures from many different planes attend the House of Judgment to observe the proceedings and participate in debates, making it a tempting place to meet with contacts, stalk targets, and gather information. Visitors are under the protection of the court, however, and attempts to harm or blackmail even evil visitors will result in arrest and trial.

The celestial triumvirate of Tzyduk, Hebath, and Zipharah comprises powerful outsiders who are ardently dedicated to their cause by choice and the very nature of their beings. Their intellect is penetrating, their wisdom is deep, and they are not easily suborned. However, unlike many of their kind, they are not devoted to fighting or judging evil, but to exploring the nature of good. Moreover, each judge's alignment along the lawful-chaotic axis puts them in potential opposition—if of the most collegial sort—to the others. A canny party might be able to exploit this difference in alignment, convincing Hebath to rule for a lawful evil defendant in the interest of upholding law, or Zipharah to let off a chaotic defendant in the name of freedom. Given Heaven's lawful nature, Zipharah is often in the position of devil's advocate, and evil parties might be able to exploit that positioning.

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“No good can come from the house of Pulgari or the fell powers that well beneath it. It is for your own protection that you cannot find it—my subjects and I ensure none ever stumble upon it, and we offer this warning to those purposefully seeking it. Should you ignore our words, you will find safeguards much stronger than us awaiting you.”

—Ylnuria, hamadryad guardian of Palakar Forest

AMBITHAS

At the dawn of time, the gods joined together to defeat and imprison Rovagug. As a condition of his help, Asmodeus secured a number of permanent portals to Hell spread across Golarion. For millennia, Hell’s minions traveled by these gates in secret, but over time, some fell into disuse.

A portal in a cave in modern day Druma went unnoticed for centuries, until an entrepreneur from Macridi named Bridden Pulgari discovered it while building a manor

atop the site. Pulgari held a secret allegiance to the archdevil Mammon and viewed his discovery as a unique opportunity. Despite his best efforts, Pulgari could find no means of operating the gate, until his lumberjacks discovered what appeared to be writing in the rings of a tree. He recognized the esoteric script as Infernal, the language of devils. Pulgari sequestered himself for months deciphering the words and eventually pieced together the details of a ritual that would allow him to control the ancient portal.

In 4689 AR, Pulgari finally succeeded in reactivating the gate. Roiling flames erupted from the portal, catching the diabolist unaware. Instantly, the unholy oils with which he had anointed himself caught fire, searing his flesh. With an agonized wail, Pulgari died looking into the doorway he had devoted his life to opening, knowing that his actions had brought about his own demise. As Pulgari’s burnt husk fell to the cave floor, the flames subsided and the portal calmed to a mere shimmer of light, rippling like an oily film.

The activation of a permanent portal to Hell instantly caught the attention of the gate archon Ambithas, who had been traveling the Material Plane for millennia, learning the ways of arcane magic. Obligated to protect gateways between the planes, Ambithas teleported to the

caves beneath Pulgari’s manor.

Ambithas labored for years to close the portal, but eventually admitted defeat and took to guarding the portal from any who would attempt to use it in either direction. He worked with the local fey population to hide the manor and portal from visitors, explaining the potential threat posed by Hell having easy access to the forest. With only a handful of exceptions, Ambithas’s defenses have held. Decades later, the gate archon still vigilantly protects the portal from demons, devils, and mortals who would use it toward nefarious ends.





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AMBITHAS

CR 17

XP 102,400

Male variant gate archon (*Pathfinder RPG Bestiary 5* 35)

LG Medium outsider (archon, extraplanar, good, lawful)

Init +3; **Senses** darkvision 60 ft., *true seeing*; Perception +26

Aura aura of menace (30 ft., DC 22, 10 rounds)

DEFENSE

AC 33, touch 14, flat-footed 29 (+9 armor, +3 Dex, +1 dodge, +10 natural; +2 deflection vs. evil)

hp 263 (17d10+170); regeneration 10 (evil weapons and effects)

Fort +20, **Ref** +8, **Will** +16; +4 vs. poison

DR 10/evil; **Immune** electricity, fear, petrification; **SR** 28

OFFENSE

Speed 20 ft., fly 90 ft. (good)

Melee +3 *planar greatsword* +30/+25/+20/+15 (2d6+18/17-20), 2 wings +22 (1d4+5)

Spell-Like Abilities (CL 17th; concentration +21)

Constant—*nondetection*, *statue*, *true seeing*

At will—*bestow curse* (DC 17), *detect evil*, *dimensional anchor*, *dismissal* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*calcific touch*^{APG} (DC 18), *glyph of warding* (DC 17), *plane shift* (DC 19)

1/day—*gate*

Wizard Spells Prepared (CL 17th; concentration +22)

9th—*time stop*

8th—*prismatic wall* (DC 23), *temporal stasis*

7th—*forcecage* (DC 22), *greater arcane sight*, *spell turning*

6th—*chain lightning* (DC 21), *greater dispel magic*, *mage's lucubration*, *repulsion* (DC 21)

5th—*feeblemind* (DC 20), *hold monster* (2, DC 20), *telepathic bond*, *wall of force*

4th—*detect scrying*, *enervation*, *rainbow pattern* (DC 19), *stone shape*, *summon monster IV*

3rd—*clairaudience/clairvoyance*, *dispel magic*, *magic circle against chaos*, *magic circle against evil*, *suggestion* (DC 18)

2nd—*acid arrow*, *darkness*, *false life*, *mirror image*, *web* (DC 17)

1st—*alarm*, *reduce person* (DC 16), *ray of enfeeblement* (DC 16), *shield*, *true strike*

0—*detect magic*, *disrupt undead*, *light*, *mending*

STATISTICS

Str 30, **Dex** 17, **Con** 31, **Int** 21, **Wis** 22, **Cha** 18

Base Atk +17; **CMB** +27; **CMD** 41

Feats Combat Expertise, Dodge, Eschew Materials^B, Improved Critical (greatsword), Lunge, Mobility, Power Attack, Spell Penetration, Spring Attack, Whirlwind Attack

Skills Acrobatics +17, Fly +24, Intimidate +21, Knowledge (arcana) +22, Knowledge (planes) +25, Perception +26, Sense Motive +26, Spellcraft +22, Stealth +20, Survival +23, Use Magic Device +21

Languages Celestial, Draconic, Infernal; truespeech

SQ graven wings, stoneblade, studied archon

Gear mithral full plate, +3 *planar*^{UE} *greatsword*

SPECIAL ABILITIES

Stoneblade (Ex, Su) Ambithas can create a +3 *planar greatsword* as a full-round action. A stoneblade crumbles to dust if the archon dies or crafts a new sword.

Studied Archon (Ex) Ambithas has extensively studied arcane magic, allowing him to prepare spells from the sorcerer/wizard spell list in addition to the cleric spell list. At the start of the day, Ambithas chooses to prepare either cleric or wizard spells; he is unable to prepare spells of the type not chosen. Ambithas can change which spells he can prepare by meditating for 8 hours. Ambithas knows all wizard spells and can prepare any spell from memory. He gains Eschew Materials as a bonus feat.

For eons, Ambithas has studied mortal magic to better understand the countless portals created by foolish mages and unravel the arcane energies that surround these planar passageways.

Ambithas is a calculating and reserved archon who places much emphasis on making the greatest impact with the least amount of speech. He mentally plays out dozens of strategies in an instant to outmaneuver his foes. Whenever possible, he prepares as much as he can beforehand to gain an edge in battle.

PULGARI ESTATE

The Pulgari estate is nestled in a remote part of the Palakar Forest, miles from Macridi. Because of wards and contingencies placed by the forest fey, locating the manor is difficult. These wards redirect travelers away from the estate and obscure it from the sight of flying creatures. If searching on foot, a PC must hunt for 3d4 hours and succeed at a DC 25 Survival check to find the estate. If a PC is searching from the air, it takes 1d4 hours of searching to spot the estate. A *find the path* spell bypasses the wards, allowing direct access to the home.

Fey warn the PCs to stay away from the wicked home, describing it as unnatural; though they don't hinder the PCs, they keep a close eye on them. If it seems the group will reach the estate, the fey contact Ylnuria, the hamadryad guardian of the forest (see page 14).

The caves beneath the manor house (areas 2–5) are inundated with residual infernal energy emanating from the portal in area 5. Any spell or effect with the chaotic or good descriptor cast in these areas has a 20% chance of failing. A spellcaster can reduce this spell failure chance to 10% with a successful DC 30 caster level check.

Ambithas has placed permanent wards on the manor house and caverns below. These abjurations prevent any creatures from being summoned inside the manor, but do not prevent summoned creatures from entering from outside. These wards can be overcome with a successful DC 27 caster level check.



1. Pulgari Manor

This one-story building is surrounded by stone walls. The walls are 12 feet tall and have a single arched entryway with an unlocked gate. However, a permanent *alarm* spell (CL 17th) protects the gate, triggering a silent mental alarm alerting Ambithas of intruders. Other than placing the wards and protections, Ambithas has done little to the structure, so it looks much as it did when Pulgari lived within, aside from a heavy layer of dust and general decay. The manor is made of fine oak with wooden floors, except for the kitchen's stone floor. The ceilings are 10 feet high and all the simple wooden doors are unlocked.

As the PCs explore the manor house, the hamadryad Ylnuria uses *tree stride* to quickly reach the estate and approaches the characters. Ylnuria does her best to deter PCs from continuing via diplomacy. If they cannot be persuaded, Ylnuria warns Ambithas via a permanent *telepathic bond* the archon established with her many years ago. In Ylnuria's view, it is the archon's responsibility to guard the portal and hers to protect the forest, so she avoids combat, retreating to the safety of the trees if threatened.

YLNURIA

CR 15

XP 51,200

Female hamadryad (*Pathfinder RPG Bestiary 4* 148)

hp 190

1a. Foyer: Across from the entryway is a small coat closet. With a successful DC 23 Perception check, a PC

locates a trapdoor in the closet's floor that leads to the caves below. The trapdoor is secured with an average lock (Disable Device DC 25).

1b. Master Bedroom: Pulgari's bedroom is a disorderly mess, with papers and clothing strewn about. A successful DC 20 Perception check made while searching the room reveals an unholy symbol of Mammon hidden under Pulgari's mattress and scrawled calculations and planar theories in *Infernal* on a series of loose pieces of parchment.

1c. Dining Room: This large room features a massive dining table and a well-stocked bar. The bar's aged spirits are worth up to 250 gp in total.

1d. Lounge: The lounge contains an arrangement of chairs and bookshelves. The books primarily focus on forestry, the Prophecies of Kalistrade, and extraplanar portals, providing anyone with access to the books a +4 bonus on Knowledge checks related to those subjects.

1e. Guest Bedroom: Pulgari had few visitors, but to keep up appearances, he occasionally invited family, business colleagues, and a few fellow cultists of Mammon to the estate. Such guests stayed in this modest bedroom.

1f. Kitchen: The kitchen holds a large stove and a pantry whose stores spoiled long ago.

2. Cave Access

The trapdoor above opens to a ladder that descends 100 feet. A second *alarm* spell (CL 17th) wards the ladder 60 feet down, alerting Ambithas if intruders climb down. The room has a single stone door trapped with a *glyph of*



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warding which demands any trespassers return to their homes without delay.

GREATER GLYPH OF WARDING CR 7

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

Effect spell effect (*greater glyph of warding* [spell glyph, CL 17th, mass suggestion, Will save DC 21 negates]); multiple targets (all targets in spell's area effect)

3. Elysian Wardens

A trio of ghaele azatas worked with Ambithas early in his vigil, but found the archon too rigid for their liking and decided to avoid him, though the celestials still view each other as allies in protecting the gate. They now stand watch in this room, away from Ambithas, but close enough to come to his aid if necessary. When the archon is away on other business or overwhelmed by multiple infernal invaders, the ghaeles watch the portal or hunt down fiends that escape the caverns. There is a 50% chance the trio are away tracking such foes when the PCs arrive.

GHAELES (3) CR 13

XP 25,600 each

hp 136 each (*Pathfinder RPG Bestiary 25*)

4. Stone Seal

Ambithas sealed off this tunnel with *stone shape* as a barrier against intruders. The stone wall bears a final *glyph of warding*, commanding any targets to return home to spend the rest of their lives with loved ones.

GREATER GLYPH OF WARDING CR 7

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

Effect spell effect (*greater glyph of warding* [spell glyph, CL 17th, *geas/quest*, Will DC 21 negates])

5. Portal Chamber

This cavern rises to a height of 90 feet and ritual runes are carved into the walls. Ambithas stands in statue form before the ritual stones surrounding the portal, prepared to defend the portal. If overwhelmed from either side of the portal, the archon uses his *gate* spell-like ability to call reinforcements from the legions of Heaven, but he does so only as a last resort, seeing this as a failure to carry out his duty.

AMBITHAS CR 17

XP 102,400

hp 263 (see page 13)

CONFLICTS

The nature of the portal and its wards prevent many from knowing about it, let alone reaching it. A number of options can lead a party to Pulgari's home. Pulgari's story lives on as mere gossip within Macridi, whispers about the mad recluse and his failed lumber venture in the forest. Additionally, word of a permanent portal to Hell may reach any who go seeking such a phenomenon and who make sufficiently high Knowledge or Diplomacy checks. Regardless of how a party learns of the Pulgari estate and the portal beneath it, the site's guardians provide a formidable challenge to parties of all alignments.

The fey of the Palakar Forest are neutral, and care little for the affairs of humanity. The treaty between the forest's three fey courts and the people of Macridi prevents civilization from encroaching too deep into the woods, and the fey see Pulgari's estate and the horror beneath it as evidence of why they must protect the forest from human incursion. Regardless of the PCs' motivations for delving into the forest in search of Pulgari's portal, the fey of the forest will do all they can to prevent the PCs from reaching their goal.

Good parties, while ostensibly allied with Ambithas and the azata guardians, may come into conflict with either group if their motivations do not completely align with the celestials' missions. Ambithas is uncompromising, forbidding travel through the portal or even extensive research of its properties. The azatas are more open to negotiation, but are themselves likely to attempt to lead expeditions into the portal or otherwise take control of mortals' efforts. They won't simply stand aside and leave the mortals to their shortsighted and poorly planned affairs.

Evil parties will find themselves met with strong opposition, and Ambithas is unlikely to offer them more than a cursory chance to explain themselves. The archon knows the terrors that await on the other side of the portal, and he is sworn to protect the Material Plane from such creatures. He will die to defend the portal from falling into the hands of mortals (or other outsiders) who would use it for nefarious purposes.

The azatas, for their part, love hunting fiends and relish the opportunity to do so as part of their duties guarding the portal. As such, they could be persuaded to allow potential enemies to use the portal so long as they are present to take on any devils or other infernal denizens that may breach the Material Plane. Parties wishing to enter the portal may be permitted to do so under the condition that one or more of the azatas accompany them—an opportunity for the zealous ghaeles to take the fight directly to their infernal enemies. Evil parties will likely be unwilling or at least hesitant to bring a celestial into their company, however, and the azatas are constantly alert for betrayal from those evil parties they do chaperone.

“Exactly who do you think you’re talking to? In my day, people listened to and obeyed their elders without question. Since I was old when you were still in swaddling clothes, this establishes me as your elder. And seeing as I am still alive to explain this to you, it remains my day. I hope you can work out the rest. No, no. Arguing is a bit pointless.”

—Nonna Pietrina, Senior Priestess of Andoletta

ANDOLETTA

If a traveler should venture through a rural area at sunset, alone with his thoughts, he may see a small figure crossing the fields, holding a gnarled willow staff, clad in what appears to be black rags, with a spine as straight as a ramrod and a flock of crows following in her wake. He would be well advised to call out respectfully and offer to share a meal with the old woman, for her counsel—kindly, but unflinching—will undoubtedly be the best advice he will receive in his mortal existence. If he struggles with a dilemma, he will be pointed to a virtuous path. If his heart is broken, he will be consoled. If he is stubborn in his wrongdoing, he will be chastised. When the old woman rises and strides off into the falling sun, its soft light revealing the glossy black feathers of her robe, he will find his mind at peace, his pack filled with food that comforts both the stomach and the heart, and the fading warmth of a timeworn hand lingering upon his cheek.

Andoletta was an archon before ascending to the status of empyreal lord, and retains much of that celestial order’s low tolerance for nonsense. She most often wears the shape of a stern but kindly grandmother with her hair in a smooth bun, piercing hazel eyes, a firm set to her mouth, and a low voice, but she can also take the form of a crow. She is implacable in her opposition to evil, but is the first to remind her celestial kin that if victories come without care for the vulnerable, the battle is won at the cost of the war. Adults often find it difficult to look her in the eye, yet many an orphaned child has been awakened from a nightmare by a hand stroking his hair, then lulled back to peaceful sleep by the creaking of a rocking chair and an unshakable sense that he is cherished and protected. Few have seen Grandmother Crow’s feather cape open into her great black wings, but the thunderclap that accompanies such a moment leaves even demon lords shaken, while those who shelter behind her find any fear dispelled.

Though she prefers to avoid battles, seeing Heaven as defined most by what it does while it is at peace rather than at war, Andoletta is a cunning, inimitable opponent when roused. She roams Golarion’s most dire places, seeking cracks in evildoers’ resolve through which the light of

redemption can enter their souls, fanning the sparks of hope in any weary hearts of the virtuous, reminding the grieving that sorrow need not consume their capacity for joy, and teaching hard lessons to those who would prey on the less fortunate.

Andoletta’s areas of concern are consolation, respect, and security, and her divine symbol is a hand ringed with a wristlet of crow feathers and grasping a willow staff. She grants her clerics access to the Good, Knowledge, Law, and Protection domains and the Archon, Defense, Memory, and Purity subdomains. Her favored weapon is a quarterstaff.

ANDOLETTA

CR 28

XP 4,915,200

LG Medium outsider (archon, extraplanar, good, lawful)

Init +14; **Senses** blindsense 60 ft., darkvision 120 ft., discerning gaze, low-light vision, *true seeing*; Perception +40

Aura menace, primal (30 ft., DC 39, 10 rounds)

DEFENSE

AC 45, touch 21, flat-footed 34 (+10 Dex, +1 dodge, +24 natural; +2 deflection vs. evil)

hp 629 (34d10+442); regeneration 10 (evil artifacts, effects, and spells)

Fort +24, **Ref** +29, **Will** +28; +4 vs. poison, +2 resistance vs. evil

DR 15/epic and evil; **Immune** poison, ability damage, ability drain, charm effects, compulsion effects, death effects, electricity, energy drain, petrification; **SR** 39

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee *Helicyon* +44/+39/+34/+29 (1d6+14/19–20), *Helicyon* +44/+39/+34 (1d6+14/19–20) or *Helicyon* +48/+43/+38/+33 (1d6+18/19–20)

Special Attacks wing snap

Spell-Like Abilities (CL 20th; concentration +32)

Constant—*comprehend languages*, *true seeing*

At will—*atonement*, *calm animals* (DC 23), *calm emotions* (DC 24), *daylight*, *greater teleport*, *slow* (DC 25)

3/day—*demand* (DC 30), *dictum* (DC 29), *greater dispel magic*, *plane shift* (DC 29), *plant growth*, quickened *slow* (DC 25)

1/day—*breath of life*, *imprisonment* (DC 31), *time stop* (DC 31)



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Inquisitor Spells Known (CL 20th; concentration +27)
 4th (2/day)—*forceful strike* (DC 27), *litany of escape*^{UC}
 3rd (5/day)—*burst of speed*^{UC}, *litany of righteousness*^{UC} (DC 25),
litany of warding^{UC}, *terrible remorse*^{UM} (DC 26)
 2nd (6/day)—*castigate*^{APG} (DC 25), *confess*^{APG} (DC 25), *cure moderate wounds*, *invisibility*, *spiritual weapon*
 1st (7/day)—*cure light wounds*, *litany of sloth*^{UC} (DC 23),
remove fear, *sanctuary* (DC 24), *true strike*
 0 (at will)—*create water*, *detect magic*, *guidance*, *read magic*, *stabilize*, *virtue*

STATISTICS

Str 28, **Dex** 31, **Con** 37, **Int** 20, **Wis** 24, **Cha** 35

Base Atk +34; **CMB** +43; **CMD** 64

Feats Combat Casting, Combat Reflexes, Critical Focus, Dodge, Double Slice, Flyby Attack, Greater Two-Weapon Fighting, Improved Critical (quarterstaff), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Mobility, Power Attack, Quicken Spell-Like Ability (*slow*), Spring Attack, Stunning Critical, Two-Weapon Fighting

Skills Acrobatics +30 (+34 when jumping), Bluff +32, Diplomacy +35, Fly +27, Handle Animal +32, Heal +30, Knowledge (arcana, nature) +28, Knowledge (planes) +38, Knowledge (religion) +35, Perception +40, Sense Motive +44, Spellcraft +39, Stealth +43, Survival +16, Use Magic Device +42

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (raven or tengu; *polymorph*), crow feather cape, empyreal lord traits, seed of life

ECOLOGY

Environment any (Heaven)

Organization unique

Treasure triple (*Helicyon* [see page 18], other treasure)

SPECIAL ABILITIES

Crow Feather Cape (Su) Once per day as a move action, Andoletta can bestow her cape of crow feathers upon an adjacent creature. For the next 24 hours, the creature is affected as per *winds of vengeance*^{APG}. If the creature is flying when the duration expires, it is affected by *feather fall* until it lands. Should the creature violate any just laws during this duration, it must succeed at a DC 39 Fortitude saving throw or become affected by *steal voice*^{UM} (CL 20th), which leaves it croaking and cawing like a crow. The cape always returns to Andoletta after 24 hours. The save DC is Charisma-based.

Discerning Gaze (Su) Andoletta can discern the alignment of any creature she observes, as per *see alignment*, but is not limited to determining a single alignment at a time.

Primal Aura (Su) Andoletta's primal aura provides the benefit of *magic circle against evil*. Additionally, creatures in the aura with 10 Hit Dice or less are warded by a *sanctuary* effect that requires a successful DC 39 Will save to overcome. If Andoletta and her allies are in Heaven, the *sanctuary* effect permits no saving throw. Andoletta is not affected by her own primal aura. The save DC is Charisma-based.

Spells (Sp) Andoletta possesses spells as if she were a 10th-level inquisitor, but casts them as a 20th-level inquisitor for the purposes of spell effects and overcoming spell resistance.

Wing Snap (Su) Once per day as a standard action, Andoletta can spread her crow feather cape into a pair of large, black wings. As her wings snap open, they emit a sound like a thunderclap. Evil creatures within a 30-foot radius of Andoletta must succeed at a DC 39 Fortitude save or take 5d6 points of sonic damage and be deafened for 2d6 rounds; if they succeed, they are shaken for 1d6 rounds. Any creature—regardless of alignment—within the area of effect whom Andoletta chooses to protect is not subject to the harmful effects of this ability, and is instead affected as if it were the target of *sanctuary* and *remove fear*.



HELICYON

Planar sages whisper that before Andoletta became a divinity, she tended a willow tree that whispered remembrances of things that never were. When she came to fully understand the secrets it confided, she ascended to divinity. Another archon witnessed her ascent and attempted to listen to the wisdom that had sparked it, but the tree held silent. In fury and envy, he cut it down. Andoletta carries a staff made from the tree's wood in tribute.

HELICYON		MAJOR ARTIFACT
SLOT none	CL 28th	WEIGHT 4 lbs.
AURA overwhelming varied		

Helicyon is a +5 *anchoring*^{UE} *ghost touch* *holy quarterstaff*. *Helicyon* can also appear as a walking stick and can assume its true form as a free action. Any time *Helicyon* deals damage, the creature struck must attempt a DC 25 Will saving throw. If it fails, the target becomes overwrought with remorse for events that took place in the course of its existence, even if it is denied, never had, or lost the capacity to feel emotion, as per *overwhelming grief*^{UM}. This effect affects only creatures with Intelligence 3 or greater, even if they are normally immune to mind-affecting effects. Once affected or after a successful saving throw, the target becomes immune to this ability for 24 hours. As a standard action, Andoletta can summon *Helicyon* to her hand from any distance, even across planar boundaries.

DESTRUCTION

Helicyon must be broken in the bare hands of an archon whose CR is 20 or greater, while that being renounces Heaven and swears allegiance to an evil master or cause.

HAVENHEARTH

Andoletta's realm in Heaven is tucked far away from the plane's large cities. A quiet, well-tended village tops a hill overlooking a richly loamed valley. This place seems to linger in a sun-drenched late summer afternoon, warm enough to lull the weary into a gentle doze, but not so warm as to be unpleasant for those who tend the fields and gardens. Modest buildings with brick arches and thatched or tiled roofs dot the verdant hillsides, and flights of crows watch lazily from the cypress and willow trees. Drowsy bees tend their hives and share their bounty with the residents who nurture the realm's abundant fruits and flowers.

Havenhearth is a place of well-earned rest, often forgotten entirely by Heaven's militant protectors. It has none of the flashy glory of other realms' mighty ramparts and sky-piercing towers. Many of its resident petitioners look as they did shortly before they passed away, instead of being returned to their youthful appearances. The tracks of time and experience are considered beautiful here; smile-creases and crow's-feet are seen as blessed echoes of the joy and laughter that sculpted them, and lines that loss or worry etched in life are honored for the

trials of wisdom they represent. If some of the residents move slowly, it is by choice and care, not because of frailty.

Andoletta's realm accepts modest and hard-working folks, gentle hermits, dignified elders, and children, particularly orphans. Families are reunited, and new ones form among those who lived lonely lives. The empyreal lord's sternness softens when she is among her people, and she can often be found wandering her vineyards or watching children play from a rocking chair on her villa's wide porch, overlooking the lush Field of Opsimathy.

1. Whirlpool

On the rare occasions when the mists around the rapids (see page 20) part, a whirlpool appears in a small lake on the other side of Havenhearth, and a faint singing, or perhaps keening, can be heard throughout the realm for a few seconds. In its wake, the petitioners of Havenhearth are struck by a troubling sense that they've forgotten something important, but the feeling passes quickly and they soon cease to recall it until the next occurrence. Andoletta is never present when the whirlpool opens.

2. Giant Bee Hives

Most residents of Havenhearth know the bee hives only as the source of the realm's famous healing honey, but a trusted few are allowed to venture past the hives to the well-hidden entrance of a cave. Inside dwell a trio known as the **Hivetenders** (LG thriae seers; *Pathfinder RPG Bestiary* 3 266), who were exiled from their hive and given a home here by Andoletta. The seers often disguise themselves as simple petitioners to attend village festivals and socialize. The normally placid bees become aggressive if anyone other than Andoletta tries to enter the cave unaccompanied.

3. Village of Havenhearth

This quaint settlement houses the majority of the petitioners who live in Andoletta's realm, as well as 12 preceptor archons (see page 21), who are friendly neighbors—and when necessary, fierce guardians. Its cobblestoned streets are worn but clean, and its buildings usually house multiple generations of family members who have been reunited after their mortal existence ended. Visitors to the realm sometimes catch fleeting glimpses of their loved ones, serene and happy, through the windows.

4. Andoletta's Villa

Visitors enter this tidy stucco and stone cottage through a large kitchen with worn wooden tables, a humble hearth, and drying herbs hanging from the ceiling. The occasional downy feather catches on the plaster walls. No one has ever been invited through the carved wooden doors that lead to the rest of the house, but many petitioners have enjoyed a simple but delicious meal in the kitchen. Even if Andoletta is absent, there is always food in the larder and one of her



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divine servitors is usually present to praise the treasures Havenheart's children find in their play, share a cup of hot tea or a glass of wine and good stories with neighbors, or tend to the wounds of celestials weary of fighting Heaven's wars. The scent of fresh-baked bread wafts on the gentle breezes that stir the grape vines climbing the villa's walls.

5. Rapids

Perpetual mist shrouds the rapids feeding the stream that rings the hill upon which Andoletta's cottage and Havenheart sit. Four stag archons (*Pathfinder Campaign Setting: Inner Sea Gods* 287) patrol the area, firmly warning away anyone who tries to enter the mist. Long-time residents of Havenheart claim that at times, the mist parts, and one can glimpse a circle of stone menhirs on a small island in the middle of the rapids. But the normally polite stag archons become agitated at these times and aggressively drive away anyone in the vicinity.

6. Isle of Crows

This tiny island is home to the celestial crows that glide through the skies of Havenheart. Those who attempt to swim or fly to the island find themselves turned around,



making reaching the shore a perpetual favorite challenge for Havenheart's children. Village rumors claim that anyone who makes it to the island will learn to understand the speech of birds and be able to call upon the crows for help, but this story has never, to the best of the villagers' knowledge, been proven or disproved.

7. Leithe's Orchard

Andoletta planted this orchard herself with seeds cherished by a long-fallen archon named Leithe, but Heaven's mutable nature seems to have given it a purpose beyond serving as a memorial. Despite its beauty and tempting fruit, petitioners cannot bring themselves to step inside its borders unless Andoletta accompanies them. Those who enter at her side are always petitioners who have dwelled so long in her realm that they have forgotten their mortal lives. They never emerge again, yet Havenheart's residents find the orchard comforting rather than frightening, believing that it is connected to the garden at Heaven's peak from which archons emerge.

WORSHIP OF ANDOLETTA

Andoletta is a focus of worship for aasimars, half-celestial beings, and other residents of the Material Plane with celestial blood or a disciplined nature. The bereaved turn to her for comfort and the conflicted do so for counsel, while authority figures pray to her for grace and elders for wisdom to guide the young. Though the image of her stern face graces courthouses and schools, and friezes in which she wears a kindly expression decorate the walls of orphanages, funeral houses, and morgues, most organized worship of Grandmother Crow is found in rural areas.

Crow cults are common in farming communities, where being born with a caul is considered a mark of Andoletta's favor. The clergy tutors such children carefully in preparation for priesthood. The faithful can become full priests only at the age of 50. As acolytes, they are responsible for using the church's tithes to acquire food, money, clothes and other necessities to distribute to the community's needy. The acolytes leave these donations, tucked inside baskets woven of willow withes, on the doorsteps of recipients so as to avoid embarrassing them by calling attention to their need for charity.

Andoletta's priests, known as Walking Crows, wear plain black garb and carry simple willow staves, with which they occasionally knock sense into the recalcitrant. Their only ornaments are feathered wristlets, and they greet each other simply by clasping their hands atop their walking sticks and bowing to one another. They are a stern lot; though most have soft hearts, they have little patience for foolishness or dancing around the point. Most keep a filmy white piece of fabric that symbolizes a caul secreted about their persons. They may temporarily bestow this cloth upon a soldier to protect her in battle,



lend it to a lawyer to give him insight, or fling it at an enemy to cause doubt in its heart. Though Andoletta's priests tend to have little use for Desna's faithful, viewing them as undisciplined and unwilling to settle down and contribute to the greater good, they do collaborate with them to protect their charges. Andoletta's clergy members guard their communities through the night by venturing out in dreamscapes, taking the form of cats, mice, rabbits, or crows to catch evildoers unaware, then resuming their own forms to battle such malefactors.

Most of Andoletta's senior clergy are elderly women. Known as abbesses, they no longer expose themselves to the rigors of fighting off evil visitors in dreamscapes. Instead, they preside over dreamscapes that take the forms of great feasts, sitting on the edge of a well beside a laden table. They invite fey and other nature spirits to ensure that the community maintains good relations with its inhuman neighbors and to learn who will die during the next year so that they can prepare to provide the bereaved with the necessary care and support.

Andoletta's cult is popular—if secretive—in rural areas of Chelias, and thrives in small communities throughout Varisia, as well as in Ustalav's quiet town of Grayce. Worshipers of Erastil often pay her homage during harvest festivals, and Desnans studying how to navigate their dreams sometimes petition her for help in overcoming thorny challenges. Convents dedicated to Andoletta provide tranquil orphanages, finishing schools for youths who wish to become caregivers or educators, and retirement communities for widows and widowers.

Andoletta's celestial servitors include blink dogs and—strangely, given her lawful nature—silvanshee agathions, who guard the hearths of many who serve her. Hound archons and lantern archons often watch over her faithful, and celestial crows bear messages from her. A cult of lawful good tengu in Tian Xia maintain a temple to her, joined by several preceptor archons who are usually mistaken for tengu and feel no need to disabuse anyone of that notion.

ARCHON, PRECEPTOR

This creature resembles a tengu, save for its eyes' golden glow. Its immaculate white robes contrast starkly with its black feathers, and its willow staff sheds a pale light.

PRECEPTOR ARCHON **CR 9**

XP 6,400

LG Medium outsider (archon, extraplanar, good, lawful)

Init +9; **Senses** darkvision 60 ft., *detect evil*, thoughtsense 60 ft.; Perception +16

Aura aura of menace (DC 18)

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural; +2 deflection vs. evil)

hp 112 (9d10+63)

Fort +12, **Ref** +8, **Will** +12; +4 vs. poison, +2 resistance vs. evil
DR 10/evil; **Immune** electricity, petrification; **SR** 20

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +1 *holy quarterstaff* +17/+12 (1d6+12)

Special Attacks psychic ambush

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*detect evil*, *nondetection*

At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *veil* (self only) (DC 20)

3/day—*instigate psychic duel*^{OA} (DC 16), *magic circle against evil*, *plane shift*, *seek thoughts* (DC 17), *sending*, *shout* (DC 18)

1/day—*greater create mindscape*^{OA} (DC 21), *vision* (creatures only)

STATISTICS

Str 22, **Dex** 21, **Con** 23, **Int** 16, **Wis** 18, **Cha** 19

Base Atk +9; **CMB** +15; **CMD** 30

Feats Improved Initiative, Iron Will, Toughness, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

Skills Bluff +16, Diplomacy +16, Fly +21, Intimidate +16, Knowledge (local) +15, Knowledge (religion) +12, Perception +16, Sense Motive +16, Spellcraft +15

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or intervention (3–6)

Treasure standard (+1 *holy quarterstaff*, other treasure)

SPECIAL ABILITIES

Psychic Ambush (Sp) A preceptor archon can conceal his physical form when he assaults a foe's mind. When a preceptor archon uses *instigate psychic duel* while invisible from his spell-like ability, the attack does not end the invisibility effect. All other forms of attack end the effect normally. The preceptor's psyche enters the binary mindscape visible (although he can assume a mental mask).

Preceptor archons are the celestial host's interventionists. Their true forms resemble humanoid ravens with glowing eyes, garbed in pure white robes trimmed in gold, but they can assume other guises that better serve their missions.

Preceptors attempt to guide individuals in crisis or on the cusp of life-altering decisions. Typically, they first observe their charges, using magic to understand the personal history involved, then use this information to create a detailed, immersive mindscape designed to broaden perspectives. They use this technique to guide a troubled soul through her past, present, and potentially dire future and to demonstrate to the despairing how much worse life would be without them. Preceptors often visit or send messages to prospective charges both to warn them and also to gain their trust or curiosity. These archons don't force a specific course of action, but rather help those in their care see past difficult choices.

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“Rejoice, O beloved and loyal! Though this world crumbles into chaos, the Elder of Divinity does not allow faith to go unrewarded. This place shall be your sanctum. Winlas embraces you as his children, and I shall be your elder brother, protecting you with the wisdom His infinite certainty grants me. Rest here, and an empty belly, cold hearths, and idle hands shall never trouble you.”

—Anwigasi’s offer to the faithful

ANWIGASI

Said to be the child of the empyreal lord Winlas’s first priestess and a plumed dragon, Anwigasi is Winlas’s herald. He carries edicts to the faithful of all good gods and oversees the transcription of the holiest rituals. Few divine mandates are meted out to mortal hands without the oversight of Anwigasi, dubbed the Penultimate Quill for his brilliant plumage. It is a strange and ironic fate that the greatest of scribes now dwells upon Golarion as a bureaucrat of high hopes but middling skill.

After millennia as a cosmic wanderer, philosopher, and poet, Anwigasi was put in charge of Saruhk, a remote temple complex built nearly a millennium ago by the rulers of Dokeran during the city-state’s heyday. Clergy and worshipers alike flocked to the sophisticated temple complex from Lirgen, Yamasa, Thuvia, and city-states across the Mwangi Expanse, crowding its extensive archives and the Well of Heaven—a massive sinkhole that carried prayers and offerings to the various planes when the stars aligned. Disciples of Winlas oversaw the expansive libraries and university, for Saruhk held the Inner Sea region’s greatest collection of religious and philosophical teachings, welcoming to all faiths and nations but beholden to none.

When Aroden died, earthquakes shattered Saruhk’s roads and storm clouds darkened the skies, trapping the hundreds of gathered pilgrims waiting to celebrate the Last Azlanti’s return. Something in their base panic struck Anwigasi’s heart and he spread his wings to shelter them from the encroaching storm, opening up Saruhk’s sacred halls to the refugees amid the ensuing natural disasters.

Anwigasi gave his new charges tasks to occupy their minds and allay their panic. Sure of his formidable intellect and carefully measured insight, the couatl considered himself more than equal to the task of running a community. He set so many to work among the library stacks that, to a visitor, it would seem as though the great university still hummed with activity, oblivious to any disaster beyond Saruhk’s perimeter.

Sheltered from the harsh realities of the outside world for a century, most of Saruhk’s population have become pacifists and intellectuals, embracing knowledge as the

ultimate good. Saruhk’s residents are largely unprepared emotionally or physically to survive without their divine overseer and his legion of protectors, let alone to face the nightmarish dangers churned up by the destruction of nearby Lirgen and the ongoing storms. While he loves Saruhk’s population as his children, their steadily increasing dependence worries the Penultimate Quill. He had no intention of remaining upon Golarion for more than a few years, but that time has stretched into a century, and he worries his departure will spell his people’s end. As vain and proud as any couatl, he refuses to beg his patron’s aid, or the assistance of any divine being; instead, he has begun to consider radical options.

Saruhk’s grand archives are still one of the most complete collections of divine writings and rituals in the Inner Sea region, with all manner of lore and obscure magic secured within its walls. Adventurers may need some scrap of lore or occult ritual stored within the lost city or access to the Well of Heaven to visit the Outer Planes, and—assuming it abandoned—seek it out as they would any other dungeon or ruin, not expecting to find a thriving city-state there. With deadly threats on every side, Anwigasi has spared no effort in protecting his community, and after a century of repelling looters, demon-worshippers, and cannibals, he and his monstrous servants have adopted an aggressive defensive stance to preserve the lives and innocence of their charges.

ANWIGASI

CR 13

XP 25,600

Male unique half-celestial couatl (*Pathfinder RPG Bestiary* 169, 49)
LG Large outsider (native)

Init +9; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*, Perception +24

DEFENSE

AC 25, touch 15, flat-footed 19 (+5 Dex, +1 dodge, +10 natural, –1 size)

hp 150 (12d10+84)

Fort +11, **Ref** +15, **Will** +15; +4 vs. poison

DR 10/magic; **Immune** disease; **Resist** acid 10, cold 10, electricity 10; **SR** 24



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OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +17 (1d8+9 plus grab and poison)

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

Special Attacks constrict (1d8+9), poison (DC 23), smite evil 1/day (+4 attack, +12 damage)

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*detect chaos, detect evil, detect good, detect law*

At will—*detect thoughts* (DC 16), *ethereal jaunt* (CL 16th), *invisibility, plane shift* (DC 21)

3/day—*protection from evil*

1/day—*aid, bless, cure serious wounds, holy smite* (DC 18), *holy word* (DC 21), *neutralize poison, remove disease*

Sorcerer Spells Known (CL 12th; concentration +16)

6th (3/day)—*true seeing*

5th (5/day)—*hold monster* (DC 22), *prying eyes*

4th (7/day)—*freedom of movement, hallucinatory terrain* (DC 19), *resilient sphere* (DC 19)

3rd (7/day)—*archon's aura*^{UM} (DC 18), *dispel magic, glyph of warding, haste*

2nd (7/day)—*alter self, calm emotions* (DC 19), *lesser restoration, scorching ray, silence* (DC 17)

1st (7/day)—*charm person* (DC 18), *comprehend languages, hypnotism* (DC 18), *mage armor, protection from arrows*

0 (at will)—*arcane mark, create water, detect magic, mage hand, mending, message, read magic, stabilize, virtue*

STATISTICS

Str 22, **Dex** 20, **Con** 24, **Int** 21, **Wis** 21, **Cha** 19

Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 35 (can't be tripped)

Feats Alertness, Dodge, Eschew Materials^B, Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment)

Skills Acrobatics +11, Diplomacy +19, Fly +16, Heal +20, Knowledge (arcana) +17, Knowledge (history, local, nature) +11, Knowledge (religion) +20, Linguistics +11, Perception +24, Sense Motive +24, Spellcraft +14, Stealth +10, Swim +12, Use Magic Device +10

Languages Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Infernal, Orc, Osiriani, Polyglot, Sylvan; telepathy 100 ft.

Gear *crystal ball*

Anwigasi is a physically imposing serpent invested with divine blood, and a century of battling the dangerous



predators of the Mwangi Jungle has further honed his combat prowess. But far more devastating than his fangs and deadly venom are his keen intellect and the knowledge afforded by his magic and Saruhk's archives. The great serpent spends much of his time observing the city through his *crystal ball*, and carefully watches intruders to learn both their strategies and limitations.

SARUHK

Five generations after the death of Aroden, Saruhk is a small, orderly community tucked away in the jungles of the Mwangi Expanse. It's also extremely isolated—Anwigasi's original plan to help survivors dig in and wait out the storm ultimately backfired, trapping all who sought his protection between the Barrier Wall mountains to the north, charau-ka to the south, desperate cannibals to the west, and the fanatics of Jaha to the east. Saruhk's current citizens are an eclectic mix of complacent intellectuals. Though many hail from communities that fight one another bitterly in the outside world, lively debate has long ago replaced most physical confrontations, and the majority of residents are part-time academics who also work regular shifts in the surrounding farmlands or help maintain the community's infrastructure.

The jungle immediately surrounding Saruhk teems with various dinosaurs, while giant anacondas (*Pathfinder Bestiary 2 252*), tamed by the presence of the Well of Heaven, dwell in the rivers and large pools nearby. Beyond this protective barrier lurk charau-ka hunting parties, occasional demons conjured by cults of Angazhan, and giant vermin—all of which explorers must contend with before reaching Saruhk.

1. Well of Heaven

This massive sinkhole plunges down 100 feet to an underground lake, which remains deep, blue, and clear down to impossible depths. The influence of the other planes seeps into the well, and during certain astronomical events, natural gates open in its depths to the Elemental Plane of Water and various aquatic



destinations in Heaven, Nirvana, and a handful of good-aligned demiplanes.

Anwigasi used the most recent celestial event to call a trio of water elementals to protect the well. A gregarious tojanida named Wadwarr also periodically journeys to the Well to investigate offerings and chat with locals.

HUGE WATER ELEMENTALS (3) **CR 7**
XP 3,200 each
hp 95 each (*Pathfinder RPG Bestiary* 126)

WADWARR **CR 6**
XP 2,400
Advanced tojanida (*Pathfinder RPG Bestiary* 3 290, 270)
hp 63

2. Plaza of Trees

This open area was originally dedicated to celestial observations, but now doubles as a space for public gatherings and debates. A fixture in the plaza is Striding Djob, a golem crafted centuries ago by researchers. Djob cannot attack anyone carrying or displaying the holy symbol of a good-aligned deity, and as long as it remains within the plaza, it has no chance of going berserk.

STRIDING DJOB **CR 10**
XP 62,000
Clay golem (*Pathfinder RPG Bestiary* 159)
hp 101

3. University Halls

Saruhk's university is divided among seven buildings, each dedicated to the study of one of the great virtues: charity, diligence, honesty, humility, kindness, patience, and temperance. Each hall focuses on history and magic related to its associated virtue, as well as to that virtue's antithesis.

While most of Saruhk's residents are gentle pacifists, some study the martial traditions of the complex's guardians. The Bulwarks of Saruhk are fearsome but patient warriors who defend their people and act as Anwigasi's enforcers, but only a dozen members of this tradition remain.

BULWARKS OF SARUHK (12) **CR 7**
XP 3,200 each
Sellsword (*Pathfinder RPG GameMastery Guide* 283)
hp 80 each

4. Penitentiary

In such a small population, discipline is administered lightly, often as community service. Truly heinous acts are punished by banishment, but Anwigasi maintains a small penitentiary for those who wish to atone and remain among their peers, but cannot be trusted to roam freely. Prisoners spend their days in study and prayer, in hopes that they will understand what caused them to harm others and be able to safely rejoin their people. Many among the penitentiary's population



have joined a small cult of Abadar led by Neben Musaf. Musaf feels Anwigasi has doomed their community and made helpless children of its people, and attempted to overthrow their serpent ruler. Anwigasi finds himself agreeing with many of the cultists' critiques, but fears their willingness to turn to violent rebellion also predisposes them to corruption and abuse of power should the reins of the city be turned over to them. Adventurers looking to end Anwigasi's rule would find few more willing allies than Saruhk's Abadaran sect.

NEBEN MUSAF **CR 8**

XP 4,800

LN female cultist (*Pathfinder RPG NPC Codex* 249)

hp 45

ABADARAN CULTISTS (6) **CR 5**

XP 1,600 each

N raider (*Pathfinder RPG GameMastery Guide* 280)

hp 67 each

5. Garden of Knowledge

This expansive garden within the walls of the ziggurat houses flowering and fruiting plants from all across Golarion, as well as a few specimens from beyond the Material Plane, including Elysium orchids and a pomegranate tree transplanted from the slopes of Paramon's Orchard in Heaven. Anwigasi lairs here, dwelling in his private jungle amid a flock of celestial xiao (*Pathfinder RPG Bestiary* 5 288, 284).

ANWIGASI **CR 13**

XP 25,600

hp 150 (see page 22)

6. The Mountain in Five Parts

Saruhk's elaborate ziggurat took seven generations to complete, and many of its relief carvings still bear their original gold leaf. Dozens of individual shrines pay homage to assorted gods, empyreal lords, and other deific outsiders, while archives and vaults fill two sprawling sublevels. Here, Anwigasi and his most trusted servants weave elaborate rituals to protect the complex and conjure celestial aid. A pair of axiomites have served as Saruhk's librarians since the settlement's founding, and protect the lower levels of the Mountain in Five Parts from intruders.

AXIOMITES (2) **CR 8**

XP 4,800 each

hp 85 each (*Pathfinder RPG Bestiary* 2 36)

CONFLICTS

To those unfamiliar with Saruhk, Anwigasi appears to be an unsettling dictator ruling over a captive and

dependent populace, and PCs who journey to the area may feel justified in overthrowing the tyrant. In reality, the couatl is a prisoner as well, chained by his conscience and guilt and refuses to leave his people unprotected. As an emissary of Winlas, he likewise sees all the knowledge within Saruhk as equally precious and in his care, and the great serpent has grown unwilling to share that knowledge with strangers. The archives hold many lost spells and terrible secrets regarding cults and deities throughout the Inner Sea region's history, which could prove pivotal to destroying terrible evils—or could be used to empower them. Alternatively, Anwigasi may seek newcomers to add to Saruhk's population, to rekindle the adventurous spirit his people have lost, even capturing those who trespass and inducting them into the community.

Good-aligned parties might find themselves in an awkward position if they approach Saruhk as a typical dungeon or ruin, as any defenses they destroy leave the town more vulnerable to the monsters beyond. Fools who endanger his charges are one of the few things that rouse Anwigasi's anger, and calming the enraged couatl is no simple feat, as his supposed "prisoners" will throw themselves in front of adventurers' swords to protect their ruler. He pauses at witnessing mercy or compassion, and though suspicious, may barter his knowledge and treasures for services such as destroying threats beyond Saruhk's borders. Chief among his opponents are the charau-ka to the south and the Jaha cultists who harry the city and seek to plunder its knowledge. Anwigasi truly offers his generosity only to those who find ways to ensure the community's long-term safety and see to its self-sufficiency, by either providing new guardians, moving the inhabitants to a less hostile locale, or—if the PCs prove themselves especially honorable—replacing him as the city's ruler.

Evil adventurers may be tempted to slay the couatl like any other monster, but Anwigasi's unique position provides many potential benefits to allies. The immortal chafes at his mundane commitments, and among his more radical plots to breed autonomy in his followers is the notion of recruiting "pet" monsters—villains ostensibly under his control who could menace the people of Saruhk without endangering them, and thus cultivate the skills and will to defend themselves. Villains willing to play along with such a charade find the vast archives of Saruhk open to them, and earn the powerful couatl's gratitude. Alternatively, Saruhk presents a community of over 2,000 potential hostages, and clever adventurers can threaten the people under Anwigasi's protection to extort information, loot treasures, and force favors from the couatl. Such tactics are dangerous, though, for once the Penultimate Quill believes his people safe, his retribution will be legendary and his enemies' suffering unmatched.

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“Come in, come in! You look like you’ve been down on your luck for a while now, but you have a good soul inside of you. I can see such things. Let’s get you some warm porridge. No, of course I don’t expect you to pay—the porridge isn’t worth paying much for, to be perfectly honest. But it’s filling, all the same, and a full belly is the first step to getting back on your feet.”

—Penshi, proprietor of the Blessed Cup

THE BLESSED CUP

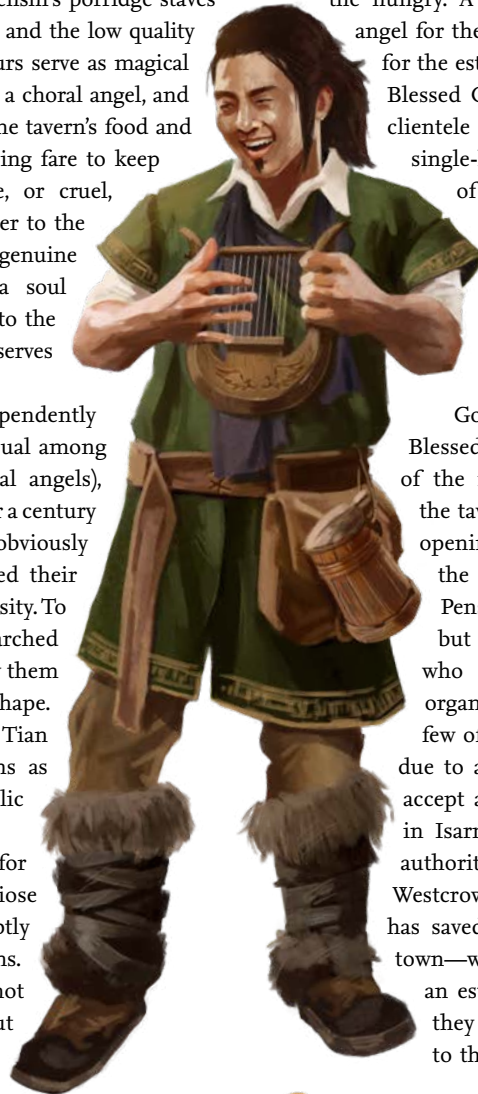
To the hungry customers who flock to the Blessed Cup, a large but seemingly prosaic tavern in Absalom’s Puddles District, Penshi appears to be a simple tavern keeper, but neither the establishment nor its proprietor are what they seem. The Blessed Cup serves Absalom’s needy as a soup kitchen, doling out meals of meager-looking porridge to those who cannot pay. Somehow, a small bowl of Penshi’s porridge staves off hunger for an entire day, and the low quality drinks the tavern keeper pours serve as magical remedies. In truth, Penshi is a choral angel, and maintains the illusion that the tavern’s food and drinks are merely unappetizing fare to keep out the greedy, exploitative, or cruel, allowing the angel to minister to the truly needy. Believing that genuine aid can sometimes turn a soul fallen into wickedness back to the path of virtue, Penshi even serves customers who detect as evil.

Content operating independently of other angels (a trait unusual among the ensemble-minded choral angels), Penshi came to Golarion over a century ago, but found that their obviously angelic appearance frustrated their mission of mercy and generosity. To better blend in, Penshi researched holy rituals that would allow them to assume a humanoid shape. Penshi prefers the form of a Tian man, but easily shifts forms as necessary to keep their angelic nature disguised.

Penshi had no desire for righteous battle or grandiose displays, preferring to subtly influence mortal actions. The angel knew that a hot meal or well-timed handout could give those in need

just enough resources to reach a better life. The angel cherished every success. Penshi had no trouble acquiring funds; money is easy to come by for an entertainer with an angelic singing voice. The celestial initially funneled funds into orphanages and hospitals, but soon tackled two problems at once by opening a communal kitchen—a simple tavern where they could hire the jobless to feed the hungry. A grateful patron thanked the disguised angel for the “blessed cup,” thus supplying the name for the establishment. Word soon spread about the Blessed Cup, and the tavern drew a much larger clientele than Penshi could effectively support single-handedly. The angel passed ownership of the Blessed Cup to a few hardworking employees and began again in a new city. When Penshi deemed that new establishment a success, they moved on again.

Penshi has since established a string of low-key bars and kitchens throughout Golarion. Many of them are also called the Blessed Cup, as the angel has grown quite fond of the name. In each case, Penshi establishes the tavern in or near the city’s poorest district, opening the doors to feed the hungry, shelter the abused, and protect the defenseless. Penshi starts small with each new location, but strives to lift up hardworking citizens who can go on to become community organizers and champions of social justice. A few of these establishments have failed, either due to a clientele too dispirited or paranoid to accept aid (as with the short-lived Exalted Cup in Isarn) or due to intercession by oppressive authorities (as with the Good Harvest Kitchen in Westcrown). Still, in a quiet, focused way, Penshi has saved thousands. When Penshi must depart town—whether because they are ready to leave an establishment in others’ hands or because they have decided an area is not well suited to their mission—they carefully select a local





community leader, an earnest parent, or a benevolent and business-minded individual as a successor. Penshi reveals their nature and mission to their replacement—although in most cases, the person has already deduced it—and transfers legal ownership of the establishment. After this final act of charity, Penshi departs to begin anew.

Penshi's current establishment is the Blessed Cup, a tavern at the edge of the Puddles district of Absalom. From the street, the Blessed Cup doesn't seem to offer much, appearing as little more than a sprawling, shabby bar in a run-down part of town. The drinks are plentiful but unremarkable, and the food is mundane. Penshi is a vegetarian and never serves meat.

Absalom's Blessed Cup is rarely crowded, as patrons looking for a rowdy time, roasted meat, or a coin-laden mark know to search elsewhere. There are few regulars, as Penshi is diligent about providing the downtrodden the aid necessary to get a better job, break an addiction, or mend relationships; most then move on. Nevertheless, the tavern always has a few patrons. Some are merely passing through and consider the Blessed Cup just another quiet watering hole, while others keep returning because Penshi provides odd jobs, life-improving guidance, or a friendly ear.

Penshi has been operating the Blessed Cup in Absalom for nearly a decade, and the tavern has become a valued, if unassuming, community fixture. Most residents of the area know the angel as a cheerful tavern keeper with a beautiful singing voice. Penshi is a tireless champion of social justice issues; although never belligerent in pushing an agenda, the celestial is articulate and remarkably persuasive. Penshi avoids combat, and the common misconception is that the barkeep is something of a coward. In truth, Penshi does not want to unleash their full angelic power because such exposure would necessitate closing down the Blessed Cup before completing preparations to transition it to another owner.

The PCs might enter the Blessed Cup for relaxation or to gather information. Even if they detect as evil, Penshi does not prohibit them from entering. If the PCs seem injured, down on their luck, or in need of redemption, Penshi might offer them some magical fare. Alternatively, the PCs might hear rumors that Penshi is hiding a dissident from the authorities in the Blessed Cup.

PENSHI

CR 6

XP 2,400

Variant choral angel (*Pathfinder RPG Bestiary 5 23*)

NG Small outsider (angel, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., *detect evil*; Perception +16

Aura protective aura

DEFENSE

AC 29, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size; +4 deflection vs. evil)

hp 68 (8d10+24)

Fort +7, **Ref** +9, **Will** +9; +4 vs. poison, +4 resistance vs. evil
DR 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 17

OFFENSE

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

Melee slam +10 (1d3+1)

Ranged piercing hymn +12 touch (4d6 sonic plus deafened)

Special Attacks countersong, harmonize

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect evil*

At will—*aid*, *dispel evil* (DC 19), *dispel magic*, *invisibility* (self only), *plane shift* (self only), *purify food and water*, *remove curse*, *remove disease*, *remove fear*

3/day—*cure moderate wounds*, *goodberry*, *sculpt sound* (DC 17)

STATISTICS

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

Base Atk +8; **CMB** +8; **CMD** 21

Feats Alertness, Brew Potion, Great Fortitude, Improved Initiative

Skills Bluff +15, Diplomacy +15, Disguise +15, Fly +20, Knowledge (local) +14, Knowledge (planes) +14, Perception +16, Perform (sing) +15, Perform (string) +6, Sense Motive +16

Languages Celestial, Common, Draconic, Infernal; truespeech

SQ change shape (Small or Medium humanoid; *alter self*)

Gear masterwork harp

Penshi avoids fighting, maintaining their appearance as a common tavern keeper, but keeps a close eye on nearby creatures that detect as evil. If pressed into a fight, Penshi drops their disguise, attempts to fly out of their opponents' reach, and incapacitates their foes with piercing hymns. If outmatched, Penshi flees using *invisibility* (or, if particularly hard-pressed, *plane shift*), but is reluctant to flee if it would mean leaving innocents in danger.

THE BLESSED CUP

Penshi's current Blessed Cup is located in Absalom, on the border between the Puddles and Westgate districts. From this location, the Blessed Cup remains relatively dry, even at high tide, and it is positioned well to serve the Puddles' poor and desperate. The building is large and low, sprawling between a sizable warehouse and a dirty plaza.

1. Porch

Several wooden chairs adorn this wide porch, making it a welcoming place in inclement weather. A swinging sign bears a crude painting of a foaming mug with a halo above it; Penshi knows the sign is amateurish, but is sentimental about it, as the sign was a gift from a troubled patron. Penshi can usually be found leaning against the wall by the open double doors, watching the street traffic and greeting visitors warmly while sizing up their nature and needs.

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PENSHI CR 6
XP 2,400
hp 68 (see page 27)

2. Taproom

The taproom of the Blessed Cup is an extensive, comfortable room crowded with tables and chairs. A large fireplace warms the chamber, and windows with cloudy glass provide natural light. The taproom is quite tidy, as Penshi offers the job of cleaning it to patrons who need a few coins, even when the taproom isn't dirty.

Penshi employs four bartenders who work in separate shifts. The current bartender is a gossipy but good-hearted woman named Almina, who credits Penshi with breaking her scour addiction. Almina is presently serving six patrons scattered throughout the taproom, each of whom are moderately intoxicated and overly friendly. Both Almina and the customers have nothing but good things to say about Penshi.

ALMINA CR 3
XP 800
NG barmaid (*Pathfinder RPG NPC Codex* 257)
hp 17

PATRONS (6) CR 1
XP 400 each
Drunkard (*Pathfinder RPG GameMastery Guide* 303)
hp 23 each

Hidden behind the bar are a few items that Penshi only distributes to those in need (see *Angelic Fare* on page 29): six *goodberries* in a glass jar, a flask of *bolsterbrew* (*potion of remove fear*), a flask of *second chances dark* (*potion of remove disease*), and two flasks of *revitalization gold* (*potion of cure moderate wounds*).

3. Storeroom

This storeroom contains shelves stocked with mundane supplies necessary to operate the Blessed Cup and a large box of discarded clothing. Beneath the cast-off clothes are two disguise kits and a *hat of disguise*. A successful DC 20 Perception check identifies a secret door in the back of the room leading to the hidden bunkrooms.

4. Hidden Bunkrooms

Many of the people Penshi aids require only a roof over their heads and a few meals to get back on their feet. Penshi maintains four hidden rooms in the back of the tavern, each with a narrow bed and small chest. Penshi keeps these rooms secret because some guests are escaping abuse, avoiding bounty hunters, or fleeing retribution from criminals. Guests are encouraged to come and go through the secret door to the kitchen.

Only one guest occupies a room here. Skivvec is a ratfolk diviner on the run from his clan. After a few hours nursing a drink, the canny Skivvec deduced that Penshi is some sort of celestial and threatened to divulge Penshi's secret unless the angel aided him. Skivvec enjoys the



secrecy of his current accommodations, but would prefer to leave Absalom entirely if he can do so surreptitiously.

SKIVVEC **CR 6**

XP 2,400

Ratfolk sage (*Pathfinder RPG Monster Codex* 181)

hp 48

5. Kitchen

Hanging amid the kitchen's few battered pots and pans is a medallion made of fused bits of scrap metal; this is the magical amulet that controls the junk golem in the stable. Penshi keeps the amulet here, hidden in plain sight because it looks worthless. A successful DC 20 Perception check identifies the secret door leading to the hidden bunkrooms.

6. Stable

This stable does not see much use, as few of the Blessed Cup's patrons have sufficient coin to maintain a camel or horse. The northwest corner of the stable appears scattered with garbage: torn bits of cloth, chunks of slag, rusted rivets, and broken bricks. This detritus is actually a junk golem in its disincorporated form, a gift to Penshi from a grateful wizard. When Penshi's patrons need an intimidating bodyguard, the angel lends them the golem's magical amulet from the kitchen. This golem currently stores the *invisibility sphere* spell.

SHIELD GUARDIAN JUNK GOLEM **CR 6**

XP 2,400

hp 42 (*Pathfinder RPG Bestiary* 158, *Pathfinder RPG Bestiary* 4 132)

7. Fountain

The small public square next to the Blessed Cup contains a statue of Idrio Menchemes, a noble-born adventurer and advocate for the poor, but the fountain and surrounding square frequently become trash-filled and muddy. Two recently reformed ruffians named Anders and Bellitia are currently washing the statue and watching passersby. These two are down on their luck and have no gear other than leather armor, daggers, and soapy rags, but they leap to Penshi's aid if necessary.

ANDERS AND BELLITIA (2) **CR 5**

XP 1,600 each

NG ruffian (*Pathfinder RPG NPC Codex* 258)

hp 45 each

ANGELIC FARE

Penshi creates special fare to suit particular needs. These offerings aren't usually for sale; Penshi decides when to serve this fare and how much—if anything—to charge.

Angel Gruel (goodberry): This deep cup of watery porridge contains a little fruit for flavor, including a *goodberry* that renders the dish incredibly filling. Penshi serves angel gruel to the malnourished or homeless.

Bolsterbrew (potion of remove fear): This short glass of red-brown ale has a crisp, fruity taste. Penshi offers this drink to patrons who are leaving to make a courageous stand, often with a pat on the back.

Revitalization Gold (potion of cure moderate wounds): This beverage is honey-colored and seems to glow with a benevolent light of its own. Penshi serves this beer to the physically injured.

Second Chances Dark (potion of remove disease): This velvety, dark beer has a creamy head and a slightly bitter taste. Penshi provides this beer to help overcome addictions (see page 236 of the *Pathfinder RPG GameMastery Guide* for more information on drugs and addictions).

CONFLICTS

Interacting with Penshi isn't difficult, as the angel is always at the Blessed Cup, though the choral angel deflects probing inquiries. Despite the angel's circumspection, rumors abound among Absalom's downtrodden. A successful DC 15 Diplomacy check to gather information or a DC 15 Knowledge (local) check reveals that help for the needy—in the form of a job or hot meal—is always available at the Blessed Cup. Success at this check by 5 or more reveals that the Blessed Cup sometimes provides magical aid and that the proprietor, Penshi, is more than a mere tavern keeper. Success at this check by 10 or more reveals that Penshi is rumored to be something other than human, although genuinely benevolent.

Good PCs are likely pleased to learn that Penshi is helping the needy, but if they are pushy or suspicious they can come into conflict with the angel. A successful DC 24 Bluff or Diplomacy check convinces Penshi to discuss the people the Blessed Cup has aided and even to explain the enchanted brews available. Penshi only admits their true nature if the PCs provide a valuable service to the disadvantaged people under the choral angel's care. Escorting Skivvec out of the city is one such service, as it both helps the ratfolk and rids Penshi of an awkward problem. Penshi has little monetary reward to provide, but the angel may offer the PCs some of the Blessed Cup's unique fare in exchange for their aid.

Evil PCs might want to wrest the rumored magical aid from the Blessed Cup, or they might be commissioned by other parties to recover someone Penshi is currently harboring. If the PCs detect as evil, Penshi tries to politely send them on their way, with free drinks "just to avoid trouble." If violence erupts, Penshi calls upon their allies within the Blessed Cup and fights back. Defeating Penshi likely causes ongoing trouble, given the angel's wide network of allies who would seek revenge.

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“Fine enough for you to say ‘let’s cut some corners’ or ‘let’s keep a little for ourselves’ when the church trusts us to design this new chapel. But I’ve met with the self-proclaimed ‘celestial representative’ who badgered the last architect into confessing his malfeasance and leaving Taldor. You’ll stay on the straight and narrow once you’ve been lectured by a helmet.”

—Abroana Delcranetti, Taldan architect

CADATHIEL THE ZEALOT

Cadathiel is a cassisian—a member of the weakest order of angels, whose low rank does not dilute their zeal. The helmet-shaped angel wanders the Material Plane identifying evil and chastising wrongdoers. Cadathiel recently arrived at a sanctuary and church of Torag. Their demanding attitude grates on the beleaguered high priest, and all of the clerics at the Forge-Sanctuary of Torag are anxious to turn Cadathiel’s critical and ceaseless attentions toward someone else—such as the PCs.

Cadathiel was summoned to the Material Plane to serve as a familiar to a Taldan statesman named Vellio Armandar. Over decades of long nights spent conducting magical research in his study, Vellio confessed to Cadathiel his frustration with Taldor’s decadence and decline, observing that a prosperous and righteous exterior can mask indolence or even corruption. He shared his fellow Taldans’ intense national pride in Taldor’s history, but unlike many others, Vellio was able to make realistic assessments of his nation’s economic and political conditions and appreciate the uphill climb it would take to right Taldor’s course. He understood that to create lasting change, public service needed to be much more nuanced than the heavy-handed approach his familiar endorsed, but could never get Cadathiel to understand the subtlety and restraint needed to avoid resentment. Despite this insight, the kindly wizard never had the heart to tell Cadathiel that he believed the cassisian to be morally inflexible.

Three years ago, Vellio died of advanced age. Amid the pomp of the funeral and the political maneuvering that accompanies every Taldan ceremony, no one remembered the man’s angel familiar. Cadathiel grieved alone, bereft of purpose and unsure what to do next. The angel soon left Cassomir to wander throughout Taldor, searching for good mortals in need of additional moral guidance or evil mortals to censure for their wicked ways. The angel’s time abroad has led to increasing disillusionment and fading faith in mortals’ capacity for goodness. It seems that no one appreciates the cassisian’s counsel or is willing to put in the effort being good requires. Cadathiel does not understand that their strident mannerisms and demands

are antagonizing and abrasive to others, attributing their own repeated failures to mortal folly and wickedness.

In the wake of these failures, Cadathiel has only become more insistent and confrontational, and frequently feels the need to take a firm hand in the moral improvement of unwilling companions. The cassisian would prefer that companions identify their own shortcomings and confess them publicly, but has no qualms about uncovering any wrongdoing—whether petty or profound—and denouncing it to everyone within earshot.

Cadathiel recently arrived in the city of Maheto in eastern Taldor, at the foot of the World’s Edge Mountains. At a walled compound and church dedicated to Torag, Cadathiel discovered a likely “disciple” in the head priest, a young dwarven cleric named Umbrecht. When the former head priest died a year ago, Umbrecht was named her successor by the Forge-Sanctuary’s congregation despite his youth and disdain for the church’s internal politics. Duty-bound by this vote of confidence, Umbrecht has served diligently as head priest for the past year. However, the dwarf is not happy, longing for the simplicity and steady rhythm of metalsmithing and resenting the time he must devote to giving public sermons and counseling his flock. Cadathiel discovered Umbrecht’s dissatisfaction and began to haunt the sanctuary as Umbrecht’s self-appointed moral counselor.

Though Umbrecht is largely resigned to Cadathiel’s presence, the Forge-Sanctuary’s other residents consider the angel a nuisance. Cadathiel upbraids the human acolytes for their jealousy over Umbrecht’s promotion, and unearths petty grievances among the church’s parish. The congregation has demanded that Umbrecht “do something” about the cassisian, but Umbrecht is uncomfortable being rude or demanding to an agent of Heaven. At this point, though, even the patient Umbrecht is increasingly exasperated by the angel’s aggressive zeal, and is looking for a polite way to get rid of the outsider, if only to prevent his acolytes from open revolt. The atmosphere in the Forge-Sanctuary is tense, with many of the younger acolytes hiding in their rooms to avoid attracting the angel’s attention.



Cadathiel takes note of PCs while they are in or near Maheto (particularly if they are in the vicinity of the Forge-Sanctuary) and attempts to surreptitiously evaluate the PCs' motivations and alignments before zipping forward to present themselves as the PCs' long-overdue guide to morality. The cassinian uses overblown phrases such as "harken to the sentinel of rectitude" and "embrace the diligence required by moral superiority" at every opportunity. Once an individual attracts the angel's attention, Cadathiel is a protective presence, though it may be hard to appreciate the efforts to which they go, given their constant hectoring. What Cadathiel lacks in intelligence, they make up in aggressively earnest efforts to expose wrongdoing and lead mortals to righteousness.



CADATHIEL THE ZEALOT CR 2

XP 600

Variant cassinian angel (*Pathfinder RPG Bestiary 2* 26)

NG Small outsider (angel, extraplanar, good)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

Aura lesser protective aura

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size; +2 deflection vs. evil)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil

DR 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10

OFFENSE

Speed fly 60 ft. (perfect)

Melee slam -1 (1d3-4)

Special Attacks breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex DC 12 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 3rd; concentration +3)

Constant—*know direction*

At will—*detect chaos, detect evil, detect good, detect law*

1/day—*confess*^{APG} (DC 12), *forced repentance*^{APG} (DC 14)

1/week—*commune* (six questions, CL 12th)

STATISTICS

Str 3, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** -3; **CMD** 7 (can't be tripped)

Feats Alertness

Skills Diplomacy +4, Fly +10, Knowledge (planes, religion) +2, Perception +7, Sense Motive +7, Stealth +8

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (Small human or snapping turtle; *polymorph*), perfect memory

SPECIAL ABILITIES

Change Shape (Su) Cadathiel can assume the form of a 6-year-old human child or a silver-shelled snapping turtle.

Cadathiel uses their spell-like abilities to learn about their opponents' alignments and past transgressions, following up with *commune* to confirm or deny rumors

about their foes' sins. Cadathiel stridently insists that opponents repent their wrongdoings, even during combat. Against an opponent they know to be evil, Cadathiel uses *forced repentance*.

FORGE-SANCTUARY OF TORAG

Maheto's Forge-Sanctuary of Torag, located at the city's northwestern edge, includes a chapel and a walled courtyard with several outbuildings. It is normally a cheery, busy place, but its bustle is currently diminished because of the strain caused by Cadathiel's oppressive presence.

1. Chapel

The forge in this elaborate hammer-shaped chapel contains a wide brick fireplace decorated with colorful banners, a fine anvil engraved with Toragdan aphorisms, and a stone basin of holy water used to cool forged metal. A series of low benches line the long nave of the hammer's haft. Wide doors open to the west to admit the public to the chapel. A smaller side door leads to the courtyard, and a set of inconspicuous stairs lead down to a tidy basement storage room containing vestments, church records, and such.

The Forge-Sanctuary has a large congregation, but few worshipers are present outside of regular service times. When the PCs arrive, three dwarven recruits meditate here on the eve of their deployment; they are anxious to see battle and quick to take offense at impolite outsiders.

RECRUITS (3) CR 1/3

XP 135 each

hp 8 each (*Pathfinder RPG NPC Codex* 266)

2. Utility Forge

As the large forge in the chapel is used primarily for religious services, a second forge for day-to-day use stands at the rear of the walled yard. The worshipers refer to this as the "utility forge" (although the chapel forge is

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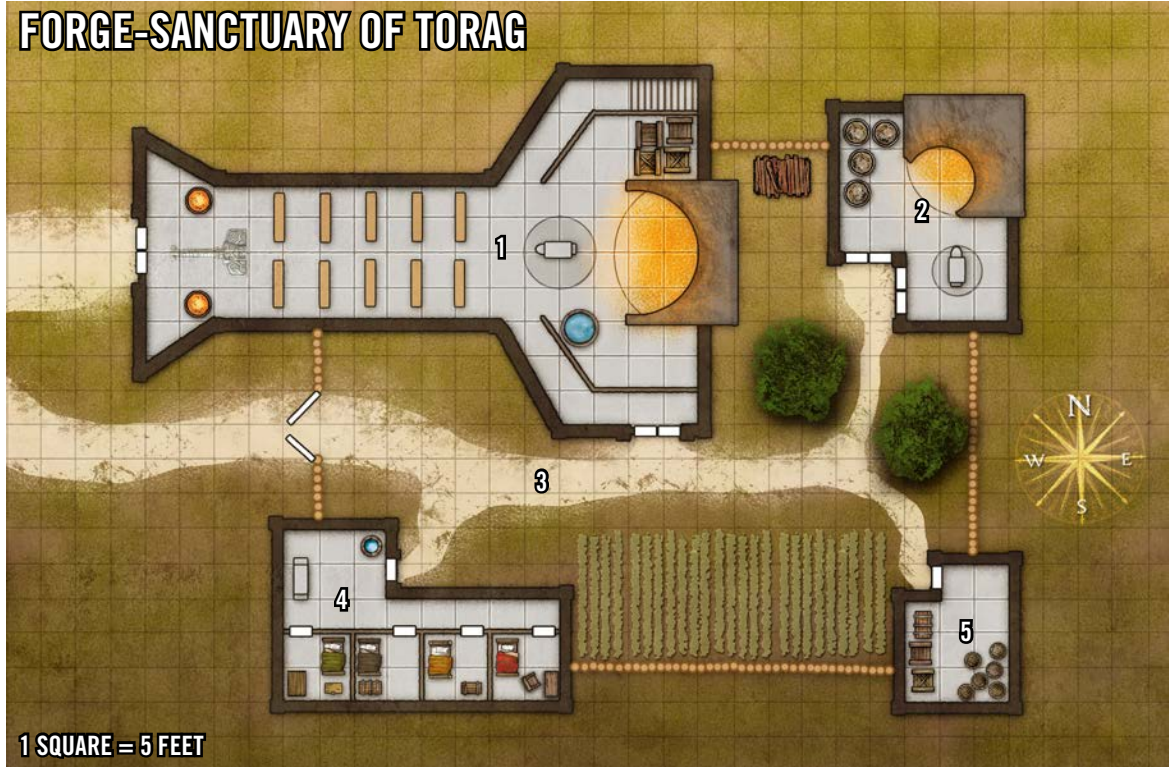
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actually more useful for crafting large items). The utility forge is much more prosaic than the ornate chapel forge, resembling a common, but tidy, smithy. This forge is almost constantly in use, as part of the church's mission is to allow Toragdan worshipers to hone their smithing skills.

Two penniless dwarven miners named Grunvyr and Rothgarn practice crafting axe-heads here; both hope to learn enough to leave mining and take up blacksmithing as a more lucrative profession. They are happy to take a break from their work to gossip, particularly about Umbrecht's troubles with Cadathiel.

GRUNVYR AND ROTHGARN (2) **CR 1**
XP 400 each
 LG miners (*Pathfinder RPG NPC Codex 256*)
hp 16 each

As the utility forge has been lovingly used for many years in honorable, holy endeavors, it has become a loci spirit (*Pathfinder RPG Occult Adventures 226*). Umbrecht is the only one in the Forge-Sanctuary aware of the ceremony necessary to awaken the spirit of the forge.

SPIRIT OF THE FORGE **CR 4**
XP 1,200
 LG sacred singular loci spirit (within the utility forge)
Caster Level 4th
hp 8; **Ceremony** Craft (weapons) DC 24, Knowledge (religion) DC 24

Effect The celebrant chants prayers to Torag while forging a piece of iron, requesting that the essence of the forge make the celebrant's weapon sharp and strong. If the ceremony is successful, one weapon in the celebrant's possession gains the benefit of a *keen edge* spell.

Corruption Effect *Keen edge* becomes *shatter* (DC 13).

3. Courtyard

A sturdy wooden palisade surrounds the walled courtyard of the Forge-Sanctuary. The wooden gate is large enough to admit a wagon, although the gates are normally kept closed and latched. The courtyard contains gravel paths connecting the buildings at each corner.

Umbrecht can frequently be encountered here on his way to or from the chapel's forge. Umbrecht is eager to discuss Cadathiel with the PCs, hoping to convince the PCs to take the angel with them, but if Cadathiel is present, Umbrecht suddenly recalls obligations elsewhere.

HEAD PRIEST UMBRECHT **CR 1**
XP 400
 LG male dwarf war priest (*Pathfinder RPG NPC Codex 44*)
DEFENSE
hp 19 (2d8+7)
OFFENSE
Melee mwk warhammer +4 (1d8+3/×3)
Special Attacks channel positive energy 3/day (DC 11, 1d6)
Domain Spell-Like Abilities (CL 2nd; concentration +5)
 6/day—artificer's touch, touch of law



Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*bless*, *magic stone*, *magic weapon*, *protection from chaos*⁰
0 (at will)—*detect magic*, *detect poison*, *guidance*, *stabilize*

D Domain spell; **Domains** Artifice, Law

STATISTICS

Skills Craft (weapons) +4, Diplomacy +4, Knowledge (religion) +3

4. Living Quarters

The priests of the Forge-Sanctuary live in this sizable outbuilding. The acolytes share two rooms, head priest Umbrecht has his own room, and the fourth room is reserved for visiting church officials. Most of the sanctuary's priests and attendants live in their own nearby homes. The three acolytes living in the Forge-Sanctuary are human clerics of Torag; all three chafe at the fact that the youngest among their number was promoted to head priest last year. Cadathiel has ferreted out this minor discontent and continually upbraids the acolytes for "disloyal egotism" and "unseemly aspirations." The acolytes spend as much time as possible here in their quarters to avoid the angel. Like Umbrecht, they see the PCs as an opportunity to be rid of Cadathiel.

ACOLYTES (3)

CR 1/2

XP 200 each

LG acolytes (*Pathfinder RPG GameMastery Guide* 304)

DEFENSE

hp 9 each (1d8+1)

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

OFFENSE

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—resistant touch, touch of law

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bless*, *command* (DC 13), *sanctuary*⁰ (DC 13)

0 (at will)—*guidance*, *resistance*, *virtue*

D Domain spell; **Domains** Law, Protection

5. Storage

This outbuilding is used to store spare furniture and tools, as well as some outdated records. Cadathiel is currently here, as Umbrecht convinced the angel to peruse the older records for evidence of wrongdoing among the church's congregation (although the records here are for worshipers who are deceased or have relocated). If visitors come to the Forge-Sanctuary, Cadathiel is quick to leave this area to assess their virtue.

CADATHIEL

CR 2

XP 600

hp 13 (see page 31)

CONFLICTS

Cadathiel comes into conflict with the PCs when they are at or near the Forge-Sanctuary of Torag. The zealous cassisian

carefully investigates the PCs in a manner that doesn't rouse suspicions. For example, Cadathiel uses detect spells at a distance to ascertain the PCs' alignments and their alignments' relative strengths. While investigating the PCs, the angel might use their change shape ability to test the PCs' morals; for example, they might appear to be a turtle in distress to see if the PCs volunteer aid, or they might let the PCs catch sight of them as a young girl attempting to filch an item to see whether the PCs intervene.

Once Cadathiel has surveyed the PCs' morality, they make the PCs their new project for improvement. The cassisian introduces himself to the PCs formally and imperiously, declaring himself to be an "escort to superior morality" and a "compass of virtue" who has, out of gracious selflessness, decided to uplift the PCs despite their past transgressions (which Cadathiel itemizes in detail). Convincing Cadathiel to spend their time elsewhere requires a successful DC 25 Diplomacy or Bluff check.

If the PCs permit Cadathiel to accompany them (or cannot prevent it), the angel quickly becomes a nuisance. Cadathiel constantly clucks their nonexistent tongue at "inappropriate" actions, awakens the PCs early each day for meditation and prayer, and blatantly alerts NPCs to the PCs' past wrongdoings ("Count that payment carefully, good sir, for this sinful elf has been known to pocket a few coins!").

The PCs might investigate the origins of their irritating companion; with a successful DC 15 Knowledge (local or nobility) check, a PC recalls a virtuous Taldan politician named Vellio with a cassisian familiar named Cadathiel. By recalling Vellio's benevolent personality and leveraging Vellio's and Cadathiel's longstanding partnership, the PCs earn a +5 bonus on skill checks to interact with Cadathiel.

Even good PCs are unlikely to be virtuous enough in Cadathiel's estimation. The angel is extremely reliant on their alignment detection powers to gauge moral character, which may be to the PCs' detriment (note that most characters of 4th level or lower do not radiate an alignment aura). Cadathiel is likely to assume moral turpitude in even virtuous PCs. PCs who emanate an average or stronger aura of good to Cadathiel's *detect good* spell-like ability are the only creatures Cadathiel acknowledges as morally fit; such characters gain a +5 bonus on skill checks to interact with Cadathiel, and can take Cadathiel as a familiar with the Improved Familiar feat.

Evil PCs are unlikely to withstand Cadathiel's persistent badgering. If attacked, Cadathiel first gathers what allies they can; Umbrecht is quick to promise his aid (and the assistance of his acolytes) to Cadathiel if the angel promises to leave the Forge-Sanctuary thereafter. If the PCs seek to simply frighten off the irritating angel, a successful DC 20 Intimidate check, coupled with flatly rejecting redemption or embracing wickedness, convinces Cadathiel to hawk their guidance elsewhere.

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“That high priest has a way of getting you to agree to things before you even realize she’s asking! I offered to help at the infirmary for a few hours, and next thing I knew, I’d spent days traipsing across the parish, tending victims of a nasty demonic plague. My sergeant assigned me a week of latrine-digging duty as punishment for reporting late to my post, since I was so keen to fight disease.”

—Underchaplain Rokas Mellind

CHAPEL OF THE ARGENT SHIELD

In a remote stretch of the road between Egede and Kenabres, on the edge of the Estrovian Forest, lies the Chapel of the Argent Shield. It was originally a small shrine to Aroden, established shortly after his nearby campaign against Deskari’s avatar and cult in 4433 AR. While most of the native Iobarians clung to their traditional druidic faith, the shrine and its caretakers kept the Locust Lord’s followers at bay. The shrine had a secret purpose, however—one of which the priests did not speak to their small congregation. Founded on a minor ley line convergence, the shrine was engineered to deny that power to any lingering remnants of Deskari’s cult.

Then Aroden died. Bereft of his god’s power and isolated from the rest of the church, the shrine’s last Arodenite priest, Azuolas Sedelius, tended to his flock as best as he could. However, Deskari’s cultists, emboldened by the demonic legions pouring through the Worldwound, rose up and sacrificed Azuolas on Aroden’s altar as they taunted him about the death of his god. The ley lines’ power amplified priest’s outrage and despair, and he materialized as a haunt that killed many of the cultists and drove the rest from the site—continuing the priest’s work in a twisted fashion. After terrorizing the nearby residents, most of the surviving cultists departed for the Worldwound to join the main demonic army.

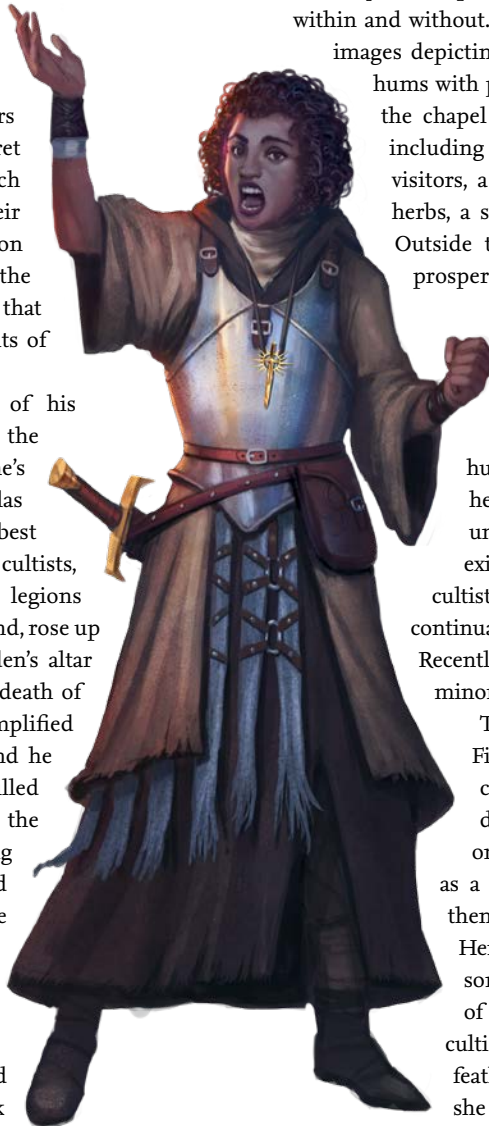
When the First Crusade arrived in Mendev, the Iomedaeans took

charge of the forsaken and defiled shrine, reconsecrating and transforming it into a larger chapel dedicated to Iomedae and defended by a stout wall and tower. Though unable to put the haunt to rest, they sealed the Arodenite altar away in the chapel’s crypt.

Today, the chapel is a graceful stone hall, whitewashed within and without. Its windows hold new stained-glass images depicting the Acts of Iomedae, and its altar hums with power. Within the walls surrounding the chapel stand a number of new buildings, including a residence hall for priests and visitors, a garden for produce and medicinal herbs, a stable, and a sturdy defensive tower. Outside the chapel’s walls lie a handful of prosperous steadings that supply the chapel with food as well as pious servants.

The parish’s distance from the Worldwound doesn’t entirely shield it from trouble. Bandits plague the countryside. Witch hunters rove the region in search of heretics—and their suspicions are not unfounded. The haunt’s continued existence demonstrates that demon cultists remain somewhere nearby, yet they continually vanish in the face of investigations. Recently, the church has been plagued by minor—yet sinister—acts of sabotage.

The chapel’s current high priestess, Fifth Sword Urumwi Glabrant, the child and grandchild of crusaders, is determined to tackle these problems once and for all. She began her career as a chaplain on the Mendevian border, then became involved in the Order of Heralds to combat the cruel, divisive, and sometimes downright criminal actions of those hunting heretics and demon-cultists in Kenabres. Having ruffled the feathers of the church leadership there, she was reassigned to take charge of





the remote and perennially undersupported Chapel of the Argent Shield among “the heretics she loves.” She has embraced her assignment; in addition to increasing patrols of the roads and countryside, she pushes those serving her to make regular rounds of all parish households. As they become acquainted with the residents and their circumstances, they are able to more quickly spot signs of danger while mitigating woes that could tempt the spiritually weak to embrace dark patrons out of desperation. Glabrant is also attempting to enlist honest local druids as allies in the fight against evil, but with little success to date given their distrust of crusaders. Glabrant is supported in her efforts by Sixth Sword **Illiena Beringiol** (LG female elf cleric of Iomedae 6), who served with her in the Order of Herald; Chaplain **Viorn Olavsson** (NG male human warpriest^{ACG} of Iomedae 5), who retired to work at the chapel after decades of serving in companies across the Inner Sea region; and several lower-level clerics, warpriests, and paladins deemed in need of seasoning.

PCs involved with the chapel are most likely among the junior priests, grew up in the parish, or are passing through on crusader business. Locals might be children of the cottars who grew up embedded in the daily life of the chapel and are accustomed to being at the priests’ beck and call. Alternatively, they could be former strays—orphans or refugees taken in by the church or by the Sernas family (see page 37)—who are now trying to earn their keep. Visitors could be aspiring crusaders or members of any number of orders and organizations, such as Knights of Ozem, Pathfinders, or even Hellknights, and might be visiting out of piety or because they were browbeaten into it by Glabrant’s earnest patrols.

URUMWI GLABRANT CR 7

XP 3,200

Female human cleric of Iomedae 8

LG Medium humanoid (human)

Init +0; **Senses** Perception +5

Aura divine presence (30 ft., DC 17, 8 rounds/day)

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 55 (8d8+16)

Fort +8, **Ref** +3, **Will** +10

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +9/+4 (1d8+2/19–20)

Ranged light crossbow +6 (1d8/19–20)

Special Attacks channel positive energy 5/day (DC 16 [18 to damage undead], 4d6), holy lance (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +11)

6/day—touch of glory (+8), touch of good (+4)

Cleric Spells Prepared (CL 8th; concentration +11)

4th—*dismissal* (DC 17), *holy smite*⁰ (DC 17), *order’s wrath* (DC 17)

3rd—*dispel magic*, *magic circle against evil*⁰, *prayer*, *remove curse*, *searing light*

2nd—*aid*, *bless weapon*⁰, *consecrate*, *status*, *zone of truth* (DC 15)

1st—*detect chaos*, *detect evil*, *divine favor*, *protection from evil*, *remove fear*, *shield of faith*⁰

0 (at will)—*detect magic*, *detect poison*, *guidance*, *stabilize*

D Domain spell; Domains Glory, Good

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 10, **Wis** 17, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 17

Feats Combat Casting, Extra Channel, Persuasive, Selective Channeling, Weapon Focus (longsword)

Skills Diplomacy +10, Heal +7, Intimidate +7, Knowledge (local) +3, Knowledge (nobility) +4, Knowledge (planes) +4, Knowledge (religion) +7, Linguistics +4, Perception +5, Sense Motive +9, Spellcraft +4, Use Magic Device +3

Languages Common, Hallit

Combat Gear *scroll of hold person*, *scroll of lesser restoration*, *scroll of neutralize poison*, *scroll of sending*, *wand of cure light wounds* (15 charges), antitoxin, holy water; **Other Gear** *inheritor’s breastplate*^{15G}, +1 *longsword*, light crossbow with 10 bolts, *cloak of resistance* +1, silver holy symbol of Iomedae, spell component pouch, 15 gp

Fifth Sword Urumwi Glabrant is a cordial but intrusive and insistent whirlwind who seeks to learn the business and natures of all who pass through the lands surrounding the chapel. Viewing those who stay at the chapel as temporarily under her command, she attempts to draw travelers into her mission to defend the parish from threats—primarily bandits and out-of-line witch hunters preying on locals or travelers, but also the occasional marauding dire boar, leucrotta, owlbear, or worse, demon-worshipping cultists.

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The wall surrounding the chapel compound is partially stone and partially timber, with stone segments gradually replacing timber as funding permits. The entrance is open during the day, but an iron portcullis (hardness 10, 60 hp, break DC 25) bars entry at night.

The following locations are most relevant to PCs.

1. Chapel

The heart of the chapel was once a modest Arodenite shrine, but the crusaders who restored it enlarged certain parts, giving it the cruciform shape common to Iomedean churches. At the eastern end stands an *altar of Iomedae* (*Pathfinder Campaign Setting: Inner Sea Gods* 248), which grants a +1 bonus on attack rolls and saves against fear effects to anyone who offers prayers before it and whose alignment is within one step of lawful good. The area

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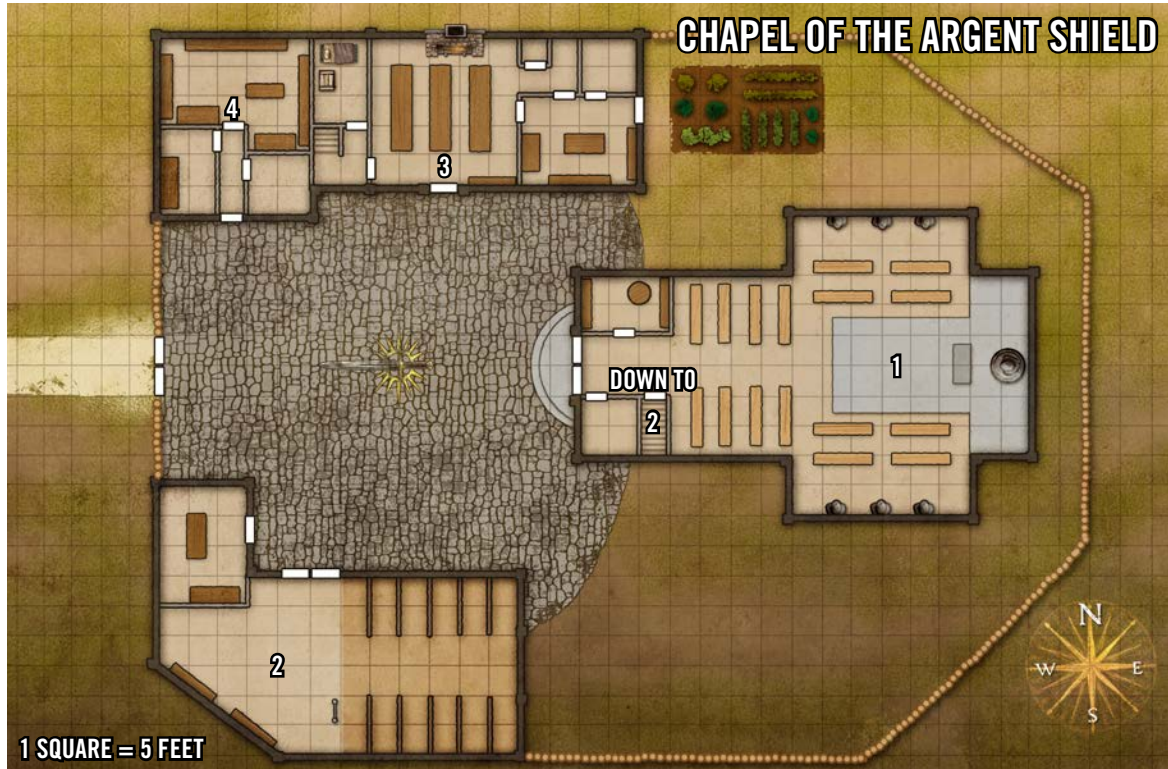
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behind the altar is decorated by a statue of Iomedae and an Arodenite mosaic, a reminder of the church's original dedicatee. Extending from the eastern wall into the center of the church is a low platform, upon which the high priest stands when conducting services. The wide alcoves in the north and south walls hold miniature shrines dedicated to goodly gods such as Erastil, Sarenrae, and Torag, and the walls are set with narrow stained-glass windows depicting the Acts of Iomedae.

Just inside the church's entrance is a small library. In addition to maintaining the chapel's collection of Iomedae texts, librarian **Suweta Predie** (LG female human cleric of Iomedae 3) seeks to catalog and reconstruct the damaged remnants of the original Arodenite library, including first-hand accounts of the war against Deskari's avatar, accounts of the worship of the local druidic sects, and notes on the ley line conjunction atop which the chapel is built.

Across the narthex from the library, a locked strong wooden door (hardness 5, 20 hp, break DC 25, Disable Device 25) leads down into the crypt. Suweta also keeps an eye on the door from her post in the library.

2. Crypt

Below the chapel lies a crypt that holds the tombs of the shrine's Arodenite priests, and now safeguards the old altar of Aroden as well. After Aroden's death, demon cultists attacked the shrine and sacrificed its last priest upon the powerless altar, hoping to pervert the shrine to

their own evil ends. Their plan backfired—the sacrificed priest's outrage and despair formed a haunt that possessed the altar and struck down many of the cultists.

When the Iomedaeans arrived to rebuild, they were able to neutralize the haunt but couldn't destroy it. Not wanting to smash the altar of Iomedae's patron, they locked the stone away in the crypt until they could free it from the haunt. **Jessiman Chakoth** (LN venerable male half-elf commoner 4), the last worshiper of Aroden in the region, is the only layperson allowed into the crypt, as it accepts his presence; he tends to the tombs and the altar on Aroden's holy days.

The haunt is intrinsically linked to the altar, and uses the item-bound haunt rules presented on page 228 of *Pathfinder RPG Occult Adventures*. Its haunted nature increases the altar's durability (hardness 16, 1,080 hp, break DC 55).

LAST PRIEST'S RAGE

CR 5

XP 1,600

LE item-bound haunt (old altar affecting the chapel crypt)

Caster Level 5th

Notice Perception DC 15 (to hear the Arodenite priests whispering and stirring within their tombs)

hp 10; **Trigger** proximity (*detect evil*); **Reset** 1 hour

Effect Any non-Arodenite creature entering the crypt triggers this haunt. All creatures in the area see the dead priests rising from their tombs; they appear to force each non-Arodenite creature down to the altar, where the sacrificed



priest, Azuolas, beheads it. Each non-Arodenite creature in the room that fails a DC 16 Will save is affected by *phantasmal killer* (the damage is halved for those bearing symbols of Iomedae or another of Aroden's servants).

Destruction The haunt is destroyed if all demon cultists in the region are wiped out.

3. Hall of the Faithful

This large building houses the chapel's priests, as well as any visitors (the other staff live in the adjacent steadings). The ground floor holds the mess hall, kitchen, and infirmary, while the upper story holds modest sleeping quarters. On any given day, there's a 20% chance other travelers are staying here—primarily crusaders, merchants, or farmers en route to Kenabres or Egede.

4. Watchtower

This 35-foot-high tower was built to shelter local residents in case of a demonic incursion; for now, it serves primarily as a watchtower and granary. The tower's strong wooden door is locked at night, and can be further sealed with a portcullis in times of danger. The ground floor holds an armory and workshop. The second story opens into the Hall of the Faithful, but can be sealed off with a portcullis. The high priest's chamber and study is located here, as is a suite for important guests. The open third story is generally empty unless the hall overflows with guests. The tower's roof serves as a watchpost by day, and is illuminated by lanterns at night to guide in weary travelers.

5. Stable

This modest stable can accommodate up to a dozen horses. A ladder leads up to a hayloft above the stalls. Saddles are maintained in the tack room on the stable's northeast side.

SURROUNDINGS

The following sites are located nearby the chapel grounds.

Orchard House: **Dhena** and **Marit Sernas** (LG and NG female human commoners 2) own the orchard south of the chapel. Unable to have children of their own, they take in strays in need of work or a home. Although a pious Iomedean, Marit secretly makes offerings to the druids of the Estrovian Forest to ensure bountiful harvests, and could provide information about them if persuaded with a successful DC 25 Diplomacy check.

Western Holding: Jessiman Chathok lives here with his grandson **Istran** (CN male human rogue 2). Embittered by the death of his parents at the hands of witch hunters, the confused young man serves as an informant to cultists within the Estrovian Forest, whom he believes combat the witch hunters' injustice. He faithfully follows the orders of his contacts and works the cultists' will within the chapel compound, though he has little understanding their aims and lacks any desire to learn more.

CONFLICTS

High Priest Glabrant considers all locals to be under the chapel's jurisdiction, and recruits promising young people who dwell near the chapel to help defend the parish, perhaps hunting for dangerous animals at first, and taking on increasingly difficult tasks as their skills improve. The church provides training and some magical aid, but expects a tithe from any treasure the PCs accrue.

Similarly, the chapel's priests expect all travelers passing along the road to stop for the night, or at least pause for a meal and a prayer, as the chapel's patrols along the road make clear. Glabrant seizes the opportunity to grill visitors regarding their intentions and destination, deploying truth- and evil-detecting spells if she has doubts as to their veracity. She then presses them to repay the chapel's blessing and hospitality with services appropriate to their skills, or at least a donation.

For goodly PCs with urgent business elsewhere, she is satisfied with a simple service, such as escorting the cottars' wagons safely to market, or a small donation (at least 1 gp per level for each PC). She presses those with no such time constraints to put in at least 1 day of labor and, more importantly, to help with the parish's ongoing problems, such as patrolling for bandits or hunting for signs of the elusive demon cultists—whose presence she knows is ongoing because of the haunt's continued existence. The PCs could pursue numerous approaches to this latter assignment, including searching the old Arodenite texts for clues as to the cultists' signs and lairs or keeping watch for the saboteur and potentially catching Istran Chathok in the act.

If the PCs are evil but have legitimate business in the region, such as Hellknights on their way to the front, Glabrant may invite them to patrol the roads for a day under the command of Illiena Beringiol. Glabrant is averse to involving such PCs in the parish's troubles, though if they stumble upon evidence of demonic activities or express interest in the region's elusive cultists, she reluctantly accepts their aid, but sends one of her own priests to accompany them. Alternatively, she will accept a donation of at least 20 gp per level for each PC to send the party on its way with her prayers for the adventurers' souls—and an escort to the edge of the parish.

If evil PCs cannot satisfactorily account for themselves, the priests attempt to detain them. Evil PCs can attempt to conceal their natures and objectives with spells and opposed Bluff checks, but such PCs are likewise subject to arrest if caught in the attempt. If the chapel's priests capture the PCs, Glabrant orders low-level PCs to be disarmed and locked in a storage room in the tower's cellar until they can be escorted to Kenabres under guard. Particularly dangerous PC are locked in the crypt, though the high priestess honorably warns them to keep to the stairs, which are just out of the haunt's range.

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Every day, nay, every hour was a different experience, an ephemeral enemy without form. The mayhem that lay before us ate away not only at the walls containing it, but also at the spirit of my comrades. It is obvious why the rest of Heaven pulled away, but I have my orders. Time will tell if I succumb to madness as Olquinhat did before me.

—Dunnoziel's battle log

ENTROPIC HOLD

At the edge of Heaven stands the Prime Vallation, a barrier keeping the encroaching Maelstrom at bay. Over time, the Maelstrom's repeated assaults on the wall demanded that Heaven create outposts from which archons could repair the structure. These Bastions of Harmony are maintained by regiments of archons, as well as the occasional angel or agathion, all ordered to eternally safeguard their respective keeps.



While all of the bastions remain intact, one is no longer part of the Wall of Heaven.

Long ago, a nascent demon lord by the name of Izzdeveron the Assailant led an immense attack against the Prime Vallation. The balor's forces focused their siege on a specific bastion commanded by the star archon Olquinhat, who led her forces brilliantly in defending the fort, keeping the slew of demons at bay. Olquinhat bested Izzdeveron, but in his death throes, the demon erupted in a horrific blast. The bastion's structures were unscathed, but the ground around the keep was fractured and separated from the rest of Heaven.

The fortress quickly drifted away from the rest of the Prime Vallation, but the bastion's denizens and those at nearby bastions were able to attach the floating fortress to the rest of the wall with an immense chain. The pull of the Maelstrom grew stronger; soon, the chain stretched ever closer to the Cerulean Void. Although most of the island on which it rests has eroded away, the bastion remains relatively intact, earning it the title of the Entropic Hold.

As the eons passed, though, Heaven turned a deaf ear to Olquinhat's increasingly importunate demands. After ages surrounded by chaos and ignored by her superiors, Olquinhat went mad. She attempted to sunder the chain that held the island in place, screaming that the hold needed to be consumed by the Maelstrom once and for all. The rest of the forces subdued and imprisoned Olquinhat in hopes of curing her madness. Command of the Entropic Hold then fell on Dunnoziel, a planetar angel who had helped defend the hold against Izzdeveron's attack.

Dunnoziel's rise as commander marked a turning point for the hold's garrison, pulling them back from the nadir marked by Olquinhat's madness. Accepting their superiors' reluctance to adequately supply the hold, Dunnoziel brokered alliances with mysterious agents on Axis—representatives of the floating labyrinth-repository known as the Stylite. The alliance provided Axis researchers unique access to the Maelstrom in exchange for supplies and occasional reinforcements to the hold.

Now, the Entropic Hold is in a unique position, floating outside the boundaries and jurisdiction of Heaven.



Dunnoziel takes advantage of the freedom this position affords by establishing agreements with unlikely allies such as aeons, psychopomps, and the occasional protean. These accords range from provisioning the Entropic Hold with materials to strengthen its celestial chain, to assisting in destroying islands on a disruptive path toward the redoubt, and even to contacting mortals in the Material Plane to guide them toward the planar portal connected to the hold.

Dunnoziel's primary goal is to eventually return the Entropic Hold to the Prime Vallation. After an investigation of surrounding islands, however, the hold's inhabitants determined that the Maelstrom seemingly favors pulling the hold over other nearby masses, a phenomena the archon guardians find troubling.

The Entropic Hold faces other challenges as well. Its unique location makes it easily accessible to other travelers within the Maelstrom. This leads to frequent attacks from forces of the Abyss, proteans, and even mortals attempting to take the bulwark for themselves. The hold endures these strikes, but it is apparent to the angel that it requires more assistance if the keep and those within are to survive.

DUNNOZIEL CR 16

XP 76,800

Variant planetar angel (*Pathfinder RPG Bestiary* 11)

LG Large outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, low-light vision, *true seeing*; Perception +27

Aura protective aura

DEFENSE

AC 32, touch 13, flat-footed 28 (+4 Dex, +19 natural, -1 size; +4 deflection vs. evil)

hp 229 (17d10+136); regeneration 10 (evil weapons and effects)

Fort +19, **Ref** +11, **Will** +19; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +1 *axiomatic flaming burst longsword* +25/+20/+15/+10 (2d6+9/19-20 plus 2d6 vs. chaotic plus 1d6 fire) or slam +24 (2d8+12)

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

Spell-Like Abilities (CL 16th; concentration +23)

Constant—*detect chaos*, *detect evil*, *discern lies* (DC 20), *true seeing*

At will—*continual flame*, *dispel magic*, *holy smite* (DC 21), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear*, *speak with dead* (DC 20)

3/day—*blade barrier* (DC 23), *flame strike* (DC 22), *power word stun*, *raise dead*, *waves of fatigue*

1/day—*fabricate*, *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

Cleric Spells Prepared (CL 16th; concentration +23)

8th—*dimensional lock*, *fire storm* (DC 25)

7th—*destruction* (DC 24), *dictum*, *holy word* (DC 24), *resurrection*

6th—*banishment* (DC 24), *greater dispel magic*, *heal*, *word of recall*

5th—*break enchantment*, *dispel chaos*, *dispel evil*, *plane shift* (DC 22), *righteous might*

4th—*dimensional anchor*, *dismissal* (2, DC 22), *freedom of movement*, *order's wrath* (DC 21)

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *prayer*, *protection from energy*, *searing light*

2nd—*bear's endurance*, *bull's strength*, *calm emotions* (DC 19), *silence* (DC 19), *spiritual weapon*, *status shield*, *remove fear*, *shield of faith*

1st—*bane* (DC 18), *bless*, *command* (DC 18), *entropic shield*, *remove fear*, *shield of faith*

0 (at will)—*detect magic*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 25, **Cha** 24

Base Atk +17; **CMB** +26; **CMD** 40

Feats Blind-Fight, Cleave, Great Fortitude, Improved

Initiative, Iron Will, Lightning Reflexes, Power Attack, Spell Focus (abjuration), Toughness

Skills Acrobatics +24, Craft (weapons) +26, Diplomacy +27, Fly +26, Heal +24, Intimidate +27, Knowledge (history) +23, Knowledge (planes, religion) +26, Perception +27, Sense Motive +27, Stealth +20

Languages Abyssal, Celestial, Common, Draconic, Infernal, Protean; truespeech

SQ change shape (*alter self*)

Gear +1 *axiomatic flaming burst longsword*

SPECIAL ABILITIES

Protective Aura (Su) Because they are a paragon of both good and law, Dunnoziel's protective aura can protect them from attacks and abilities of chaotic creatures instead of evil creatures. Dunnoziel can switch the aura from providing the benefits against evil creatures to providing benefits against chaotic creatures (and vice versa) as a swift action.

Dunnoziel is an earnest and surprisingly jovial being. They intend to keep a positive outlook in hopes of avoiding a fate similar to their predecessor Olquinhat's. Dunnoziel welcomes visitors to the Entropic Hold, aware of the opportunity these guests offer by operating outside of Heaven's commands. The hold's troops have yet to question Dunnoziel's judgment, although some of the angel's orders cause them uneasiness.

ENTROPIC HOLD

The Entropic Hold rests on a floating planar island miles outside the boundary of Heaven. The primary structures are composed of a black marble native to Heaven. The marble is as strong as adamantine, but is easily worked with the use of special tools. A few auxiliary buildings

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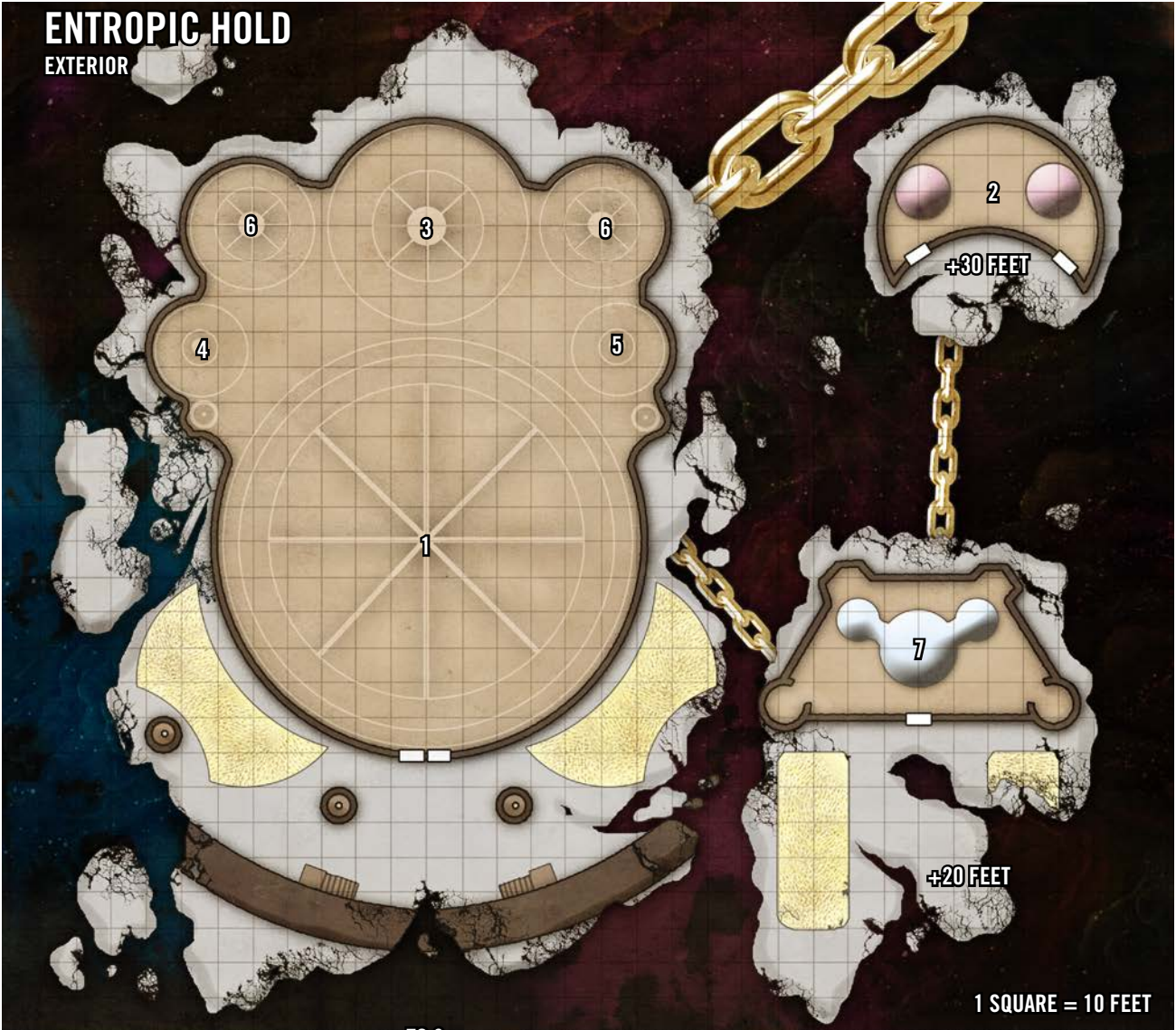
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broke from the rest of the island and remain connected via a system of chains, similar to the great chain anchoring the Entropic Hold to the Prime Vallation.

The bastion's forces consist of two dozen legion archons and a dozen shield archons, who can be found throughout the fortress and patrolling the Maelstrom in close proximity to the hold's island. Two trumpet archon lieutenants oversee the garrisoned archons, ensuring that every post is staffed at all times and striving to position each soldier in the most strategic manner.

1. Exhortatum

This large, two-story building serves as both a planning area and training grounds for the hold. The first floor holds a massive planning room where Dunnoziel and their lieutenants meet regularly to discuss possible agreements and courses of action. The room features an endless fountain of holy water, an enormous table that uses *minor image* for strategic projections, and a large statue that is actually a mithral golem in disguise, created to defend the chamber. The second level includes a variety of weapons as well as a projection room that creates illusory versions of creatures against which the hold's forces can spar.

MITHRAL GOLEM

CR 16

XP 76,800

hp 172 (*Pathfinder RPG Bestiary 2* 139)

2. Transcendent Repository

Shortly after its construction, the Entropic Hold began maintaining records of its observations. These examinations detail the nearby stable islands floating in the void, the various creatures found on them, and even minutiae such as the number of times a particular point in the Maelstrom has transformed. The repository also includes samples of quintessence taken from the Maelstrom. Associated records describe the quintessence as inert, but still receptive to change based on a number of stimuli, allowing it to be shaped and transformed into rudimentary matter.

Visitors and stationed defenders are free to use the repository as they wish, assuming they keep the resident librarian, **Jinwanis** (NG female reptilian agathion wizard 5/lorekeeper 4; *Pathfinder RPG Bestiary 5* 13), abreast of their activities. Jinwanis's position affords her access to unique relics, including an *astralabe* (*Pathfinder Campaign Setting: Lost Treasures* 16) that she is willing to lend to non-outsiders who seek to use it to navigate the Maelstrom.

3. Mirror Forges

This chamber holds the twin planar forges of the Entropic Hold, which have sat unused since Izzdeveron's assault. These forges allow for the creation of exceptionally powerful arms. The two forges are dimensionally

integrated and the unique nature of the forges requires two smiths to work in unison from each forge to create weapons and armor. However, only one of the smiths survived Izzdeveron's attack, and because of the hold's lack of reinforcements, he is unable to work the forges to provide stronger weapons for the hold. At this time, **Elnihis** (LN male axiomite^{B2} magus^{UM} 6) is willing to work alongside any skilled crafter if it allows him to use his beloved forges once more.

4. Pleromadice

When the Entropic Hold drifted away from the Wall of Heaven, a set of divine generators was installed to combat the erosion caused by the Maelstrom. The generators tap into the essence of Heaven and provide an intangible field to contain the bastion. As the hold slips further into the Maelstrom, the generators must increase their protective energy output. The generators are almost at maximum capacity and fill their building with excess heavenly and positive energies, making the structure unsafe for any mortals. The pleromadice and the chains anchoring the fortress to the rest of Heaven are maintained by the Entropic Hold's resident engineer, **Svenlas** (LG male hound archon paladin of Torag 4). The constant maintenance required is slowly pushing the harbinger archon engineer to the brink of exhaustion.

5. Planar Cells

This buildings was once a storehouse, but has been converted into a makeshift containment area. One area houses permanent gates to various locations across the Great Beyond. The gates are guarded by a trio of leonal agathions referred to as the Observers. Another area is used as a prison for outsiders. When an invader is captured, it is detained within the permanent *dimensional lock* effect of the building for later questioning. One cell currently holds a keketar priest of the Speaker of the Depths named Nuuqziun.

NUUQZIUN

CR 17

XP 102,400

Keketar protean (*Pathfinder RPG Bestiary 2* 215)

hp 287

OBSERVERS (3)

CR 12

XP 19,200 each

Leonal agathions (*Pathfinder RPG Bestiary 2* 20)

hp 147 each

6. Watchtowers

These spires rise to heights of up to 100 feet. An enchantment on each tower platform allows its guards to see out to a mile with no loss of visual acuity. In times of grave danger, the towers may be bent to point

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outward and can be braced against any attackers. In this position, the excess energy from the Pleromadice can be channeled through the spires to fire upon aggressors. This is a ranged touch attack with a range of 150 feet that deals 20d6 points of damage. Half of this damage is fire damage, and the other half is untyped damage resulting from the planar powers that fuel the Pleromadice.

7. Visitor's Domicile

Thanks to the Entropic Hold's unique location, many mortal travelers have visited it over the millennia of its existence. At some point, visitors took it upon themselves to create a residence to properly accommodate their physical needs. The building is fashioned from a rose-gold stone native to Heaven and contains a shared dormitory, a study, a kitchen, a lounge, and a lavatory. The kitchen is stocked with a magical pantry that provides fresh produce, cured meats, and freshly baked breads. The study includes a bookshelf magically linked to the Transcendent Repository, allowing access to the contents of those archives.

8. Cutter Dock

Constructed from the same rose-gold stone as the domicile, this building houses the hold's remaining *chaos cutters* (see page 43). Another dock and the vehicles within were destroyed shortly after Izzdeveron's attack, eroded

away by the Maelstrom. The dock can accommodate five *chaos cutters*, but currently holds only three. There are enough supplies within to construct one additional skiff, but with the Mirror Forges presently inoperative, the hold's defenders haven't even been able to repair the damaged vehicles, let alone build another.

9. Olquinhat's Detainment

This building was created from fragments of the Prime Vallation that broke away at the same time as the Entropic Hold, and now imprisons Olquinhat. Dunnoziel ordered its construction as a place where their commander could be rehabilitated. The prison is guarded by two legion archons at all times, and a powerful binding keeps Olquinhat contained. Her cell is featureless, with no apparent exit. Only those permitted to pass the binding can enter the cell.

Dunnoziel occasionally visits their former superior in attempts to soothe the archon's insanity. While his efforts remain fruitless, Dunnoziel has recently noted a particularly troubling aspect of Olquinhat's madness: the further the Entropic Hold slips into the Maelstrom, the more Olquinhat's sanity seems to slowly return. During recent visits, Olquinhat even provided strategic insight for the fort, with suggestions bordering on the prophetic.

LEGION ARCHONS (2)

CR 7

XP 3,200 each

hp 76 each (*Pathfinder RPG Bestiary 3 19*)

OLQUINHAT

CR 19

XP 204,800

CN female star archon (*Pathfinder RPG Bestiary 2 32*)

hp 294

REACHING THE ENTROPIC HOLD

The only portal to the Entropic Hold from the Inner Sea region lies in a ruined, hidden city deep beneath Mount Onik in the Five Kings Mountains. Dunnoziel occasionally dispatches their lieutenants to find capable mortals and direct them toward the portal or scatters hidden messages and imagery hinting at its location and plight among holy texts.

Dunnoziel is not quick to allow mortals full access to the hold. The Observers apprehend any new arrivals, presenting most visitors to the angel. Dunnoziel proceeds to test the travelers in the Exhortatum's training room. Afterward, Dunnoziel requests aid in fortifying the celestial chain and any damaged buildings. In exchange for such assistance, they offer mortals a variety of rewards, including temporary access to a *chaos cutter* or information on finding a portal to elsewhere in the Great Beyond.

Dunnoziel might also grant mortal visitors who provide assistance access to the portals within the planar cells, which link to locations throughout the Great Beyond.



One connects to the planar metropolis of Axis, and others lead to distant corners of the multiverse. Only a single portal leads elsewhere in Heaven—to the city of High Ninshabur. Dunnoziel makes regular use of the portal to return home and seek assistance from Sarenrae’s realm.

Beyond the hold, numerous nearby portals are situated on their own floating chunks of land. One such island is a massive, eternally decaying skull visible from the hold’s watchtowers. Its portal lies within the skull’s left eye socket and leads to an ancient, forgotten vault below the Throne of Flies in Abaddon. The skull is regularly surrounded by proteans, leading the residents of the hold to believe it is the skull of a long-dead protean lord. Another island holds a portal to an abandoned demiplane containing a single planet that appears to be a work in progress by some powerful entity building it from scratch.

Traversing the greater Maelstrom from the hold proves a surprisingly simple matter with the proper equipment. Each Bastion of Harmony is equipped with at least a dozen vessels capable of traveling through the Maelstrom. These sloops are known as *chaos cutters* and are commonly used as a first line of defense to meet enemy forces head on. Unfortunately, the hold’s current supply of cutters is extremely limited, and Dunnoziel is hesitant to provide use of one for more than a few hours. One cutter, the *Manbrinic Countenance*, was severely damaged in Izzdeveron’s attack; Elnihas has been unable to repair it. Dunnoziel will give that sloop to anyone capable of assisting with the construction of a new vehicle.

CHAOS CUTTER		PRICE
		160,000 GP
SLOT none	CL 9th	WEIGHT 1,200 lbs.
AURA strong abjuration and transmutation		

This narrow, sleek sloop is made of an iridescent metal that glows a pale white and is as hard as adamantite. It boasts a single mast with two translucent planar sails and can plow across the tumultuous metaphysical seas of the Maelstrom to reach any plane in the Great Beyond. When not in the Maelstrom, the vehicle acts in all regards as a heavy chariot that hovers 5 feet off the ground instead of standing on a pair of wheels.

When piloted in the Maelstrom, a *chaos cutter* can fly with a maximum speed of 100 feet and acceleration of 30 feet. Any creature can sail and direct a cutter using its rudder with a successful DC 10 Profession (sailor) check, which can be attempted untrained. Success at this check also counts as success at a Wisdom check to change the direction of gravity (and thus the cutter’s trajectory); creatures on a cutter treat gravity as normal while in the vehicle.

A *chaos cutter* is reinforced with an imperceptible field that protects against planar energies. While on a cutter, a passenger does not need to eat, drink, or breathe, as though it were of the outsider type. Additionally, all creatures on the

vehicle are affected by *planar adaptation* (*Pathfinder RPG Advanced Player’s Guide* 236) and *protection from chaos*.

A *chaos cutter* has 175 hit points and is 15 feet long.

CONSTRUCTION REQUIREMENTS	COST 80,000 GP
Craft Wondrous Item, <i>overland flight</i> , <i>planar adaptation</i> ^{APG} , <i>polymorph</i> , <i>protection from chaos</i>	

CONFLICTS

While the Entropic Hold is technically part of Heaven, its primary purpose is that of a defensive fortress. Characters of any alignment who jeopardize the hold’s inhabitants’ ability to carry this edict out can easily come into conflict with its celestial guardians. Conversely, should they advance the bastion’s ultimate goals, morally questionable characters who might otherwise find Heaven unwelcoming may be given more leeway in the hold than they would elsewhere on that plane.

All characters are welcomed to the fortress if they are willing and able to put their talents to use defending the hold, researching in the Transcendent Repository, maintaining the facilities, crafting new tools or weapons, or exploring the surrounding Maelstrom. Good and lawful characters are given fairly free access to the fortress, while chaotic or evil characters are typically provided a low-ranking archon as a chaperone and regarded with more suspicion. Despite this, Dunnoziel is not prone to turning down potential aid. As long as volunteers don’t hamper their efforts or put the fortress in jeopardy, they’re likely to be tolerant of very different moral and ethical outlooks for the better good. Those who betray the angel’s trust, however, are punished harshly, up to and including imprisonment within the planar cells or permanent banishment from the Entropic Hold.

Adventurers exploring the Maelstrom may come across the fortress and be mistaken for invaders or simply denied refuge from the harsh planar environment. The angelic guardians always attempt to parley if given the chance, preferring diplomatic solutions over combat; the proteans and other denizens of the Maelstrom rarely give visitors such an opportunity, though. Characters willing to negotiate with the hold’s defenders already have a leg up in their efforts to gain access to the fortress’s interior.

The overseers of the hold’s various facilities, including Elnihas, Jinwanis, and Svenlas, are often given the autonomy to broker arrangements with their own allies. As such, individual party members may find themselves in conflict with one or more of these mid-ranking soldiers while simultaneously in the good graces of Dunnoziel and the Entropic Hold as a whole. The overseers take their respective jobs very seriously. Anyone who might hinder their efforts or could be advancing secret and potentially disastrous ulterior motives is seen as a threat to their own work as well as the overall functioning of the fortress.

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Taller than an ancient oak, it was. The earth shuddered as its great hooves rose and fell, yet it never snapped a branch. The Grim White Stag, pale as the moon that shone through its antlers, bore down upon me. Owls fluttered in its wake and the proud stags it dwarfed marched behind it. When it bellowed, the sound rang in my bones; trees trembled, stones shook, and the forest fell silent.

—From *Seeds of Faith*, by Archdruid Cenryn Thornseer

THE GRIM WHITE STAG

The Grim White Stag is the herald of Erastil, both the harbinger of Old Deadeye and a force of nature in its own right. When this sacred stag walks the earth, sylvan creatures fall into step behind it, and protectors of the world's green places rush to answer its mighty call. Mortals seldom glimpse its antlers of living wood and shining form, for the Stag does not tread Golarion lightly. Only times of terrible need spur Erastil's herald to visit the Material Plane.

Though it is a guardian of nature, the Grim White Stag does not simply appear whenever someone threatens the primal world. Mortals raze forests, dam streams, and slay rare creatures far too often for it to intervene indiscriminately. Druids and Old Deadeye's priests may cry out for aid when trees fall, but only utter devastation or wholesale slaughter of the faithful warrants the Stag's attention. Even so, mortals speak of spotting the Stag on seemingly lesser occasions. Clearly the Grim White Stag, like all creatures of the divine, works in mysterious ways.

In 4606 AR, crashing storms and writhing seas heralded the death of the Last Azlanti. Denizens of the Abyss clawed their wretched way to Golarion. Mortal armies could not stand against the demons, and only the most stalwart defenses swayed them. The nations with time and power to prepare such defenses merely succeeded in confining the Abyssal creatures to the now-ruined empire of Sarkoris.

The Kellid druids of that nation held off the demons until Shaorhaz, a vrolikai inquisitor of Cyth-V'sug, stepped forward to crush the druidic resistance. The last surviving druids retreated to Spiral Hill and unleashed a flood of holy fire upon Shaorhaz's forces, but ultimately, Shaorhaz triumphed. Shaorhaz built his keep, cruelly christened Greengrave, upon the site of their last stand.

Those fallen druids still prowl this fell terrain, now called the Stonewilds, as twisted undead shades. Many of Sarkoris's magic stone megaliths are broken, and the once-majestic forests are silent statues rooted in cursed ground. Abyssal laughter rings across old holy places, and Shaorhaz schemes to feast upon the world-spirit itself.

Shaorhaz is perilously close to discovering the way into Spiral Hill, a sacred mound that hides the passage

to a hidden labyrinth of druidic power. The reforged shards of menhirs he plundered over the centuries detail most of the rituals required, but the final pieces to this puzzle lie in an uncorrupted Guardian Circle to the west of Greengrave Keep. The Grim White Stag has returned to Golarion to keep this information out of the demons' hands.

CERVINE PROTECTORS

The Stag sires celestials in his own image, with bodies of wood and stone, by planting his shed antlers in the fertile soil of Erastil's realm. Over the course of a week the antlers grow into individual creatures, which the Stag and Erastil send to aid their staunchest devotees.

CERVINE PROTECTOR

CR 6

XP 2,400

LG Large outsider (extraplanar, good, lawful)

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 76 (8d10+32)

Fort +10, **Ref** +4, **Will** +9; +2 vs. poison

DR 5/evil; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 17

OFFENSE

Speed 40 ft.

Melee gore +14 (1d8+6 plus push), 2 hooves +8 (1d6+3)

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

Special Attacks push (gore, 10 ft.), trample (1d6+9, DC 20)

Spell-Like Abilities (CL 8th; concentration +8)

Constant—*Speak with animals*

At will—*detect evil*

3/day—*cure moderate wounds*

1/day—*neutralize poison, plant growth, remove disease*

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +8; **CMB** +15 (+17 bull rush); **CMD** 27 (29 vs. bull rush, 31 vs. trip)

Feats Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (gore)



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Skills Acrobatics +9 (+13 when jumping), Handle Animal +11, Intimidate +8, Knowledge (nature) +12, Perception +12, Sense Motive +12, Stealth +5 (+13 in forests), Survival +12;

Racial Modifiers +8 Stealth in forests

Languages Celestial, Draconic, Druidic, Infernal; *speaks with animals*

SQ fertile regeneration

ECOLOGY

Environment any (Heaven)

Organization single, solitary, or bulwark (3–6)

Treasure standard

SPECIAL ABILITIES

Fertile Regeneration (Su) Once per day, if the cervine protector is in the area of a *plant growth* spell used to generate overgrowth at the time the spell is cast, it gains fast healing 5 for 10 minutes. The cervine protector maintains the fast healing even if it leaves the affected area. This effect ends immediately if the cervine protector is in the area of a *diminish plants* spell used to prune growth.

A cervine protector might be encountered alongside the Grim White Stag, or as the companion of one of Erastil's clergy. In natural settings sacred to Erastil, solitary cervine protectors sometimes stand vigil, ensuring that no taint befalls their charge.

Characters with the Leadership feat can take a cervine protector as a cohort at cohort level 10th or higher.

UNCORRUPTED GUARDIAN CIRCLE

One of the last Guardian Circles still whole and free of demonic corruption, this circle consists of two concentric rings of pale gray stones surrounded by miles of rubble (see the map on page 47). Nearby, blackened menhirs pulsing with sinister energy threaten this oasis of grassy earth and pure stone.

The Grim White Stag stands protectively within this circle of standing stones, conducting a ritual to repair its wards, while a herd of cervine protectors—smaller versions of it constructed of branches, bits of antler, and rune-carved stone—surround it like an honor guard. Most of the menhirs around this circle are broken or worse, perverted by the corruptive influence of the Abyssal landscape.

1. Uncorrupted Guardian Circle

The stones in the outer circle are each about 35 feet tall and 15 feet wide. The inner stones have the same dimensions, save the northernmost stone, which is 45 feet tall.

Carved letters and symbols cover every inch of the stones. The Druidic writing details part of the ritual necessary to open Spiral Hill, but cannot be fully understood without access to the lore recorded on other stones, which are currently in Shaorhaz's clutches.

2. Circle of Mending

This smaller guardian circle is composed of six outer stones, each 30 feet tall and 18 feet wide, and a squat central stone 12 feet tall and 25 feet wide. Shaorhaz's minions despoiled the stones here months ago. The magical writing on the stones wriggles like crawling insects, and the stones give off a greenish light. A successful DC 25 Knowledge (arcana) check reveals that the stones function as a permanent *symbol of healing* (CL 10th) for any demons who enter the ring.

3. Circle of Warding

Four horizontal stones, each 6 feet tall and 30 feet wide, surround the fragments of a smaller stone. The warped menhirs grant any demon who enters the circle the benefit of *barkskin* (CL 10th).

4. Circle of Summoning

Druids constructed this circle to aid in summoning rituals. Demons continue to put the now-desecrated



REVERSING THE CORRUPTION

Casting *dispel magic* or *dispel evil* and succeeding at a DC 21 caster level check ends the contamination of any of the corrupted circles. More powerful magic such as *miracle* or *wish* can reverse the foul magic in all circles at once. Physically breaking a circle's central stone (hardness 8, hp 540, break DC 50) ends any magical effects tied to that circle, but PCs are unlikely to succeed in this endeavor. Any attempt to harm the stones results in a 20% chance that a *siabrae* (*Pathfinder Campaign Setting: The Worldwound* 58) comes to the circle's defense. A druid can attempt to reconsecrate any of the Guardian Circles in this area. This is a painstaking process that requires 1 week of prayer and ritual. On the first day, the druid must cast *dispel magic* to dismiss the corruption. For the next 3 days, she must cast *stone tell* once per day to communicate with the ancient menhirs. On the fifth day, she must cast *stone shape* to revert the stones to their original form. On the sixth day, she must cast *hallow*. On the final day, she must succeed at both a DC 25 Knowledge (arcana) check and a DC 25 Knowledge (religion) check to restore the Druidic text on the stones. The ritual is easier for a group of druids. Decrease the DCs of the final two checks by 2 for every additional druid involved in the ritual beyond the first.

circle to similar use. Any creature summoned within this circle is treated as though the summoner possessed the Augment Summoning feat (this effect does not stack with the feat if the summoner already possesses it).

5. Ruined Circle

Demons smashed several of the stones in this circle. Most of the druidic lore once recorded on these stones is forever lost, and no magical effects exist here.

CONFLICTS

In recent weeks, the ancient protective magic that hid this uncorrupted Guardian Circle from Shaorhaz's scouts mysteriously failed. Suddenly aware of its existence, the enterprising advanced nabasu Jezhrex is en route to the uncorrupted Guardian Circle with a force of demonic destroyers. She plans to uproot or break the stones and bring them back to Shaorhaz. The Grim White Stag is determined to stop her.

When PCs arrive, the Grim White Stag stands before the tallest stone in the central circle. Eight cervine protectors form a ring around the Stag, ready to defend it from any who dare interrupt its ritual.

The Grim White Stag eagerly accepts help from nonevil PCs. Sufficiently knowledgeable characters might grasp the importance of this location and the reason for the

Stag's presence here. With a successful DC 20 Knowledge (history) check, a PC recalls the druidic past of the Stonewilds and the final sacrifice made by the archdruids. PCs who achieve a result of 25 or higher on this check are aware of Shaorhaz and his quest to open Spiral Hill. Once the Stag recognizes the PCs as allies, it rests its muzzle on the tallest stone. At this point, a PC who succeeds at a DC 30 Knowledge (arcana) check realizes the Stag is channeling some of its own life force into the stone.

An evil-aligned party finds the Grim White Stag and its minions hostile. The Grim White Stag assumes that any evil creatures in the area are servants of the Abyss. The party may decide to fight the Stag or attempt a DC 26 Diplomacy check to stave off combat. With an additional successful DC 21 Bluff or Diplomacy check, a PC can convince the Grim White Stag that the PCs are not cultists and mean no harm to this ancient site.

The first wave of Jezhrex's demons arrives 3 minutes after the PCs enter the circle. Evil PCs are forced to make a hasty decision and perhaps an alliance of convenience as the assault begins.

PCs who attack the Grim White Stag must first face the herd of cervine protectors. If the Grim White Stag is slain, the ritual ends, and the Guardian Circle is defenseless in the face of Jezhrex's onslaught. If the PCs remain in the area, they still face the wrath of the demons, who slaughter anything in their path. If the PCs manage to slay the cervine protectors, add an additional four demons of each listed type to all of the waves (though do not add more advanced nabasus to the third wave—Jezhrex is unique). Evil PCs can attempt to make a deal with Jezhrex, but it is unlikely that she sees any benefit in allying with mortals. The following dawn brings the rebirth of the Grim White Stag, but it's too late for the Guardian Circle—and only a few tenuous wards now stand between Shaorhaz and the Spiral Hill.

If the PCs stand with the Grim White Stag, it concentrates on restoring the Guardian Circle's wards, while the PCs and cervine protectors clash with the four waves of demons attempting to claim the circle. The cervine protectors remain in the background while the PCs fight, and additional demons engaging them rather than PCs meet only their hooves and antlers. Ultimately, the cervine protectors do not affect the battle's outcome. If the heroes successfully defeat all four waves, the Grim White Stag collapses, its life force transferred to the Guardian Circle. Before it dies, the Stag meets a PC's eyes and nods toward the corrupted circles nearby. The cervine protectors follow and guard the PCs if they attempt to heal the other Guardian Circles (see sidebar).

THE GRIM WHITE STAG

CR 15

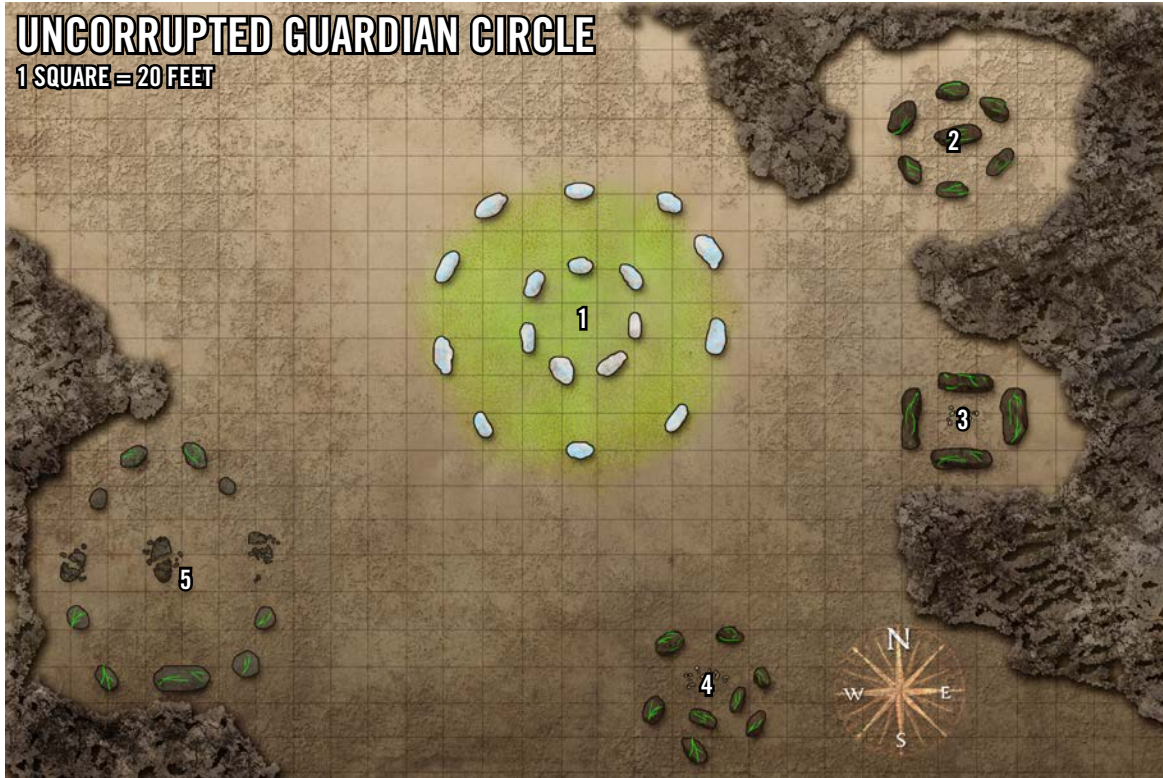
XP 51,200

hp 225 (*Pathfinder Campaign Setting: Inner Sea Gods* 286)



UNCORRUPTED GUARDIAN CIRCLE

1 SQUARE = 20 FEET



CERVINE PROTECTORS (8) CR 6

XP 2,400 each
hp 76 each (see page 44)

FIRST WAVE (CR 12)

Three minutes after PCs enter the circle, Jezhrex's vanguard, a squad of half a dozen babaus, arrives.

BABAUS (6) CR 6

XP 2,400 each
hp 73 each (*Pathfinder RPG Bestiary* 57)

SECOND WAVE (CR 14)

Two minutes after the babaus engage the party, Jezhrex's shock troops charge the circle. A host of dretches accompany two hezrous into the circle. The hezrous arrive in gaseous form and cast *unholy blight*.

DRETCHES (12) CR 2

XP 600 each
hp 18 each (*Pathfinder RPG Bestiary* 60)

HEZROUS (2) CR 11

XP 12,800 each
hp 145 each (*Pathfinder RPG Bestiary* 62)

THIRD WAVE (CR 13)

Three minutes after the dretches and hezrous enter the fray, Jezhrex's own squad reaches the circle. Her babaus

teleport to flanking positions, keeping enemy combatants engaged while she slings spells and attacks from on high. The accompanying vrockcs stay out of melee range and begin their dance of ruin.

BABAUS (3) CR 6

XP 2,400 each
hp 73 each (*Pathfinder RPG Bestiary* 57)

JEZHREX CR 9

XP 6,400
Advanced nabasu (*Pathfinder RPG Bestiary* 294, 64)
hp 121

VROCKCS (2) CR 9

XP 6,400 each
hp 112 each (*Pathfinder RPG Bestiary* 69)

FOURTH WAVE (CR 15)

The final threat to the Grim White Stag's ritual arrives 9 minutes after PCs step into the guardian circle: one of the siabraes that prowls the Stonewilds, alerted to the presence of invaders, rushes toward the interlopers. In life, the druid would have regarded the Stag as sacred, but now its only purpose is obsessive defense of the menhirs.

SIABRAE CR 15

XP 51,200
hp 178 (*Pathfinder Campaign Setting: The Worldwound* 58)

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I see much as my watchtower spins through the worlds, but what I seek eludes me. The Endless Destruction still hides from my sight. His followers are few, but always he plots to sink his talons into this new world, Golarion. The longer I stand at each post, the harder I peer into the clouds, the more I learn about this world. Dahak will not destroy it.

—Avanostryx the Sentinel, Watchtower Log #723

PARAGON OF THE WYRM

The Immortal Ambulatory is an immense, starry globe that drifts through the multiverse at Apsu's whim—a glorious collection of floating islands populated by celestial beings and metallic dragons. A massive cathedral of glittering marble stands at the center of the translucent sphere, while chunks of flowering meadows and dusky mountains

from which waterfalls tumble into the void orbit it; various caves, mansions, and palaces are situated on these satellites.

On one of these islands, a steeple of gold-veined white marble houses one of Apsu's most powerful servants. Stairs carved from the same marble wind around the Eternal Watchtower, connecting to four floating daises that serve as vantage points for the tower's occupant: Avanostryx, the empyrean paragon of Apsu.

Like other empyrean angels, Avanostryx is not an amalgamation of pious souls, but rather a being of holy energy created by Apsu eons before the first mortals woke from the dust. Yet Avanostryx is unique among empyrean angels. The paragon's presence is marked by an aura of flames, and they often walk in the form of a great golden dragon. In keeping with their draconic nature, the angel has a fondness for gems that borders on obsession. Thousands of precious stones lie among the tomes of lore and dangerous artifacts in Avanostryx's hoard.

The handful of beings who guest in the Eternal Watchtower describe Avanostryx as a lively presence with a profound interest in other creatures, particularly mortals. Visitors often gift Avanostryx with objects such as personal diaries, weapons, or even toys crafted by mortals. Avanostryx prizes all such offerings; whether the items belonged to a monarch or peasant makes little difference to them. When mortals wander into the Sentinel's realm, Avanostryx plies them with questions about their lives. Every detail is exquisite to the empyrean.

Truthfully, Avanostryx's task as the watcher against incursions by Dahak is largely uneventful. Avanostryx grants most evil humanoids and other non-draconic mortals special patience, as these types are far more likely to turn back to the path of righteousness, though if Avanostryx's precious mortals refuse an offer of atonement, the empyrean quickly dispatches any who pose a threat to Apsu's tenets. They do not tolerate evil dragons and outsiders, and destroy worshipers of Dahak on sight.

Though the Eternal Watchtower is a notoriously difficult location for mortals to access, dedicated heroes or villains might visit Avanostryx for a variety of reasons. First, the empyrean's collection of information and lore





is unparalleled. In addition to possessing a vast library of sacred and mundane writings, Avanostryx is extremely knowledgeable about many subjects, particularly magic, the planes, and religion. Their hoard of priceless items also draws adventurers looking to buy, trade, or even steal from the angel. Worshipers of Dahak might try to distract Avanostryx long enough for their deity to carry out some secret machination elsewhere in the multiverse. A powerful or foolhardy evil group may even challenge the ancient angel in combat.

AVANOSTRYX THE SENTINEL CR 24

XP 1,228,800

Unique paragon empyrean angel (*Pathfinder RPG Bestiary 5 24*)
LG Large outsider (angel, extraplanar, good, lawful)

Init +12; **Senses** darkvision 60 ft., low-light vision, *detect evil*, *detect snares and pits*, *true seeing*; Perception +45

Aura fire (10 ft., DC 34, 2d6 fire), protective aura

DEFENSE

AC 42, touch 42, flat-footed 34 (+8 Dex, +9 insight, +16 sacred, -1 size; +4 deflection vs. evil)

hp 495 (30d10+330); regeneration 15 (evil artifacts)

Fort +27, **Ref** +20, **Will** +29; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities heed no call, uncanny dodge; **DR** 20/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 35

OFFENSE

Speed 50 ft., fly 120 ft. (good)

Melee +1 *holy merciful quarterstaff* +42/+37/+32/+27 (1d8+19/19-20) or slam +41 (2d8+18)

Ranged +1 *holy merciful composite longbow* +38/+33/+28/+23 (2d6+11/x3)

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

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

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 23), *true seeing*

At will—*aid*, *atonement*, *break enchantment*, *commune*, *continual flame*, *dimensional anchor*, *geas/quest*, *greater dispel magic*, *lesser restoration*, *neutralize poison*, *remove curse*, *remove disease*, *remove fear*, *resist energy*, *screaming* (DC 23)

3/day—*contagious flame*^{APG}, *dispel evil* (DC 24), *heal*, *sunburst* (DC 27), *permanency*, *resurrection*, *sympathy* (DC 27)

1/day—*foresight*, *greater restoration*, *wish*

Cleric Spells Prepared (CL 20th; concentration +32)

9th—*gate*, *mass heal* (DC 31), *miracle*, *overwhelming presence*^{UM} (DC 31), quickened *righteous might*

8th—*antimagic field*, *discern location*, *fire storm* (DC 30), *greater spell immunity*, *holy aura* (DC 30), quickened *divine power*

7th—*greater screaming* (DC 29), *holy word* (DC 29), *mass cure serious wounds* (DC 29), *regeneration*, *repulsion* (DC 29), *waves of ecstasy*^{UM} (DC 29)

6th—*heal* (DC 28), *heroes' feast*, *joyful rapture*^{UM}, quickened *silence* (DC 24), *wind walk*, *word of recall*

5th—*breath of life*, *flame strike* (DC 27), *greater command* (DC 27), *plane shift* (DC 27), quickened *divine favor*, *serenity*^{UM} (DC 27)

4th—*death ward*, *dismissal* (DC 26), *divine power*, *freedom of movement*, *holy smite* (DC 26), *order's wrath* (DC 26), *sending*

3rd—*daybreak arrow*^{UC} (2), *daylight*, *invisibility purge*, *locate object*, *prayer*, *speak with dead* (DC 25)

2nd—*consecrate*, *find traps*, *hold person* (DC 24), *make whole*, *remove paralysis*, *silence* (DC 24), *spiritual weapon*

1st—*bless*, *divine favor*, *endure elements*, *forbid action*^{UM} (DC 23), *remove sickness*^{UM}, *shield of faith*, *sun metal*^{UC} (DC 23)

0—*create water*, *detect magic*, *guidance*, *mending*

STATISTICS

Str 34, **Dex** 27, **Con** 30, **Int** 23, **Wis** 34, **Cha** 29

Base Atk +30; **CMB** +43; **CMD** 86

Feats Blind-Fight, Combat Reflexes, Dazing Assault^{APG}, Deadly Aim, Flyby Attack, Furious Focus^{APG}, Improved Critical (quarterstaff), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Power Attack, Quicken Spell, Rapid Shot, Skill Focus (Fly), Toughness

Skills Craft (jewelry) +39, Diplomacy +30, Disguise +24, Fly +49, Heal +42, Knowledge (arcana, planes, religion) +39, Knowledge (history) +36, Perception +45, Sense Motive +45, Spellcraft +36, Stealth +23, Use Magic Device +23

Languages Celestial, Draconic, Infernal; true speech

SQ change shape (*alter self*), empyrean insights, lucent arms, lucent body, paragon of the wyrm

Gear mwk composite longbow (+10 Str), mwk quarterstaff

SPECIAL ABILITIES

Paragon of the Wyrm (Sp, Su) The paragon gains an aura of fire that deals 2d6 points of fire damage to all creatures within 10 feet at the beginning of the paragon's turn. The paragon can activate or suppress this aura as a free action. Three times per day as a standard action, the paragon can take the form of a gold dragon. This ability functions as *form of the dragon III* (CL 20th).

THE ETERNAL WATCHTOWER

This majestic monolith of white marble boasts wing-shaped structures and is surrounded by four floating platforms connected by winding, levitating staircases.

1. Inner Sanctum

The watchtower's central room is a circular chamber with walls and floor of white marble. Four secret doors lead to the inner recesses of the tower, private rooms that house Avanostryx's hoard. A successful DC 30 Perception check reveals the doors. Each door is warded with a permanent *alarm* (CL 20th). The ceiling here soars to a height of 40 feet.

A silver shrine to Apsu stands at the center of the room. The statue, carved in the likeness of a magnificent dragon,

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PLANAR TRAITS

The Eternal Watchtower is a demiplane tied to the Immortal Ambulatory, with its own distinct planar traits (see page 184 of the *Pathfinder RPG GameMastery Guide* for more on planar traits). The Eternal Watchtower is strongly good- and lawful-aligned. This demiplane has a finite shape and subjective directional gravity.

is 30 feet tall, and its metal wings touch the ceiling. A permanent *symbol of persuasion* (CL 20th) marks one of the scales of the statue 6 feet above the floor. Avanostryx encourages creatures who enter the inner sanctum to kneel before the statue.

2. Lore Room

A trio of bookshelves stand along the far wall of this room. Scrolls, books, and letters fill every corner of the shelves. The texts found here include mundane letters, extensive spell books, and religious texts of gods both dead and extant. A trap on the middle bookshelf activates if anyone other than Avanostryx approaches.

PRISON OF PAGES

CR 16

XP 76,800

Type magic; Perception DC 35; Disable Device DC 35

EFFECTS

Trigger visual (*true seeing*); **Reset** automatic (5 minutes)

Effect spell effects (*forcecage*, barred cage, Reflex DC 20 or be trapped inside for 13 rounds), animated sheets of parchment attack anyone inside the cage for 13 rounds (Atk +19 [1d6+3 plus bleed 5]); multiple targets (all targets in a 10-ft. cube)

3. Weapon Room

Racks of weapons line the walls of this chamber. A permanent *symbol of weakness* (CL 20th, DC 28) inscribed over the door to this room affects any evil-aligned creatures that enter without speaking the password.

4. Living Chamber

Though Avanostryx does not need to sleep, this room contains a variety of cushioned seats as well as a pile of coins and gems to accommodate humanoid and draconic guests alike. A permanent *symbol of healing* (CL 20th) carved into the southern wall can be activated by touch.

5. Artifact Room

The most heavily guarded room in the Eternal Watchtower houses items that Apsu deems too dangerous for mortal hands, locked away in chests of wood, metal, and bone. An obsidian chest hidden behind a permanent illusory

wall (Will DC 22 to disbelieve if interacted with) conceals a terrible relic of Dahak. The chest is warded with a powerful trap.

DESTRUCTION TRAP

CR 20

XP 76,800

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*destruction*, 200 points of damage, Fortitude DC 29 reduces damage to 10d6)

6. Floating Watch Posts

Four identical circular islands of white marble are accessible by stairways leading from arches cut into the tower. Avanostryx can be found at one of these posts 80% of the time. Otherwise, he is somewhere inside the tower.

AVANOSTRYX'S HOARD

The following entries include the base value of the magic items that might be found in Avanostryx's hoard, the number of medium and major magic items above and beyond each room's base value, and special items housed therein. For more information about the base value of available magic items, see pages 460–461 of the *Pathfinder RPG Core Rulebook*.

Avanostryx might be convinced to trade these items for something of equivalent value, as noted in each entry.

LORE ROOM

Base Value 100,000 gp; Medium Items 2d6; Major Items 2d4

SPECIAL ITEMS

Crusader's Bible This copy of the *Acts of Iomedae* is bound in the hide of a celestial dragon who died nobly in battle. When held in hand, it functions as a *phylactery of faithfulness*. *Trade*: Any good deity's holy text and a jewel worth 1,000 gp.

Book of Runes This *book of infinite spells* holds the Sihedron symbol of Lissala. *Trade*: Spellbook belonging to a caster of 15th level or higher and capable of casting mythic spells.

WEAPON ROOM

Base Value 160,000 gp; Medium Items 4d6; Major Items 4d4

SPECIAL ITEMS

Justice This *holy avenger* was once wielded by an angel who fought alongside the Third Mendevian Crusade.

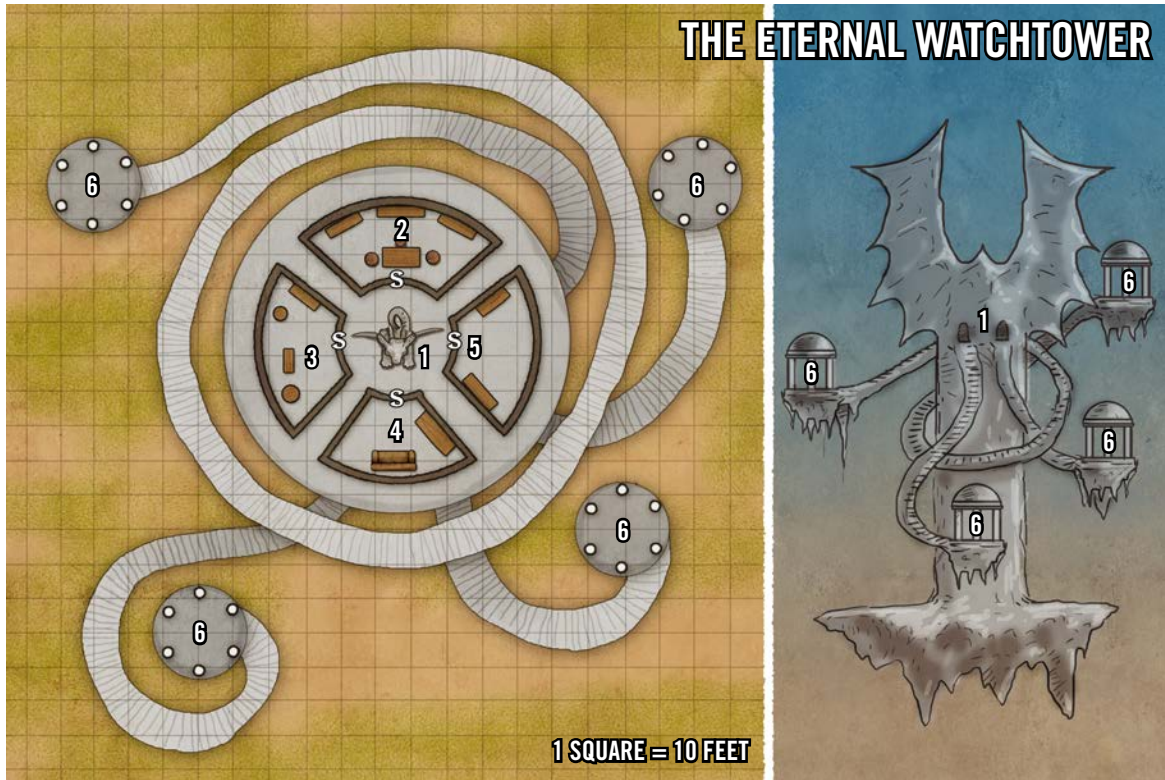
Trade: Nonevil magic weapon worth at least 120,000 gp.

Desna's Kiss This starknife functions as a *luck blade* (3 wishes).

Trade: An *efreeti bottle*.

ARTIFACT ROOM (PRICELESS)

Dahak's Claw This +1 *anarchic cruel*NE greatsword was forged from a claw of Dahak. The weapon allows its



wielder to cast *destruction* (CL 20th) once per day. The claw radiates foul energy and seems eager to find its way into murderous hands. This artifact can be destroyed only if plunged into Dahak's heart.

Dragonharp This masterwork harp is crafted from the bones and sinew of a tarnished silver dragon. Once per day, it can be activated to cast either *dominate monster* or *deep slumber* on a dragon (Will DC 25 negates). This ability overcomes the target's natural immunity to sleep effects, if any. With a successful DC 20 Perform (string instruments) check, the user can increase the DC for this effect by 2. This artifact is destroyed by three consecutive Perform checks.

CONFLICTS

Adventurers likely enter the Eternal Watchtower intending to obtain a specific artifact or piece of information. Avanostryx regards all items kept within the tower as their hoard. The Sentinel is not implacable, however, and can be won over through several methods.

Good PCs have the advantage when dealing with Avanostryx. The empyrean's constant *detect evil* informs them of visitors' natures, and they receive good and neutral creatures with relish. Avanostryx first invites guests to pay homage to the shrine to Apsu in area 1, which is enhanced by a permanent *symbol of persuasion* (Will DC 28 negates). A gracious host, Avanostryx inquires about the PCs' needs, and casts *heroes' feast* to feed them. Area 4 is richly appointed with cushioned seats, and if the angel feels at ease with their visitors, they move negotiations there.

Player characters who answer Avanostryx's questions about their lives gain a +2 bonus on any Charisma-based checks made to bargain with the angel. If PCs tell an interesting story (Perform [oratory] DC 30) or have useful information to trade (Knowledge [any] DC 30), they gain a +4 bonus on such checks. These bonuses stack. If Avanostryx catches a PC attempting to lie or steal from their collection, the empyrean forcibly expels the party from the watchtower. The angel prefers to incapacitate, but will kill if necessary.

An evil party may similarly come to trade or steal from Avanostryx, but faces a different series of trials. Avanostryx bars entry to any who radiate an aura of evil. Evil PCs willing to meet the angel's terms must first turn over their weapons and magic items. At this point, Avanostryx inspects the party for signs of allegiance to Dahak. The angel then orders PCs to kneel before the shrine to Apsu and gaze upon the *symbol of persuasion*. Avanostryx plies the party with questions about their past evil deeds and immediately offers to cast *atonement* on any willing PC. At the end of this process, evil PCs can try to convince Avanostryx to part with an item or bit of lore. Offerings of jewels worth at least 10,000 gp sweeten the deal, and grant the PCs a +4 bonus on Diplomacy checks to negotiate. Any deal is contingent upon the PCs undergoing a *geas/quest*, the conditions of which state that the PCs will not use the item or information gained to commit evil acts or assist evil dragons with any tasks. Player characters who refuse are ordered to leave. If a PC attempts to lie or steal from Avanostryx, the angel attacks with intent to kill.

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“As guardians of the Interdicted Library, you are charged with keeping dangerous items locked away. Demons, necromancers, common thieves—any who pass your post will do so over your corpses. Yet there’s one type of intruder you must be ready to recognize: mouthless beings with burning wings. These are the excinders—Heaven’s own censors. If one of them demands an item, hand it over. Heaven’s censors are righteous, but they don’t ask twice.”

—Captain Jain Elsbreth of Lastwall to new Interdicted Library guards

PILALI THE KEEPER

Relatively young for an excinder, Pilali was elevated to her current form only a few centuries ago. Full of Heaven’s righteousness, she joined her colleagues in tracking down powerful evil texts and redacting their most dangerous sections or destroying them entirely in Heaven’s heresy ovens. Pilali excelled in her duties, yet just decades into her service, she suffered a major blow.

During the supposedly routine destruction of a powerful evil tome, a hidden trap unleashed a storm of hellfire, immolating Pilali’s colleagues. While confident the other archons had died for the greater good, Pilali felt a worm of doubt creep into her virtuous heart. She knew that obviously, evil texts needed to be kept out of mortal hands—for in the eyes of Heaven, even the most righteous and well-intentioned mortals are no more trustworthy than toddlers in a knife shop. Yet wouldn’t it be better, she reasoned, to simply cache these books in an impenetrable vault, rather than risk the loss of Heaven’s own in their destruction?

When Pilali brought her concerns to her superiors, they sympathetically but sternly informed her that there would be no changes in Heaven’s policies. Yet rather than take comfort in authority, Pilali grew increasingly distraught. Her commanders saw her crisis of faith and, rather than risk losing a solid soldier, came up with a compromise: Pilali would go to the Material Plane and put her nonstandard ideas into practice—a trial run with a slight modification, the results of which would allow either her or her superiors to see the other’s wisdom. While she would no longer be allowed to pursue heretical texts, she would be free to collect minor magical items tainted by evil and sequester them.

Pilali took to her new role with relish, establishing a vault in an abandoned stronghold high in the branches of the Laughing Jungle. The Song’o halflings had built the site decades before, but had abandoned it when the snake Abo-Ato had claimed it as a lair. Pilali deemed the isolated place perfect for her purposes, and improved security by setting up magical defenses, bringing in incorruptible guardians, and reinforcing a central room as her vault.

From her stronghold, Pilali raids the treasure chambers and caches of both the wicked and the righteous. Whether stealing idols from Koboto cannibal cults or plucking dangerous talismans from the shops of wizards, she purges Garund of sinful relics with single-minded conviction. Pilali likely comes into conflict with the PCs soon after they recover an evil relic. Even if the PCs intend to safeguard or destroy the relic, Pilali telepathically demands that they turn it over; no matter the PCs’ alignments, Pilali sees the relic as a danger greater than they can handle. If Pilali escapes with the relic, the PCs must seek out her treetop compound to recover it.

PILALI **CR 12**

XP 19,200

Female variant excinder archon (*Pathfinder RPG Bestiary* 5 34)

LG Huge outsider (archon, extraplanar, good, lawful)

Init +8; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +28

Aura aura of menace (30 ft., DC 24, 10 rounds)

DEFENSE

AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, -2 size; +2 deflection vs. evil)

hp 147 (14d10+70)

Fort +14, **Ref** +8, **Will** +16; +4 vs. poison

DR 10/evil; **Immune** acid, cold, fire, electricity, petrification;

SR 23

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +3 *flaming longsword* +25/+20/+15 (3d6+15/19-20 plus 1d6 fire)

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

Special Attacks censor text

Spell-Like Abilities (CL 15th; concentration +20)

Constant—*detect evil*, *true seeing*

At will—*cure light wounds*, *detect thoughts* (DC 17), *discern lies* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *hold monster* (DC 20), *holy smite* (DC 19), *invisibility* (self only), *locate creature*, *locate object*, *modify memory* (DC 19), *protection from evil* (DC 16),



repress memory^{OA} (DC 21), *stabilize, zone of truth* (DC 17)

3/day—*dispel evil* (DC 20), *fireball* (DC 18), *flame strike* (DC 20), *plane shift* (DC 20)

1/day—*discern location, find the path*

STATISTICS

Str 30, **Dex** 19, **Con** 20, **Int** 16, **Wis** 25, **Cha** 21

Base Atk +14; **CMB** +26 (+28 to disarm or steal); **CMD** 40 (42 vs. disarm or steal)

Feats Alertness, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Improved Steal^{APG}, Power Attack

Skills Intimidate +22, Knowledge (arcana, history, planes, religion) +20, Knowledge (local) +17, Linguistics +10, Perception +28, Sense Motive +28, Spellcraft +10

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Infernal; telepathy 100 ft., truespeech

SQ change size, no breath

TREETOP FORTRESS

Pilali's home sprawls across wooden platforms situated high in the canopy of the Laughing Jungle, far from Sargavan lumber camps and Song'o halfling villages.

Foliage both above and below the platforms obscures the structure. Spotting the stronghold requires a successful DC 25 Perception check, or a successful DC 20 Knowledge (nature) check to notice the irregular growth around the edifice. The fortress is not lit, but ambient light filtering through the jungle canopy provides normal illumination during the day.

Intruders must fly or climb the slick, resin-coated jungle trees (Climb DC 30) to access the fortress. While the fortress has a lift, Pilali both keeps it raised and has sabotaged it (see area 2).

Each platform is edged with a railing of wooden slats that provides cover. Although wooden walkways connect the central platforms, the others are connected by rope bridges, some of which have fallen into disrepair.

The two largest platforms support buildings made of logs, whose roofs rise in sharp peaks. The interiors of these buildings are 10 feet high near the walls and 20 feet high at the center. (Pilali uses her change size ability to maneuver freely in these areas.)

The few doors in the treetop fortress are made of 2-inch-thick wood. All are secured with average locks (Disable Device DC 25)—Pilali doesn't open them, as she can teleport to whichever room she desires. Each building has narrow windows that the archon keeps shuttered.

1. Defensive Platforms

Pilali does not trust living guardians, and has instead placed magical traps on three of the fortress's defensive platforms. These traps release a volley of intense light at any sentient creature (Intelligence 3 or higher) that comes within 120 feet and line of sight; they continue firing until disabled or until all targets are out of sight or range. These traps are located atop each platform; as a result, they can see creatures above the level of the platform but not creatures coming from directly below.

While Pilali is not overly concerned about the accidental death of mortal creatures in the service of the greater good—they live such a short time anyway, and the virtuous ones are headed for a better place—the indiscriminate killing of any intelligent being entering her territory seems a bit extreme, even to her. To this end, she's placed a warning alarm around the perimeter of her territory, 100 feet beyond the range of her turrets. Any creature passing the barrier that might trigger the turrets is immediately targeted by a *detect good*



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1 SQUARE = 5 FEET

spell—if a good alignment is detected, the creature is greeted by a *major image* of Pilali herself, informing the creature to turn around and leave in the name of Heaven. In Pilali's opinion, creatures that ignore a direct celestial order—or creatures without good-aligned souls—deserve to stumble into the trap.

TURRET OF LIGHT TRAP CR 9

XP 6,400

Type magical; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger visual (*detect thoughts, true seeing*); **Reset** automatic (1 round)

Effect spell effect (*searing light* [CL 10th], +10 ranged touch, 40 damage)

2. Unused Lift

The original architects of the fort reached it via a large wooden lift suspended from spars on the main platform. A crank on the main platform raises and lowers this lift. Thanks to clever gearing, an average creature can use the lift to raise or lower up to 500 pounds of weight. Unfortunately for adventurers, Pilali keeps the lift both raised and trapped. The trapped lift appears functional, but is missing several key components—touching the crank causes the entire lift to crash down to the jungle floor, ruining the lift permanently. If the trap is disabled, the lift can be restored to functionality with a successful DC 20 Knowledge (engineering) check.

SABOTAGED LIFT TRAP CR 9

XP 6,400

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger touch (lift crank); **Reset** none

Effect 80-ft. fall (8d6 falling damage); Reflex DC 25 avoids; multiple targets (all targets on the 10-ft.-by-15-ft. lift)

3. Common Room

This was once a mess hall and training room, but a few empty weapon racks are the only indications of its previous purposes.

Pilali brought four finely carved golems to the fortress to guard her vault, and she keeps them stationed here. She found the golems in an abandoned church in Eleder; they are carved to appear as the same saintly human in adolescence, adulthood, middle age, and old age. Pilali blessed the golems to have permanent fast healing.

ADVANCED WOOD GOLEMS (4) CR 7

XP 3,200 each

hp 74 each; fast healing 3 (*Pathfinder RPG Bestiary* 294, 164)

4. Forgotten Storeroom

This chamber once contained stores for the fortress's occupants. Several decades-old wooden boxes are still stacked here, each badly rotted. Buried below a stack of disintegrating parchment is an ivory scroll tube containing three *bird feather tokens*.



5. Relic Storage

This room once served as a jail for the fortress. It has no windows and is securely locked (Disable Device DC 35 to open); Pilali keeps the only key (and the keys to all the other doors to the fortress) inside the room, and simply teleports in and out. Pilali substantially reinforced this room, lining the room's walls, floor, and ceiling with a thin sheet of lead to confound magical detection; in addition, the room is warded with a *forbiddance* effect (CL 15th) that hedges out creatures that aren't lawful good.

Pilali stores the evil relics she has collected here on simple wooden shelves. In addition to these items, the shelves contain over a hundred books, many of them blank or seemingly benign collections of occult lore—all evil tomes Pilali has censored, either fully or in part, but hasn't yet returned into mortal circulation. If Pilali retrieved a relic from the PCs, it is also here.

When Pilali is at the fortress, she is often in this room, ensuring the items' evil has not transformed or spread. Note that if the PCs encounter her here, the room's constraints means she has shifted to her Large form, making the base damage of her *flaming* longsword only 2d6 hit points instead of 3d6, as reflected below.

PILALI	CR 12
XP 19,200	
LG Large outsider (archon, extraplanar, good, lawful)	
hp 147 (see page 52)	
Melee +3 <i>flaming longsword</i> +25/+20/+15 (2d6+15/19–20 plus 1d6 fire)	

The relics that Pilali has recovered include the following. Each radiates strong evil in response to spells like *detect evil*.

Medallion of Sar-Gorog (7,500 gp): This *periapt of health* functions only for a wearer who has consumed at least 1 pound of humanoid flesh within the past week.

Gory Beacon (5,800 gp): The skull of this *grim lantern*^{UE} bears several rivets. Its blast of heat functions only when a creature of the user's type within 30 feet (including the user) is taking bleed damage.

Nettle's Poppet (2,500 gp): This rag and wicker *haunted doll*^{OA} closely resembles Pilali in appearance—it even has diaphanous blue cloth wings. *Nettle's Poppet* appears to be a *hex doll*^{UE}, but its appearance adjusts to mimic its owner after it has been carried for more than 24 hours.

Sacrificial Knife of the Old Ones (8,302 gp): When this curved +1 *dagger* is used to perform a successful coup de grace attack on a human, it gains the *human-bane* weapon special ability for the next 24 hours.

Shrouded Demise (4,410 gp): This *wand of death knell* (49 charges) is made of wood but carved to appear as though it were tightly wrapped in several veils.

Weeping Scepter (12,912 gp): This *mace of blood* functions as a +1 *wounding heavy mace* rather than a +3 *heavy mace*. Its head resembles six twisted faces.

6. Barracks

This building once served as a barracks, but only the rusted frames of iron bunk beds remain. Pilali doesn't use this building, and a pale yellow anaconda—known to the nearest halfling tribes as Abo-Ato, or the “Slithering Ghost”—has claimed this room as its lair, and likes to curl around the rusted bed frames while digesting prey. While Pilali knows of the snake's presence, she doesn't mind, as animals that prey on humanoids are only acting in accordance with nature, without the intelligence to be held accountable for their actions. If the snake proves an additional deterrent to thieves, all the better.

ABO-ATO	CR 10
XP 9,600	
Giant anaconda (<i>Pathfinder RPG Bestiary 2</i> 252)	
hp 126	

CONFLICTS

Pilali likely initiates a conflict with the PCs when the relentless archon seeks them out to take an evil relic from them—possibly something acquired from a recent adventure. Pilali tracks the PCs to their current location with *discern location* or *find the path* and demands the item.

Good-aligned PCs who attempt to talk to the archon and succeed at a DC 30 Diplomacy check can convince Pilali to hear them out. During this conversation, Pilali is unfriendly at best, or hostile if the PCs use violence against her. The archon can divine many PCs' true intentions with *detect thoughts* and *discern lies*. The archon has no interest in allowing the PCs to retain the item on a long-term basis, and only in extreme cases of need (and an additional successful DC 30 Diplomacy check) does she agree to let them use it temporarily—as long as she can accompany them as a chaperone. Any attempt to flee or fight after the PCs' initial meeting with Pilali or any hint of an evil character within the party immediately sours all relations, and Pilali fights to the death to recover the item and teleport away.

Since any such encounter likely ends with the PCs losing their item, they'll likely need to track the archon to her hidden redoubt. While *greater teleport* would make this extremely difficult, mentioning the incident to members of local Song'o tribes results in immediate recognition—several halfling hunters have encountered the warning illusion over the years, and legend of the “Fire-Wing” has spread widely. While unwilling to actually cross into the forbidden territory, many Song'o youths would be happy to prove their bravery by taking adventurers to the edge of the taboo area—for the right price.

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It is with deep shame that I relate the terrible truth: Furghol the Vindictive, that undead villain, is my great-great-uncle. My family unknowingly planted the seeds of his wickedness generations ago, but I shall redeem us. I shall travel to Geb and end Furghol, and then I shall journey to Mechitar and destroy Arazni herself. Forgive me, but this mission I undertake alone. Inheritor protect me.

Your Sister in Arms,
Raina Rennold, Knight of Ozem

RAINA RENNOLD

Family, duty, and vengeance are powerful motivators spurring people to action—even suicidal, if well-intentioned, action. Such is the case with Raina Rennold. A young Knight of Ozem in Lastwall, Raina hails from an esteemed family with a long history of knightly service. In recent years, however, several Rennolds have fallen while enacting the order's constant efforts to spy on the undead nation of Geb. Even Raina's betrothed, Victor Mellant, disappeared while deployed on a similar mission. Suspecting that her family might have become targets, Raina began delving into her bloodline's history.

She eventually discovered the horrifying truth: Furghol the Vindictive, a wight necromancer well known to the knights as an advisor to Arazni in Mechitar, was once Furghol Rennold, her grandfather's uncle. Worse, Furghol seems to be targeting the Rennolds and their loved ones. Deeply shamed and incensed, and feeling responsible for Furghol's many crimes, Rennold recently traveled to Geb alone. There, she plans to find Victor and put the wicked Furghol to rest for good. Then, despite the absurdity of a single young knight succeeding where her entire order has failed for centuries, Rennold is determined to dispatch the Harlot Queen herself. The passionate yet foolhardy knight believes this is the only way she can redeem herself, her family, and her order for the terrible mistakes she thinks they've made.

During her research, Raina discovered the story behind Furghol's descent into wickedness. The youngest of her great-grandfather's six siblings, Furghol was once an eccentric spellcaster with nearly boundless zeal for the Knights of Ozem's crusade against undeath. He wished to join the knights, but lacked sufficient martial skills. Instead, he used his family's resources to research all manner of undead, hoping his superior knowledge on the subject would earn him an invitation to join the order alongside his valiant siblings. His family dismissed and even derided this plan, but Furghol remained determined.

Eventually, Furghol discovered an unstable but supposedly effective way to summon the benevolent specters of fallen heroes. Furghol believed he could use these nonevil allies to greatly weaken the power of evil

undead. His parents blanched at Furghol's heretical ravings, but before anyone could stop him, he presented his necromantic findings to the knights at Castle Overwatch. The results were predictably terrible, as the knights condemned Furghol as a traitor and barred his research activities on pain of exile. Worse to Furghol, the knights vehemently told him his methods were evil and, in any case, would never work.

Publicly swearing off his studies, Furghol slunk back to the Rennold estate. He descended into the family crypt, where the remains of several Rennold heroes were interred, and attempted to put his scholarly knowledge into practice, hoping to prove his theory correct and thus redeem himself. Instead, he raised Viola Rennold—a heroic ancestor known for defeating an undead orc horde single-handedly—as a bloody skeleton. Shortly thereafter, Furghol's siblings burst into the sepulcher. Furghol begged their forgiveness, but the horrified knights destroyed the skeleton and pursued Furghol to Lastwall's border, cursing his name and calling him a monster.

In the years following Furghol's exile, the Rennolds struck his name from many family records. About 10 years later, when the Knights of Ozem learned of an advisor to the Harlot Queen in Geb named Furghol, no one made the connection to Furghol Rennold, and the family kept the secret quiet. But as time passed, knights who bore the Rennold name began dying tragically. All of Furghol's siblings, including Raina's great-grandfather, eventually perished under mysterious circumstances, as did many of their descendants. Family members directly tasked with activities targeting Geb seemed to fall the quickest, almost as if someone knew their every move. Most recently, Raina's beloved Victor disappeared after an attack on his secret reconnaissance camp in Geb.

Knowing these painful details and convinced Furghol had marked her family and their loved ones for death, Raina embarked upon her suicidal mission. Upon reaching Absalom, she sent a confessional letter and supporting evidence of her beliefs to Commander Quinn Kherwin, her superior officer. Then she embarked for Avrossi, the Gebbite village in which she believes Furghol now resides.



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Needless to say, Commander Kherwin is distraught. Because Raina relinquished her post in Vigil, though, Kherwin cannot rouse the knights in an official recovery mission, though she seeks heroes willing to do so on her behalf. On the other hand, Furghol likely suspects that Raina is coming his way, and would pay an unscrupulous party to ensure that she falls into his evil hands. Adventurers might even bump into Raina as she travels across the Inner Sea region, opening up additional adventure possibilities.

RAINA RENNOLD **CR 6**
XP 2,400

Female human paladin of Iomedae 5/Knight of Ozem 1
(*Pathfinder Campaign Setting: Paths of Prestige 30*)

LG Medium humanoid (human)

Init +1; **Senses** Perception +3

Aura courage (10 ft.)

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex; +1 dodge vs. undead)

hp 66 (6d10+29)

Fort +10, **Ref** +4, **Will** +5

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *undead-bane longsword* +11/+6
(1d8+4/19-20 plus 2d6 vs. undead)

Ranged mwk longbow +8/+3 (1d8/x3)

Special Attacks channel positive energy 2/day
(DC 13, 3d6), smite evil 2/day (+1 attack and AC, +5 damage)

Paladin Spell-Like Abilities (CL 5th; concentration +6)
At will—*detect evil*

Paladin Spells Prepared (CL 2nd; concentration +3)
1st—*detect undead*, *veil of positive energy*^{APG}

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 20 (+1 vs. undead)

Feats Extra Lay on Hands, Power Attack, Toughness, Weapon Focus (longsword)

Skills Diplomacy +8, Heal +8, Intimidate +2, Knowledge (religion) +8, Perception +3 (+4 vs. undead), Sense Motive +4 (+5 vs. undead)

Languages Common

SQ divine bond (weapon +1, 1/day), heirloom gear, lay on hands 5/day (2d6), mercy (sickened), sentinel against undead

Combat Gear *potion of cure moderate wounds*, *potions of hide from undead* (2), *potion of invisibility*, *scroll of break enchantment*, *scroll of divine arrow*^{UC}, *wand of bless weapon* (40 charges), *wand of cure light wounds*,

healer's kit, *holy water* (4); **Other Gear** +1 *full plate*, *Vigilance* (+1 *undead-bane longsword*), mwk longbow with 20 arrows, *cloak of resistance* +1, *grave salt*^{UE}, 45 gp

SPECIAL ABILITIES

Heirloom Gear Raina Rennold possesses an heirloom sword and armor, passed down through generations of Knights of Ozem within her family, that are more powerful than those typical for a character of her level. This increased character wealth raises her Challenge Rating by 1.

Sentinel Against Undeath (Ex) Raina Rennold gains a +1 bonus on Perception and Sense Motive checks against undead. She also gains a +1 dodge bonus to her AC and CMD against attacks made by undead.

Tragedy has beset young Raina Rennold her entire life. Long before she was born, her grandfather was cut down during a fight in Nidal connected to a larger necromantic ring based in Mechitar. Before she said her vows for the Knights of Ozem, she lost her father and older sister when they went to resupply some colleagues questing within Geb. More recently, her betrothed, Victor Mellant, sailed with a small contingent of brethren to an Ozem spying outpost in the heart of the undead nation. Victor's unit proceeded to a secret fortification about 10 miles



south of Avrossi, a hamlet ruled by the wight necromancer Furghol.

Shortly after the knights arrived, however, a large group of intelligent undead attacked the supposedly secret and well-defended fortification. Several knights fell as casualties, but only Victor was taken prisoner. The survivors who made it back to Vigil reported that the creature who stole the young man did it while hissing, "A blight on the Rennolds and those they love," although Raina is unaware of this detail.



AVROSSI

About 50 miles south of Mechitar, the hamlet of Avrossi serves as a simple place of rest and relaxation; small estates there are granted to individuals who have faithfully served Gebbite leaders, including the Harlot Queen Arazni (*Pathfinder Campaign Setting: Mythic Realms* 50), Aroden's former herald turned lich. Furghol the Vindictive, the hamlet's leader, has been content to plot against his family from this unassuming locale for nearly a century. His most recent efforts resulted in the capture of Victor Mellant, his great-grandniece's betrothed, and Furghol has a heinous plan in store for him. For more information, see area 1.

The statistics for Avrossi are below. Of the hamlet's 22 humans, 15 are necromancers who are primarily 7th- to 9th-level clerics of Urgathoa and 8th-level wizards. Its intelligent undead are generally bodaks, mohrgs, ghouls, and ghouls with 6 or 7 levels of wizard. The population below does not account for the 30 mindless undead—both skeletons and zombies—used as field workers, or the shipments of human chattel the town regularly receives from Corpseblight, a small town north of the Axan Wood.

AVROSSI

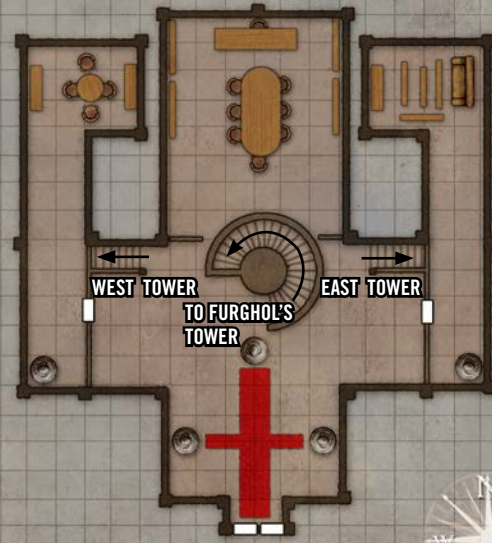
LE hamlet

Corruption +1; **Crime** -4; **Economy** -2; **Law** +1; **Lore** -2;
Society -6

Qualities undead haven; **Disadvantages** uncooperative necromancers

Danger +5

CASTLE DEATHWATCH



1 SQUARE = 5 FEET

DEMOGRAPHICS

Government overlord

Population 60 (38 intelligent undead, 22 humans)

Notable NPCs

Furghol the Vindictive (LE male wight necromancer 8)

Overseer Nux Bloodquill (LE male mohrg)

Priestess Anya Vill (LE female human cleric of Urgathoa 11)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp;

Spellcasting 2nd

Minor Items 1d6

SPECIAL QUALITIES

Uncooperative Necromancers While Avrossi is home to spellcasters capable of casting higher-level spells, these necromancers and Urgathoan cultists do not share their talents with the settlement's economy at large, limiting the hamlet's spellcasting to 2nd-level spells cast by the few adepts and hedge magicians who live there.

Undead Haven Avrossi is a town created by and for intelligent undead and their mindless servitors, and any living creature that is not a necromancer known to the hamlet's leadership invites immediate suspicion. (Society -2, Danger +10)

1. Castle Deathwatch

In thanks for his decades-long loyal service to her, Arazni opened her coffers to Furghol and allowed him to build a grand manor for his home and seat of power in Avrossi. The result is Castle Deathwatch, named as a dark parody of



Castle Overwatch in Vigil. The castle's outside is protected by heavy iron gates with a security system that employs *deathwatch* (Perception +30) to detect living intruders who do not speak the passphrase, and alerts Furghol about trespassers. In addition, two flesh golems guard the gates against unwanted visitors.

SILEM AND ZALEM (2) CR 7

XP 3,200 each

Flesh golems (*Pathfinder RPG Bestiary* 160)

hp 79 each

The first floor is also the haunt of Werlitz, a wicked baykok who serves as Furghol's protector and advisor. Three sets of stairs each lead up to one of the castle's spires. In the southernmost spire, Furghol holds **Victor Mellant** (LG male human fighter 5/Knight of Ozem 2; *Pathfinder Campaign Setting: Paths of Prestige* 30) captive. Tortured to the brink of death several times, the stubborn Victor clings to life by a thread; this pleases Furghol, whose ultimate goal is to break Victor's spirit, turn him into an undead monstrosity, and then send him after Raina.

WERLITZ CR 9

XP 6,400

Baykok (*Pathfinder RPG Bestiary* 3 35)

hp 97

2. Pallid Temple

All residents of Avrossi are expected to donate to the hamlet's small temple to Urgathoa. This ensures that the priestesses can continue to cast *animate dead*, so enough mindless undead exist to keep Avrossi's fields tended and the needs of the town's aristocratic residents met. The temple's leader, Priestess Anya Vill, is one of the few spellcasters in the hamlet who can cast *create undead*, and it's no secret that she covets Furghol's position. At any given time, day or night, Vill is here along with 1d4 human necromancers or 1d4 intelligent undead.

3. Fields

The crops grown in these fields feed the town's mortal residents and teem with undead field hands. Typically, this wicked scene is supervised by Overseer Nux Bloodquill, a mohrg who was Priestess Vill's grandfather in life. In addition to Overseer Bloodquill, five bloody skeletons and five zombies usually work the fields. Any commotions in the fields also bring 1d4 human necromancers or intelligent undead to investigate, at the GM's discretion.

BLOODY SKELETONS (5) CR 1

XP 400 each

hp 4 each (*Pathfinder RPG Bestiary* 251)

ZOMBIES (5)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

RAINA'S PLAN

Raina's attack plan, rash as it may be, is to infiltrate Avrossi using her *potions of invisibility* and *hide from undead*, isolate Furghol, and defeat the wight necromancer for good. As she has no idea how many powerful intelligent undead and necromancers actually live in Avrossi, she aims to intimidate them into leaving before putting the town's mindless undead to the sword. She will then ransack Furghol's living quarters for information about Victor. Afterward, she intends to push on toward Mechitar, where she fancies that she and Victor will finally take down Arazni and redeem their order.

CONFLICTS

Raina's impossible quest presents myriad potential conflicts that could reverberate across Golarion. In Lastwall, a lone Knight of Ozem relinquishing her post to stand alone against Geb could become a public relations problem for the order, whose members are already known for their single-mindedness. Further, Raina's friends likely ache to bring her home. In Geb, should Raina somehow recruit powerful allies, she could indeed threaten Avrossi's existence. Alternatively, enemies of Arazni or Furghol could use her as a pawn in their own nefarious schemes. If Raina is captured, she and Victor could even be reanimated as graveknights (*Pathfinder RPG Bestiary* 3 138) and turned against their order.

Good-aligned parties might want to convince Raina of her plan's foolhardiness. However, persuading her to back down is nearly impossible. Good-aligned PCs' best bet is to show her that the number of intelligent undead in Avrossi will no doubt result in her swift death. Also, presenting evidence—likely gained by adventuring outside of Avrossi—that Furghol holds Victor captive could help convince Raina to formulate a more plausible plan. This would present a perfect opportunity for the PCs to offer to help her.

Evil-aligned PCs could capture Raina before she ever makes it to Avrossi; they could then present her to Furghol and extract a hefty ransom. However, conniving parties might first approach Furghol or Arazni, falsely claiming Raina is leading a significant force of knights, and earn rewards or a favor in exchange for stopping her. As another option, the PCs might use Raina against Furghol and support the schemes of Priestess Vill or another third party to destroy Furghol and take control of Avrossi. Especially nefarious PCs might even facilitate Raina and Victor's transformation into graveknights and use them to herald an eventual all-out assault on Lastwall and the noble Knights of Ozem.

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PARAGON OF THE WYRM

PILALI THE KEEPER

RAINA RENNOLD

UAPHRAET

Though I and my mother before me have tried countless times over the decades to conjure forth the malevolent intelligence within the basin, to give it form so it may be bested, our efforts went lacking. Perhaps an antithetical substance inserted into the pool will disrupt its energies long enough to break its resistance to my spells...

—Excerpt from the last page of Khaskhem's journal

UAPHRAET

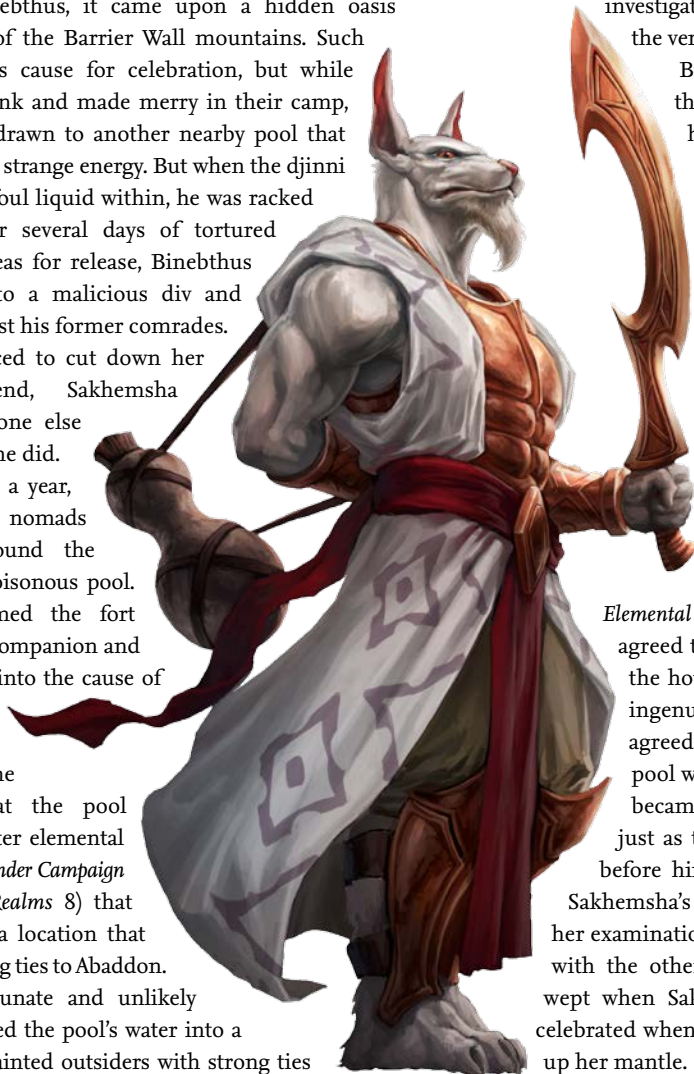
Thousands of years ago, as Ancient Osirion warred against the Jistka Imperium, a small band of nomads declined to join the newly formed Tekritanin League and continued to roam the deserts of northern Garund. They eventually made a startling and life-changing discovery among the wind-blown sands. As the tribe followed its leader, Sakhemsha, and her djinni companion Binebthus, it came upon a hidden oasis in the shadow of the Barrier Wall mountains. Such a revelation was cause for celebration, but while the nomads drank and made merry in their camp, Binebthus was drawn to another nearby pool that shimmered with strange energy. But when the djinni touched of the foul liquid within, he was racked with pain. Over several days of tortured screams and pleas for release, Binebthus transformed into a malicious div and lashed out against his former comrades. After being forced to cut down her corrupted friend, Sakhemsha swore that no one else would suffer as he did.

It took nearly a year, but the former nomads built walls around the oasis and the poisonous pool. Sakhemsha named the fort after her fallen companion and started to delve into the cause of his death. A skilled wizard and scholar, she determined that the pool was a minor water elemental saturation (*Pathfinder Campaign Setting: Occult Realms* 8) that had formed in a location that also shared strong ties to Abaddon. Such an unfortunate and unlikely confluence turned the pool's water into a substance that tainted outsiders with strong ties

to the Elemental Planes. Sakhemsha tested her theories by summoning a small air elemental above the pool's waters. The creature immediately acquired fiendish qualities and Sakhemsha lost control of it. She easily bested the contaminated elemental, though her victory was tempered by the grim knowledge she had acquired. Dubbing the pool the *Basin of Elemental Corruption*, she turned her investigations toward destroying it or, at the very least, containing its influence.

But it would take time to discover those answers. Sakhemsha knew her tribe would need assistance holding the fort if servants of evil ever caught wind of the basin's existence. She also realized the genies she was accustomed to calling and binding would be liabilities rather than assets, so she turned her focus toward the Outer Sphere. Her petitions were answered by Uaphraet, an eager hound archon with the head of a white jackal.

Learning of the potential evil posed by the *Basin of Elemental Corruption*, Uaphraet readily agreed to protect the fort. So great was the hound archon's confidence in the ingenuity of mortals that Uaphraet agreed to be bound to the site until the pool was no more. Uaphraet gradually became a trusted member of the tribe, just as the djinni Binebthus had been before him. When he was not readying Sakhemsha's soldiers for battle, he assisted her examination of the basin. Uaphraet, along with the other residents of the stronghold, wept when Sakhemsha died of old age and celebrated when her daughter, Khaskhem, took up her mantle.





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UAPHRAET

Many decades after Uaphraet was called to the Material Plane, just as Khaskhem neared a breakthrough in her research, Fort Binebthus was besieged by a force unlike any it had ever seen. A wicked aghash div (*Pathfinder RPG Bestiary* 3 83) named Myrza, who had learned of the stronghold's secret location from its many doru spies, had gathered a group of minions through intimidation and promises of power. The small army assaulted the redoubt one fateful dawn under the cover of a sandstorm manifested by Myrza. The fierce clash lasted for hours, with many on both sides falling to blade and spell. After fighting through the div's bodyguards, Uaphraet stood face to face with Myrza. The hound archon lopped off the vile mastermind's head with a mighty swing of his khopesh. As Uaphraet surveyed the battlefield, he saw that although Myrza's forces had been defeated, those of Khaskhem's tribe were left dead or dying. The outsider attempted to tend to the wounded, but his healing skills left much to be desired, and in the end, Uaphraet was the sole survivor.

The hound archon spent the centuries since that day keeping vigil over the *Basin of Elemental Corruption* as the abandoned Fort Binebthus slowly crumbled. Unable to return to Heaven, Uaphraet has grown lonelier and more distrustful by the day. He chases off even the most innocent-looking intruders with fearsome growls and threats of violence. Uaphraet's guilt over not being able to protect his friends and his isolation on the Material Plane weighs heavily on his mind.

Adventurers might stumble across the ruins of Fort Binebthus while wandering through the southern reaches of Thuvia, or they might hear rumors of a jackal-headed being guarding a treasure in the ancient ruins. Alternatively, the heroes might be hired by someone who has discovered tales about the *Basin of Elemental Corruption* and wishes to either see it destroyed or harness its power. No matter the reason that the PCs are at the fort, they will first have to deal with Uaphraet's surliness and suspicion of strangers, either through force or diplomacy. They can search through the rubble to discover the history of the place, and, depending on their motivations, figure out a way to deal with the tainted pool.

UAPHRAET

CR 4

XP 1,200

Male variant hound archon (*Pathfinder RPG Bestiary* 19)
 LG Medium outsider (archon, extraplanar, good, lawful)
Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +10

Aura aura of menace (DC 16), *magic circle against evil*

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)
hp 39 (6d10+6)

Fort +7, **Ref** +6, **Will** +4; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+2), slam +8 (1d4+2) or
 mwk khopesh +9/+4 (1d8+2/19-20), bite +3 (1d8+1)

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *message*

3/day—*sound burst* (DC 13)

Special Attacks mournful howl

STATISTICS

Str 15, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8; **CMD** 18

Feats Exotic Weapon Proficiency (khopesh), Improved Initiative, Power Attack

Skills Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +9, Survival +10

Languages Ancient Osiriani, Celestial, Draconic, Infernal; truespeech

SQ change shape (*beast shape II*), honor bound

Gear mwk khopesh, *cloak of resistance +1*

SPECIAL ABILITIES

Honor Bound (Ex) Uaphraet remains true to his word even millennia after he promised to protect the fort. As long as the *Basin of Elemental Corruption* remains an active threat, the archon loses his *greater teleport* spell-like ability and he cannot travel more than 1 mile from the site he swore to defend.

Mournful Howl (Sp) Because he is so distraught with his failure to protect his friends millennia ago, Uaphraet can unleash a great wail of despair so loud that it can stun his enemies. He gains *sound burst* as a spell-like ability he can cast three times per day.

If aware of approaching intruders, Uaphraet takes the form of a white jackal to better hide among the crumbling walls. He waits to determine the trespassers' motives before making his presence known. Those who seem simply lost he warns off with threatening growls, while those with less than noble intentions (such as looters or treasure seekers) he targets with his *sound burst* spell-like ability. The hound archon then wades into the fray, hoping his ferocity frightens any enemies still standing.

If Uaphraet doesn't initiate combat, his attitude is unfriendly, but can be made indifferent with a successful DC 21 Diplomacy check. In this case, the hound archon warns the adventurers that a great danger exists within the fort and begs them to leave for their own safety. If Uaphraet's attitude is changed to at least friendly, the hound archon puts down his blade and explains the history of the site (as detailed on page 60), noting he is bound to safeguard the fort until the *Basin of Elemental Corruption* has been destroyed. The hound archon tells heroes that some of Khaskhem's notes might still exist within her chamber, and agrees to assist those who wish to continue that research.



RUINS OF FORT BINEBTHUS

PCs who wish to travel to Fort Binebthus must be prepared to cross southern Thuvia's hot sands for hours or days. See page 430 of the *Pathfinder RPG Core Rulebook* for details on the dangers of this arid environment. Finding the fort requires two successful DC 20 Knowledge (geography) or Survival checks. Failing one check means the PCs are fatigued when they arrive at the fort, while failing both checks means they are exhausted.

1. Entrance

The faintest traces of a path are visible near the entrance to Fort Binebthus. The stronghold's front doors turned to dust long ago.

2. Watchtower

Only one 30-foot-high wall remains of the fort's watchtower. In the afternoon, the wall's shadow juts away from the courtyard, pointing like a finger warning all to turn back.

3. Oasis

Sturdy walls once kept this small but lush oasis secluded; they are now no more than jagged rocks, partially reclaimed by the greenery surrounding the water.

Recently, a trio of dorus sneaked onto the fort's grounds to spy on Uaphraet for their div masters. They watch invisibly from the oasis area, keeping away from the hound archon whenever possible. If the dorus suspect

the PCs are about to forge an alliance with Uaphraet, they use their spell-like abilities to attempt to sow dissent. If the PCs try to destroy or harness the *Basin of Elemental Corruption*, the dorus ambush them.

DORUS (3) **CR 2**

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary* 3 86)

4. Courtyard

The inhabitants of Fort Binebthus used this large area to train for battle. None of the doors that led inside the fort remain, and many of the walls now have large holes in them. Uaphraet first confronts the PCs here, emerging from the ruined stables and demanding that they leave.

UAPHRAET **CR 4**

XP 1,200

hp 39 (see page 61)

5. Stables

Little remains of the stables beyond piles of rubble from the partially collapsed ceiling. Uaphraet uses the former stables as a hiding place from which to assess trespassers.

6. Barracks and Armory

Though it failed to secure the *Basin of Elemental Corruption*, Myrza's attack left the entire population of the fort dead or dying. The psychic residue of those who perished from



their injuries still lingers here, manifesting as a haunt that tries to redeem the soldiers' failure by relentlessly attacking any who enter. Unable to put the spirits to rest, Uaphraet avoids this area of the fort.

RESTLESS SPIRITS CR 4

XP 1,200

NE persistent haunt (10-foot radius centered within area 6)

Caster Level 4th

Notice Perception DC 15 (to notice the sand begin to shift despite the lack of wind)

hp 18; **Trigger** proximity; **Reset** 1 day

Effect The forms of soldiers seemingly made out of sand rise from the ground and attack intruders. All creatures in this area take 2d6 points of slashing damage from the flensing sand. A successful DC 13 Reflex halves the damage, but a new save must be made for each round that a victim remains in the haunt's area of effect for as long as the haunt persists.

Destruction The destruction of the *Basin of Elemental Corruption* puts this haunt to rest.

A PC who succeeds at a DC 20 Perception check while searching through the rubble of the armory finds an adamantite scimitar that has barely survived the ages. It has the broken condition.

7. Kitchen and Mess

The fort's residents used to gather, eat, and prepare meals in these rooms. A kitchen doorway that used to lead to the oasis has collapsed.

8. Khaskhem's Chambers

These quarters once belonged to Khaskhem, as well as her mother. With a successful DC 25 Perception check, PCs can find a heavy tome radiating a faint aura of abjuration magic from the preservation spells that have kept its pages from crumbling. This is the combined research journal of Sakhemsha and Khaskhem, and it details their discoveries about the nature of the *Basin of Elemental Corruption*. It takes 1 hour to skim through, and 12 hours to read in its entirety. With this journal, the PCs can learn anything not already told to them by Uaphraet. The final entry is reproduced in the quote at the top of page 60; see Conflicts below for how that information can help PCs defeat or control the basin.

9. Basin of Elemental Corruption

The floor here is firm stone that features a large, jagged hole filled with a foul-smelling liquid. This is the *Basin of Elemental Corruption*. Outsiders with the air, earth, fire, and water subtypes who come into contact with the liquid must succeed at a DC 30 Fortitude save or suffer a unique form of corruption. Outsiders who also have the elemental subtype immediately gain the fiendish creature simple

template (*Pathfinder RPG Bestiary* 294) and, if summoned, can no longer be controlled by their summoners. Other, more intelligent outsiders might change completely (genies become divs, for example) over the next 1d6 days.

Details on how to either destroy the basin or harness its power are given below.

CONFLICTS

Examining the basin with a *detect magic* spell shows a strong aura of transmutation. Identifying its properties as listed above requires a successful DC 30 Spellcraft check. Khaskhem's final entry mentions a "malevolent intelligence" behind the basin. With a successful DC 20 Knowledge (arcana) or Knowledge (planes) check, a PC who has read her journal realizes that pure water will agitate the presence, allowing it to be conjured with the appropriate magic.

Adding any fresh water to the pool causes it to churn; for this purpose, the water must have been taken from a source like the nearby oasis no more than 5 minutes previously (the spell *create water* works as well). A PC must then direct a spell from the conjuration school into the pool and succeed at a DC 18 Will save. Casting a spell from the summoning subschool grants a +4 circumstance bonus on this check. Failure means the spell or slot is lost and the pool stops seething. Success causes the liquid in the pool to immediately rise up in the form of a fiendish Large water elemental (*Pathfinder RPG Bestiary* 294, 126). The normal effects of the spell don't occur.

If the majority of the PCs are good-aligned or if they talked about destroying the *Basin of Elemental Corruption* while in its room, this fiendish elemental attacks immediately. Uaphraet uses *aid* on the closest PCs before barreling into melee. If the PCs defeat the elemental, its substance immediately contracts to form three turquoise *water elemental gems*. Moments later, Uaphraet thanks the PCs, rejoicing that he is finally able to return to Heaven. He vanishes in a golden flash of light.

If the majority of the PCs are evil-aligned, the fiendish elemental pauses to ask about their intentions. A successful DC 15 Diplomacy check lets PCs begin a cordial dialogue with the creature. The elemental offers a deal: if the PCs bring it a *decanter of endless water*, it will lend them a portion of its power. If the PCs do so, the elemental flows into the flask, warping its powers. Thereafter, the water inside tastes brackish, but three times per day, it can be poured into glass vials, forming a unique kind of thrown splash weapon that deals 2d6 points of negative energy damage on a direct hit. Every creature within 5 feet of the point where the liquid hits takes 2 points of negative energy damage from the splash. If a summoned elemental is subject to a direct hit, it must succeed at a DC 15 Will save or be dispelled, as per *dispel magic*. Of course, the consequences of carrying the essence of an evil elemental saturation are left up to the GM.

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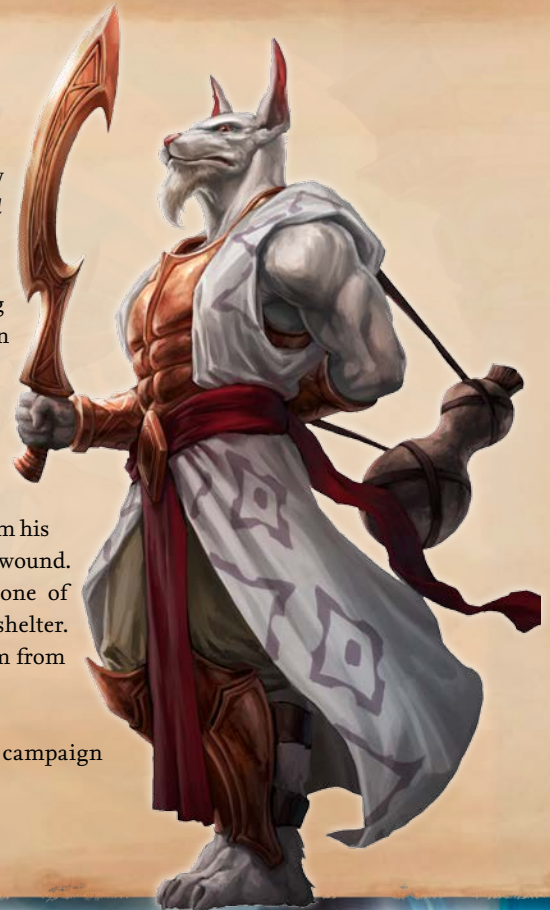
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The celestial beings of Heaven are paragons of virtue and good, standing steadfastly against the creeping threat of evil. *Pathfinder Campaign Setting: Heaven Unleashed* reveals 13 of these holy champions, from a cassisian angel and a serpentine couatl to an empyreal lord and the herald of a goodly god. Each article includes a unique stat block, an encounter map, details on the site's locations, and guidelines on integrating the agents of Heaven into campaigns of all alignments, allowing for conflicts between both those allied with and those opposed to these servitors of goodness.

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