

# **PATHFINDER**<sup>®</sup>

**CAMPAIGN SETTING**<sup>™</sup>

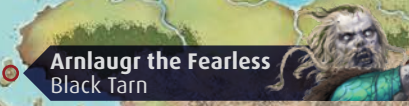


**UNDEAD UNLEASHED**

# Undead of the Inner Sea



**Imaloka Ghalmont-Neverhome**  
House of Reflections



**Arnlaugr the Fearless**  
Black Tarn



**Ordellia Whilwren**  
Magnimar



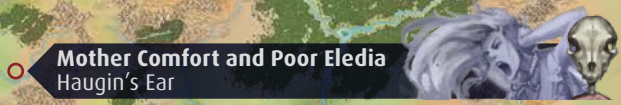
**Jolanera**  
Isle of Terror



**Wight Mother of Isger**  
Finder's Gulch



**Erum-Hel**  
Midnight Mountains, Orv



**Mother Comfort and Poor Eledia**  
Haugin's Ear



**Mirik the Drowned**  
The Puddles



**Meyi Pahano**  
Dim Gate



**Arantaros**  
Barrier Wall



**Prince Kasiya**  
Necropolis of the Faithful



**Razinia**  
Solitary Pool



**Seldeg Bhedlis**  
Yled



**Walkena**  
Mzali



**Rudrakavala**  
Narhari Desert, Vudra

# PATHFINDER

## CAMPAIGN SETTING

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### On the Cover



Kyra prays that Sarenrae's holy might will protect her from the lich's minions in this cover by Bryan Sola!



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## Reference

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](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Combat</i>	UC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM
<i>Bestiary 4</i>	B4		



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## Undead Unleashed

“What the Inheritor’s Fifth Act teaches us is that even the mightiest undead can be defeated when one exhibits courage, dedication, and valor. Yet even divine Iomedae was unable to wholly destroy Erum-Hel, which shows that one must be ever vigilant, for the forces of undeath are legion and unrelenting in their evil. The Battle of Three Sorrows, for example, is so named for the toll it took upon the morale of the Shining Crusade—in large part because of the depths of depravity to which the forces of the Whispering Tyrant were willing to descend.”

—Acolyte Mintas Rhos, dissertation on *The Acts of Iomedae*



**T**hroughout history, across all cultures, tales have been told of vile creatures that defied death and remained among the living beyond their natural lifespans. It is no wonder that undead such as vampires, liches, ghosts, ghouls, and mummies have played such a vital role in the history of fantasy literature—and by extension, fantasy roleplaying games.

From mindless zombies and skeletons to ingenious and sinister vampires and liches, the undead can be found in all corners of the Inner Sea region and beyond. Their depredations are most strongly associated with nations such as haunted Ustalav, mummy-cursed Osirion, and undead-ruled Geb, but even bastions of goodness like Andoran, Mendev, and Lastwall hold countless undead threats for adventurers of all levels. This book presents 15 unique undead creatures found in the Inner Sea region, detailing their backgrounds and motivations, their Pathfinder RPG statistics, and their bases of operations.

## Haunts

Many of the undead lairs in this book contain haunts, residual necromantic effects left over from extreme suffering or horrific deaths at specific locations. Haunts are similar to traps in that their specific effects must be triggered, often by a creature entering a specific location. Game Masters are encouraged to accentuate the eerie nature of haunts prior to their manifestation, allowing characters to attempt Perception checks to notice something strange and giving them a chance to channel positive energy to avoid haunts' effects. The full rules for haunts can be found on page 242 of the *Pathfinder RPG GameMastery Guide*.

## Featured Undead

Countless undead creatures inhabit the Pathfinder campaign setting, and the following unique examples have been selected for inclusion in this book.

**Arantaros (Ravener, CR 20):** The blue dragon Arantaros hoped for eternal life through alchemy, but failing to uncover the secrets of the *sun orchid elixir* and being too proud to steal them, he made a bargain with a demon lord to extend his life as a ravener. (Written by Todd Stewart.)

**Arnlaugr the Fearless (Draugr, CR 14):** A former Ulfen monster hunter, Arnlaugr the Fearless fell into a sinister rusalka's trap while hunting a legendary water orm in the Ironbound Archipelago. (Written by Jerome Virnich.)

**Erum-Hel (Mohrg, CR 23):** Known as the Lord of Mohrgs, Erum-Hel was defeated by the then-mortal Iomedae during the Shining Crusade against the Whispering Tyrant. Erum-Hel is now singularly focused on exacting revenge upon the Inheritor. (Written by Todd Stewart.)

**Imaloka Ghalmont-Neverhome (Banshee, CR 22):** When the Worldwound engulfed Sarkoris, the pleasure palace known as the House of Reflections sank to the bottom of the lake on which it once floated, and all souls

within perished. Among them was the Forlorn elven hostess Imaloka Ghalmont-Neverhome, who now rules the sunken manor as a banshee. (Written by Mark Moreland.)

**Jolanera (Nightwing, CR 17):** Deep beneath the Isle of Terror lurks the nightwing Jolanera, who hopes to expand the influence of the Well of Sorrows and engulf the world in darkness. (Written by David N. Ross.)

**Meyi Pahano (Lich, CR 13):** From her mountaintop astrological observatory in the Sodden Lands, the lich Meyi Pahano works to build a gateway to the undead planet of Eox. (Written by Adam Daigle.)

**Mirik the Drowned (Ghost, CR 3):** When the Puddles district sank beneath sea level and flooded, among the many who died was the serial killer Mirik, who returned to unlife as an aquatic ghost. (Written by Jerome Virnich.)

**Mother Comfort and Poor Eledia (Allip and Attic Whisperer, CR 3 and CR 4):** When the mistress of an Isgeri orphanage brought about the death of one of her charges, the victim returned as an attic whisperer and eventually drove her killer to commit suicide. Now both haunt the abandoned building. (Written by Jerome Virnich.)

**Ordellia Whilwren (Ghost, CR 10):** The murdered cofounder of Magnimar, Ordellia now haunts the city district that bears her name, attempting to help those good inhabitants who need her aid. (Written by Adam Daigle.)

**Prince Kasiya (Vampire, CR 12):** Osirion's Prince Kasiya was a failure in life, but in undeath he seeks revenge on his nemesis, Count Varian Jeggare. Prince Kasiya features prominently in the Pathfinder Tales novel *King of Chaos*. (Written by Dave Gross and Mark Moreland.)

**Razinia (Ghul, CR 7):** Cursed by undeath and tied to the oasis where she betrayed her jann tribe, Razinia now lures victims into her grasp by operating a caravanserai, employing unwitting allies in her sinister schemes. (Written by David N. Ross.)

**Rudrakavala (Devourer, CR 15):** Worshiped as an avatar of a Vudrani deity of destruction, the mystic devourer Rudrakavala aims to bring the forces of the border between the Shadow Plane and the Negative Energy Plane to Golarion. (Written by Jerome Virnich.)

**Seldeg Bhedlis (Graveknight, CR 18):** One of the elite Knights of Ozem sent into the heart of Geb to retrieve Arazni's stolen body, the paladin Bhedlis soon fell and was raised as a graveknight to serve the Harlot Queen. (Written by David N. Ross.)

**Walkena (Mummy, CR 16):** The mummified child-god Walkena rules the Mwangi city of Mzali, worshiped by his subjects as a spirit of the sun and feared by outsiders for his ruthless xenophobia. (Written by Adam Daigle.)

**Wight Mother of Isger (Daughter of Urgathoa, CR 19):** A scion of undeath blessed with power by the Pallid Princess herself, the Wight Mother of Isger rules the town of Finder's Gulch, from which she plans to spread disease and ruin throughout the region. (Written by Todd Stewart.)

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Arantaros

Arnlaugr  
the Fearless

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Jolanera

Meyi Pahano

Mirik the Drowned

Mother Comfort and  
Poor Eledia

Ordellia Whilwren

Prince Kasiya

Razinia

Rudrakavala

Seldeg Bhedlis

Walkena

Wight Mother  
of Isger

# Arantaros

“Every great discovery requires sacrifice. Undeath was mine, and the living souls that I devour are nothing but reagents in the stoichiometry of my immortality.”

**L**ords of the desert, blue dragons are feared for their power and intelligence, qualities only enhanced when they embrace undeath, as in the case of Thuvia’s ancient blue ravener, Arantaros. Undead for more than 5 centuries, Arantaros hunts northern Garund’s deserts and portions of the Mwangi basin from his lair in the Barrier Wall, empowering himself with his victims’ souls. Undeath was not an end in itself for Arantaros, but only a tool to unshackle his ambition from mortality’s constraints.

While he is now feared for his cunning and quickness to anger, in life Arantaros was widely known for his learnedness more than anything else. Yet as he grew old—even by draconic standards—he became obsessed with his own mortality. This obsession reached its climax in the aftermath of an aerial duel with the brass dragon Keskasindrian in 4173 AR. Although Arantaros slew her, the grievous wounds she inflicted on him rattled him deeply. In the decades that followed, he sought a method to ensure his everlasting life, consulting scholars across Garund and thrice bidding on Thuvia’s renowned *sun orchid elixir*—but he failed to obtain the coveted draught all three times.

After his third failure, Arantaros took human form under the veil of illusion and traveled to Sothis to pore over the alchemical lore held within the libraries there. While in the Stormhaven of Osirion, the dragon encountered the glabrezu **Nuremliath** (NE female glabrezu conjurer 10), also masquerading as a mortal. A servitor of the Abyssal Lord Haagenti, the demonic patron of alchemy, she offered Arantaros the rituals necessary to slough off his mortality with the Lord of Transformation’s patronage. Haagenti saw a powerful and desperate tool in Arantaros, and offered the dragon his terms: in exchange for the immortality of undeath, Arantaros would destroy his hoard, willingly disperse his entire alchemical library to others (with the added condition that he leave those recipients unharmed during their natural lifespans), and likewise disperse every book he procured or discovery he made in undeath to others within a year. The dragon agreed.

Arantaros has since sought to further his scholarship while hiding any evidence that he is now a fleshless draconic skeleton surrounded by the reek of ozone, a cloud of swirling spiritual energy, and a flickering electrical corona. He has largely succeeded; he remains connected to other alchemical scholars via intermediaries, and owing to the dangerous environment in his territory, many of his attacks are blamed on other threats and natural hazards.

Having failed in his attempts to purchase *sun orchid elixir*, Arantaros obsesses over the alchemist Artokus Kirran, creator of the elixir, marveling at the alchemist’s triumph and screaming with fury at his own shortsighted embrace of undeath. If Arantaros had replicated the elixir in time, he would never have needed to submit to Haagenti’s conditions or tether himself to undeath’s flaws. Arantaros considers undeath a stopgap added to his alchemical arsenal to give him the time required to secure a purer form of immortality—most importantly, immortality that does not require abasement to a demon lord. Of course, Haagenti likewise sees Arantaros as nothing but a tool.

Arantaros has never contemplated assaulting the Citadel of the Alchemist and forcibly taking the draught and its formula, partly out of genuine respect for Artokus Kirran, and partly because that would be an admission of his own inability to discover a secret that he knows to exist, which his draconic pride prevents that. Intent of recreating the elixir, Arantaros gathers sun orchids through a network of merchants, desert tribespeople, and **Ferun Korhim** (N male human rogue 7), one of Thuvia’s Water Lords.

To spread his alchemical discoveries, Arantaros relies on a number of mortal proxies, foremost among them the Merabian alchemist **Nincia** (LE female human alchemist 12). Nincia is unaware of the ravener’s true nature; she has never met Arantaros in person, instead corresponding with him via a courier. While the flow of information is almost entirely one way, the alchemist does supply Arantaros with parcels of rare reagents and unwittingly sends him occasional meals in the form of hired caravans directed to specific points where the ravener awaits them.

Despite his seclusion, Arantaros has enemies, including Keskasindrian’s children, **Kekisuli** (NG female young adult brass dragon) and **Herifax** (NG male young adult brass dragon); **Qalhata** (LG female human paladin 11), a Qadiran Sarenite searching for the ultimate origin of an alchemical plague that struck western Osirion; and most powerful of all his rivals, the great blue wurm Deyrubrujan who likewise obsesses over the *sun orchid elixir*.

## ARANTAROS

CR 20

XP 307,200

Male ancient blue dragon ravener (*Pathfinder RPG Bestiary* 94, *Pathfinder RPG Bestiary* 2 230)

LE Gargantuan undead (earth)

**Init** +3; **Senses** blindsense 120 ft., darkvision 240 ft.; Perception +42



**Aura** cowering fear, electricity (10 ft., 2d6 electricity), frightful presence (300 ft., DC 30)

## DEFENSE

**AC** 41, touch 9, flat-footed 41 (+4 deflection, -1 Dex, +32 natural, -4 size)

**hp** 324 (24d8+216)

**Fort** +22, **Ref** +15, **Will** +21

**Defensive Abilities** channel resistance +4, soul ward (24 hp);

**DR** 15/good; **Immune** electricity, undead traits; **SR** 31

## OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

**Melee** bite +35 (4d6+21/19-20), 2 claws +34 (2d8+14), tail slap +32 (2d8+21), 2 wings +32 (2d6+7)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (120-ft. line, 20d8 electricity plus 2 negative levels, Reflex DC 32 half, usable every 1d4 rounds), crush, desert thirst (DC 30), mirage, storm breath (DC 30, 20d8 electricity), tail sweep

**Spell-Like Abilities** (CL 24th; concentration +32)

At will—*ghost sound* (DC 18), *hallucinatory terrain* (DC 22), *minor image* (DC 20), *veil*, *ventriloquism*

**Spells Known** (CL 16th; concentration +24)

6th—*analyze dweomer*, *true seeing*

5th—*contact other plane*, *magic jar* (DC 23), *nightmare* (DC 23), *sending*

4th—*arcane eye*, *discern lies* (DC 22), *freedom of movement*, *greater false life*<sup>UM</sup>, *greater invisibility*, *stoneskin*

3rd—*arcane sight*, *displacement*, *gaseous form*, *haste*, *heroism*, *nondetection*, *seek thoughts*<sup>APG</sup> (DC 21)

2nd—*ablative barrier*<sup>UC</sup>, *aid*, *alter self*, *barkskin*,

*eagle's splendor*, *kinetic reverberation* (DC 20)<sup>UC</sup>, *transmute potion to poison*<sup>APG</sup>

1st—*comprehend languages*, *crafters fortune*<sup>APG</sup>, *expeditious retreat*, *identify*, *illusion of calm* (DC 19)<sup>UC</sup>, *shield*, *true strike*

## STATISTICS

**Str** 39, **Dex** 8, **Con** —, **Int** 24, **Wis** 25, **Cha** 26

**Base Atk** +24; **CMB** +42; **CMD** 55 (59 vs. trip)

**Feats** Ability Focus (breath weapon), Brew Potion, Combat Casting, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Craft [alchemy]), Toughness, Weapon Focus (bite)

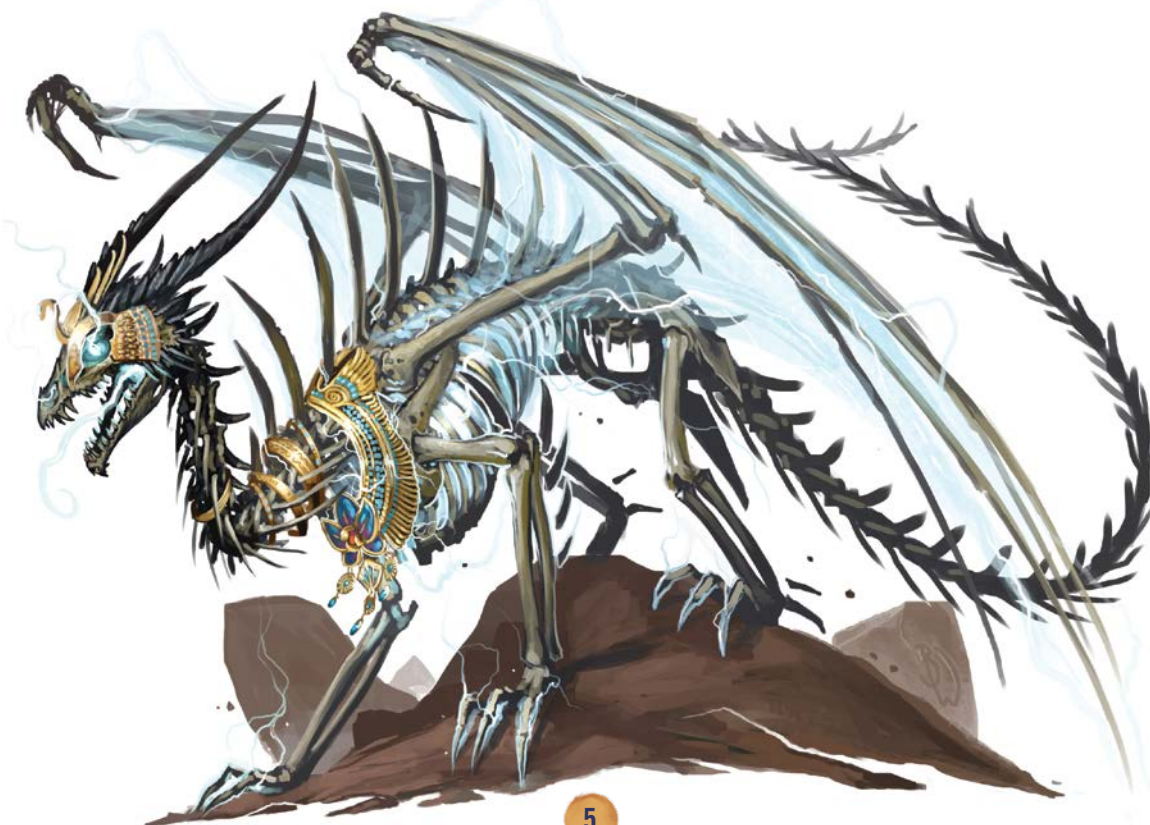
**Skills** Appraise +31, Bluff +32, Craft (alchemy) +37, Diplomacy +32, Disguise +23, Fly +12, Intimidate +43, Knowledge (arcana) +34, Knowledge (geography) +19, Knowledge (history) +31, Knowledge (planes) +19, Perception +42, Sense Motive +34, Spellcraft +34, Stealth -5, Use Magic Device +20

**Languages** Abyssal, Ancient Osiriani, Common, Draconic, Dwarven, Gnoll, Osiriani, Terran

**SQ** alchemical spellcasting

## SPECIAL ABILITIES

**Alchemical Spellcasting (Su)** Arantaros's extensive experience with alchemy and his bargain with Haagenti have altered his spellcasting ability. Arantaros can spontaneously cast spells as a 16th-level sorcerer, but uses the alchemist's extracts per day progression (adjusted by his Charisma modifier) to determine how many spells he knows, and he can learn only spells from the alchemist spell list.



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## ARANTAROS'S LAIR

Burrowed deep into Thuvia's Barrier Wall, Arantaros's lair is an expansive series of laboratories, libraries, and workshops. The dormant volcano in which the lair is situated still frequently vents natural gases, providing a perfect cover for the emissions of the ravener's alchemical experiments.

### 1. Disguised Entrance

The ground floor entrance to Arantaros's lair is a small crevice at the bottom of an imposing, 80-foot-high vertical cliff face. The entrance is disguised by a *mirage arcana* spell, which makes it appear to be an unbroken expanse of flat rock. A successful DC 24 Will save is required to disbelieve this glamer. A nondescript series of sandstone rocks marks the entrance, though a character who succeeds at a DC 24 Knowledge (geography) check identifies the formation as intentional. The entrance is also protected by a permanent *symbol of strife*<sup>UM</sup>. All creatures that pass through the threshold without first dispelling the symbol are compelled to attack the nearest conscious creature for 13 rounds, even after leaving the symbol's area of effect.

### 2. Orchid Balcony

Visible only from above, this outcropping hangs 60 feet above the desert and acts as a secondary entrance into the ravener's lair. A double door in the rear of the balcony

opens into a winding tunnel that leads deep into the cliff face, and stairs descend the interior of the cliff to area 1.

### 3. Main Rotunda

The stone floors of this circular room are weathered by centuries of wear, and deep claw marks mar their otherwise smooth surface. Along the eastern wall is a small cauldron filled with murky liquid. The object is a *cauldron of transmutation*, which Arantaros uses to create magical reagents that are otherwise unavailable to him.

CAULDRON OF TRANSMUTATION		PRICE 33,000 GP
SLOT none	CL 13th	WEIGHT 15 lbs.
AURA strong transmutation		
This small brass cauldron is engraved with arcane runes, and its bottom is blackened by fire. To function, the cauldron must be filled with pure water and heated from below. When any two potions are emptied into the cauldron, they are transmuted into a single potion, the spell level of which must be equal to or lower than that of the component potion with the lower spell level. The user of the cauldron must designate which potion is to be created when the process begins. The entire process takes 1 minute per spell level of the potion being created.		
CONSTRUCTION REQUIREMENTS		COST 16,500 GP
Craft Wondrous Item, <i>polymorph any object</i>		





## 4. Alchemical Library

This wide hall leads to six identical antechambers that are crammed full of alchemical reagents, potions, and exotic herbs. At the rear of the hall stand two enormous metal statues. These are actually inert adamantine golems, created by Arantaros to guard the most expensive of his chemical reagents. The golems activate if any creature enters the hall without first speaking a passcode that only the ravener knows. The golems are imbued with permanent *true seeing*, which prevents Arantaros's library from being burgled by thieves using cheap glamers.

The library contains a wealth of information, and the books within are worth hundreds of thousands of gold pieces to alchemists throughout the Inner Sea region. There is a chance equal to 80% – the spell's level that any alchemist formula can be located within the tomes with 1 hour of searching per spell level of the desired formula.

### ADAMANTINE GOLEMS (2) CR 19

**XP 204,800 each**

**hp 205 each** (*Pathfinder RPG Bestiary 2* 134)

## 5. Spiral Athenaeum

This circular pit was once a massive volcanic flue, though over the course of the past century Arantaros has turned the space into an enormous library. Book-filled shelves are carved into the volcanic rock, and a narrow staircase, only 5 feet wide, spirals 60 feet down into darkness. The collection of tomes here is priceless, though many can be reached only using the power of flight, and most are in esoteric languages.

The spiral athenaeum was largely built by a labor force of demonic underlings, which were provided by Arantaros's demonic patron, Haagenti. Many demons perished in the construction of the library—some fell into the blackness of the pit, others were victims of Arantaros's violent impatience, and even more fell beneath the relentless lashes of their Abyssal slave driver's whips. The collective stress of the demonic laborers still lingers in this space as a haunt.

### DEMON SLAVES CR 20

**XP 307,200**

**NE** persistent haunt

**Caster Level** 13th

**Notice** Perception DC 35 (to hear the fearful murmuring of a hundred demonic voices)

**hp 90, Trigger** proximity; **Reset** 1 hour

**Effect** When the haunt triggers, every creature in the area is compelled to fall prostrate on the ground and takes ability damage, as the spell *overwhelming presence* (Will DC 27 negates). Affected creatures must remain prostrate until they muster the will to flee.

Additionally, creatures in the haunt's area feel the sting of the demonic master's lashes. Whip cuts appear on the backs of all the affected creatures, as the *mass inflict*

*critical wounds* spell (Will DC 22 half). This effect deals 4d8+13 points of damage each round that the creatures remain in the area.

**Destruction** The demonic overlord (a balor named Gephgezret) must be destroyed in the Abyss, ending the residual torment his whip afflicted upon the souls haunting the library.

## 6. Main Laboratory

This circular chamber features more than a dozen large glass cylinders around the perimeter, a massive cauldron in the center, and workbenches full of alchemical equipment. Dozens of diagrams, written in charcoal paint on thick parchment, are fixed to the walls. A successful DC 20 Craft (alchemy) check reveals that many of these diagrams display the sun orchid in various stages of dissection, along with its chemical composition. A successful DC 21 Knowledge (dungeoneering) check reveals that the glass cylinders along the walls are filled with oozes in various states of gestation. Agents of the demon lord Haagenti, who act as messengers between Arantaros and his Abyssal patron, generally occupy the laboratory.

### VROLIKAI DEMONS (2) CR 19

**XP 204,800 each**

**hp 332 each** (*Pathfinder RPG Bestiary 2* 81)

## 7. Planetarium

This huge dome measures 100 feet in diameter, and arcs to a height of 80 feet. The chamber is enchanted with several permanent *programmed images*; some show Golarion's solar system in motion, while others display images of the various planes. When triggered, these *programmed images* create luminous balls of light that float through the air, displaying the relationships between the different bodies.

This is where Arantaros spends most of his time, soaring amid the cosmic projections as he contemplates new experiments. If confronted here, the ravener uses his knowledge of the illusory projections to make the battleground as confusing as possible for his opponents. When in the planetarium, Arantaros can change the displayed projection as a swift action. The sudden burst of light and shape is disorienting, causing all living creatures in the planetarium to be dazzled for 1d4 rounds. With a successful DC 21 Reflex save, creatures avert their eyes in time, negating the effect.

The floor of the planetarium contains a secret compartment, veiled by strong illusory and mundane disguises (Perception DC 45 to locate), in which Arantaros keeps a number of valuable scrolls procured by his agents and hidden from Haagenti's servitors beyond the year limit Arantaros is permitted to keep any single item within his hoard. The nature of the scrolls and other magic items here are left up to the GM, but they should total between 100,000 and 200,000 gp in value.

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Prince Kasiya

Razinia

Rudrakavala

Seldeg Bhedlis

Walkena

Wight Mother  
of Isger

## Arnlaugr the Fearless

“I hunted prey my entire life, and in death I hunt yet more worthy quarries—they come willingly into my snare, hoping to make my head their trophy.”

**A**rnlaugr the Fearless was once the epitome of Ulfen prowess. A hero of great renown throughout the frozen north, he was one of the fiercest monster hunters the Land of the Linnorm Kings had ever seen. Equally adept at survival and combat, Arnlaugr hunted game other adventurers wouldn't dare stalk. This solitary man would disappear into the frigid tundra for months on end, returning to Kalsgard only after he had secured the head of his prey. If the tales are to be believed, the ranger



successfully bagged troll champions, young dragons, and even a frost giant. Though his exploits made him a living legend who was toasted and courted in every Ulfen city, Arnlaugr was not suited to urban life. After the thrill of his latest conquest inevitably wore off, he would once again grill travelers about rumors of dangerous beasts at the edges of the world. His final—and fatal—foray sent him to the placid waters of the remote Black Tarn in the Ironbound Archipelago.

Black Tarn is a lake of still, inky water, nestled in the mountainous isle of Dragon's Rib. It's home to a water orm named Blackfin, whose head Arnlaugr aimed to add to his trophy collection. Arnlaugr trekked to the lake clad in his magical linnorm-scale armor and armed with his legendary dragon-bane sword, *Rixbrand*. Unfortunately for the Ulfen slayer, the depths of the tarn held more than just the ferocious magical beast. Though Arnlaugr was well prepared to face the fangs of the aquatic reptile, he was completely unprepared for the magical compulsions of the tarn's true master, the conniving fey temptress **Valdis** (CE female rusalka witch 9). With her sweet calls and soft skin, the fey witch lured the Ulfen warrior to his untimely demise in the cold depths of the tarn, then reanimated him as a draugr. Since then, Arnlaugr the Fearless has darkened the tarn's shores, serving as a new trophy to lure would-be undead hunters into Valdis's grasp, just as he was ensnared.

Valdis prefers to keep herself hidden and her very existence a secret to all but a select few, leaving Blackfin and Arnlaugr to serve both as lures for potential victims and the muscle to dispatch prey when the time comes. Arnlaugr, being the most adept at traveling on land, patrols the slopes surrounding the tarn with a cadre of skeletal warriors made from the corpses of fallen heroes. If he encounters a party of eager adventurers, he either takes them prisoner or draws them to the tarn. Once they arrive, the fey witch makes her appearance, drawing the hapless souls into the water with her sickly sweet compulsions. Later, when Valdis tires of her thralls (or if the adventurers prove too strong for the draugr and rusalka's combined forces), Blackfin emerges from the depths to devour them.

In Arnlaugr's day, many young Ulfen came to Black Tarn seeking the water orm's head and the fame that claiming it would bring. These days, adventurers come from across Golarion in search of the tarn's ever-increasing array of treasures. Over the centuries, Valdis has amassed a trove that rivals a dragon's, but as enticing those treasures



may be, the tarn's biggest prizes are Arnlaugr's magical blade, *Rixbrand*, and his magical linnorm-scale armor. Discerning adventurers realize that many tombs are filled with jewels and gold, but having a weapon previously owned by one of Golarion's most legendary monster hunters would bestow fame beyond price.

Though Arnlaugr still wears his signature armor and wields his famed blade, Valdis considers both her property (just as the draugr himself is), and she's ever watchful of what goes on within the grotto her servant calls home. Should he ever fall, she would take it upon herself to hunt down the adventurers who bested him—both to retrieve her treasures and to replace Arnlaugr. Valdis presents a much more dire challenge than Arnlaugr, and a party that defeats him is likely to make a new and powerful enemy in doing so.

A common story about Black Tarn that hunters in towns throughout Ulfen lands tell is that there is a hidden entrance to Arnlaugr's grotto, one that would allow an adventuring party to surprise the draugr captain. In truth, Valdis has spread information of this hidden entrance in the hope that such whispered advice will lure susceptible adventurers within reach of her honeyed words and sinister machinations.

<b>ARNLAUGR THE FEARLESS</b>	<b>CR 14</b>
<b>XP 38,400</b>	
Male draugr captain ranger 10 ( <i>Pathfinder RPG Bestiary 2</i> 110)	
CE Medium undead (water)	
<b>Init</b> +3; <b>Senses</b> darkvision 60 ft.; Perception +19	
<b>DEFENSE</b>	
<b>AC</b> 25, touch 14, flat-footed 21 (+7 armor, +3 Dex, +1 dodge, +4 natural)	
<b>hp</b> 182 (13 HD; 3d8+10d10+114)	
<b>Fort</b> +17, <b>Ref</b> +13, <b>Will</b> +11	
<b>Defensive Abilities</b> evasion; <b>DR</b> 5/bludgeoning or slashing;	
<b>Immune</b> undead traits; <b>Resist</b> cold 10, fire 10	
<b>OFFENSE</b>	
<b>Speed</b> 20 ft., swim 20 ft.	
<b>Melee</b> <i>Rixbrand</i> +22/+17/+12 (2d6+12/17-20 plus 1 negative level) or slam +18 (1d10+9 plus 1 negative level)	
<b>Ranged</b> +2 <i>huntzman</i> <sup>UE</sup> <i>composite longbow</i> +17/+12/+7 (1d8+8/x3)	
<b>Special Attacks</b> combat style (two-handed weapon <sup>APG</sup> ), favored enemy (dragons +6, fey +2, magical beasts +2)	
<b>Spell-Like Abilities</b> (CL 5th; concentration +12) 3/day— <i>obscuring mist</i>	
<b>Ranger Spells Prepared</b> (CL 7th; concentration +10) 3rd— <i>water walk</i> 2nd— <i>barkskin</i> , <i>cat's grace</i> 1st— <i>entangle</i> (DC 14), <i>lead blades</i> <sup>APG</sup> , <i>longstrider</i>	
<b>STATISTICS</b>	
<b>Str</b> 22, <b>Dex</b> 16, <b>Con</b> —, <b>Int</b> 16, <b>Wis</b> 16, <b>Cha</b> 24	
<b>Base Atk</b> +12; <b>CMB</b> +18; <b>CMD</b> 32	

**Feats** Cleave, Dodge, Endurance, Furious Focus<sup>APG</sup>, Improved Critical (greatsword), Point-Blank Shot, Power Attack, Shield of Swings<sup>APG</sup>, Toughness, Vital Strike, Weapon Focus (greatsword)

**Skills** Climb +13, Intimidate +23, Knowledge (arcana) +19, Knowledge (dungeoneering) +19, Knowledge (geography) +19, Knowledge (nature) +19, Perception +19, Stealth +17, Survival +19, Swim +16

**Languages** Common (can't speak), Skald (can't speak)

**SQ** favored terrain (cold +4, water +2), hunter's bond (companions), swift tracker, track +5, wealth of adventuring, wild empathy +17, woodland stride

**Gear** +3 *cold resistance fjord linnorm hide armor*, *Rixbrand*, +2 *huntzman*<sup>UE</sup> *composite longbow* with 20 arrows, *cloak of resistance* +2, *headband of alluring charisma* +2, 170 gp

### SPECIAL ABILITIES

**Wealth of Adventuring (Ex)** Arnlaugr was a famed adventurer in life and possessed a number of powerful magic items he collected along his travels, including his iconic linnorm hide armor, a mighty longbow, and his magical sword, *Rixbrand*. His wealth is equivalent to that of a 13th-level PC, which increases his CR by 1.

<b>RIXBRAND</b>		<b>PRICE</b> 90,000 GP
<b>SLOT</b> none	<b>CL</b> 10th	<b>WEIGHT</b> 8 lbs.
<b>AURA</b> moderate conjuration and evocation		



Arnlaugr's legendary blade, *Rixbrand*, is a double-sided blade of folded blue steel, intricately engraved with ancient runes that light up with electric flame in the presence of dragonkind. The hilt is inlaid with ebony and wrapped with silver wire;

the pommel features two silvered dragon heads.

*Rixbrand* is a +3 *wounding dragon-bane greatsword*. When the blade scores a critical hit on a dragon, the dragon heads on its pommel spit boiling acid into the wound hewn by the blade. This deals an additional 1d10 points of acid damage and 1d10 points of fire damage to the dragon. *Rixbrand*'s wielder gains a +4 resistance bonus on all saving throws against breath weapons, spell-like abilities, and spells from dragons.

Since Arnlaugr's death, several duplicates of the legendary sword have been created. These blades have been wielded by mercenaries and adventurers alike, although they tend to end up in dragon hoards when their would-be dragonslayer wielders tackle something beyond their ability to endure even with the blade in hand—the same fate that befell the original sword in Arnlaugr's hands.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 45,000 GP
Craft Magical Arms and Armor, <i>bleed</i> , <i>summon monster I</i>	

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Prince Kasiya

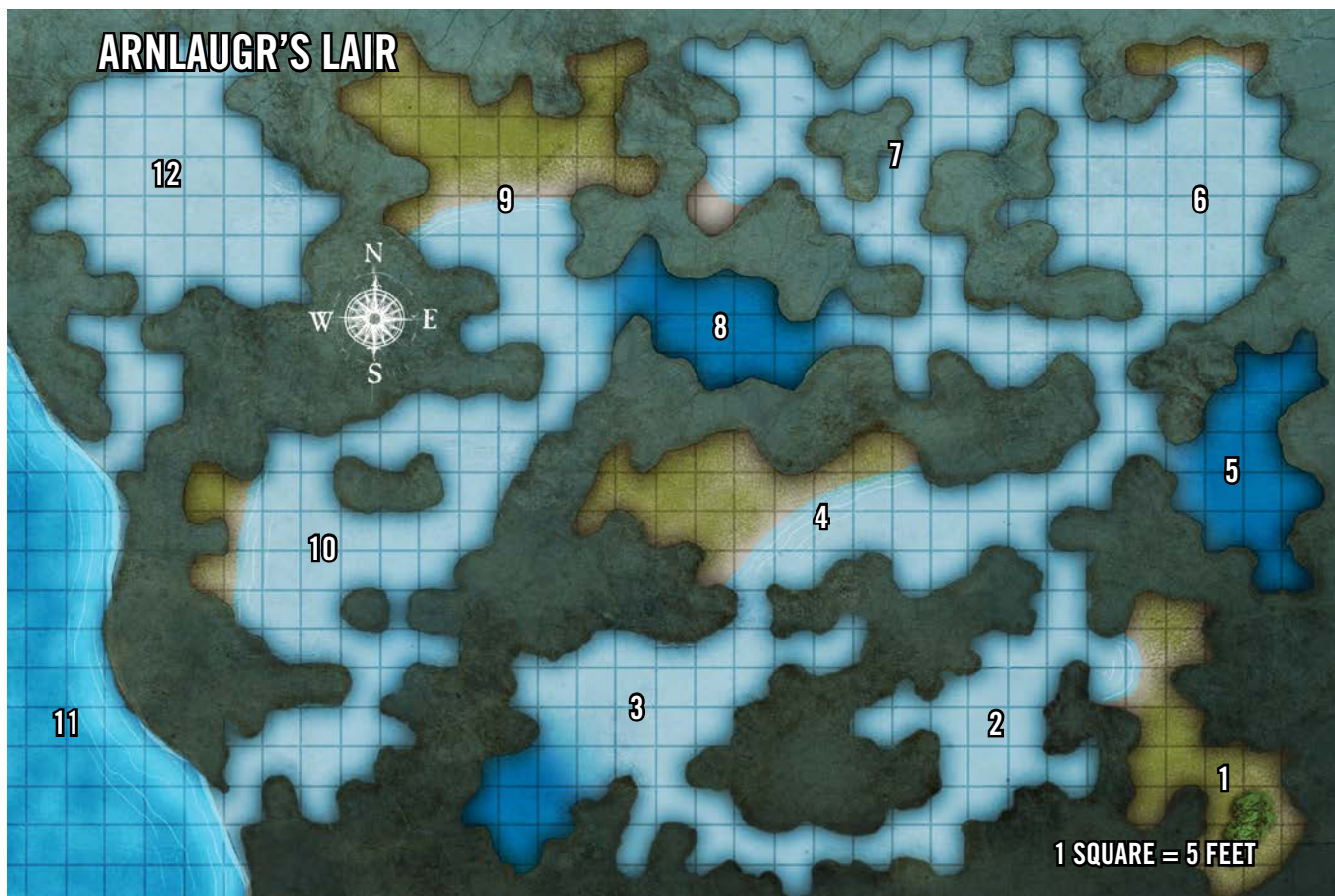
Razinia

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## ARNLAUGR'S LAIR

Several of the caverns surrounding Black Tarn are flooded, making them perfect confines for subterranean and aquatic horrors alike. Caverns with openings to the surface, such as areas 1, 10, and 12, are dimly lit. All the other areas are completely dark, unless otherwise noted.

### 1. Secret Sinkhole

Hidden within a thicket of dense undergrowth is a small sinkhole. A patch of foliage at the bottom of the 15-foot shaft thrives thanks to rainwater and sunlight from above. The ground of the cave floor slopes steadily downward to the northwest, eventually disappearing into inky water.

### 2. The Brothers' Pool

The water in this area is 1 foot deep, and several stalagmites jut upward from the floor here. Lying at the edge of the water are the remains of three Ulfen brothers who ventured into the caves in the hopes of destroying Arnlaugr. The eldest fell through the sinkhole and broke his legs, and as fear and despair set in, the three murdered one another. Now their vengeful spirits haunt this chamber as spectres.

**ADVANCED SPECTRES (3)** **CR 8**  
**XP 4,800 each**  
**hp 68 each** (*Pathfinder RPG Bestiary* 256, 294)

### 3. Mohrg Lair

This fetid den is filled with piles of bones from all manner of creatures. The water is only a few inches deep here, and the stench is overwhelming.

Over the decades, many greedy souls have journeyed to the tarn in an attempt to claim *Rixbrand*—not all of them heroes. The creatures that now inhabit this area were sadistic murderers in life; Valdis has reanimated them as mohrgs.

**ADVANCED MOHRGS (4)** **CR 9**  
**XP 6,400 each**  
**hp 119 each** (*Pathfinder RPG Bestiary* 208, 294)

### 4. High Ground

The ground rises steadily in this area, and most of the cavern is above the water level. This is one of the few areas where the living can rest peacefully. The grotto's other inhabitants are unlikely to allow such a respite, however.

### 5. Drowning Pool

The floor of this low-ceilinged chamber drops off sharply, creating a 12-foot-deep pool. At the bottom of the pool is the body of another adventurer, pinned to the bottom by a fallen stalactite. An *amulet of hidden light* (*Pathfinder RPG Advanced Race Guide* 112) still hangs around her neck. Her drowning has created a literally breathtaking haunting.



## DROWNING POOL CR 14

XP 38,400

**Alignment** NE persistent haunt (30-ft.-by-20-ft. pool)

**Caster Level** 14th

**Notice** Perception DC 35 (to hear the sound thrashing in water)

**hp** 63; **Trigger** proximity; **Reset** 1 hour

**Effect** When this haunt is triggered, all creatures in the area of effect feel as though cold black water were flooding into their lungs, stealing their breath as the *mass suffocation*<sup>APG</sup> spell.

**Destruction** The haunt is destroyed when the body of the drowned adventurer is retrieved and given proper burial on dry land.

## 6. Bone Pile

The water in this cavern is 4 feet deep, but is broken up by a maze of bones piled up to 6 feet high on the cavern floor. Within this place reside a trio of bone golems crafted by Valdis as land-based brutes should she ever need to defend Black Tarn from foes that are beyond Arnlaugr's capabilities.

## BONE GOLEMS (3) CR 8

XP 4,800 each

hp 90 each (*Pathfinder RPG Bestiary 3* 133)

## 7. Graveknight Patrol

A pair of Arnlaugr's most trusted skeletal minions are the graveknights Barritt Svalsdottir and Bjorg Nimbleaxe, who hoped to rid the Ironbound Archipelago of the evil they had fought in Mendev. Valdis had other plans, and she lured them into the water in their full armor. Barritt and Bjorg now patrol Arnlaugr's grotto, overseeing the other minions within and reporting to their master if they find anything amiss.

## BARRITT SVALSDOTTIR AND BJORG NIMBLEAXE CR 11

XP 12,800 each

Female and male human graveknight fighter 10 (*Pathfinder RPG Bestiary 3* 128)

hp 139 each

## 8. Icy Waters

This passageway drops steadily downward and then rises again; the ceiling drops beneath the waterline at its lowest point. The bottom of the passage holds a magical trap. Any creature that fails its Swim check while swimming above the trap's trigger sets it off, as does any creature walking across the bottom of the passage.

When triggered, the trap cools the water in the passage, creating a 17-inch-thick layer of ice around all creatures in the area. A creature on the surface of the water floats while coated in ice and can breath normally, but is otherwise helpless. Targets that succeed at the Reflex save against the trap's effects are merely entangled by the ice in the water around them.

## FROZEN WATER TRAP CR 13

XP 25,600

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

### EFFECTS

**Trigger** location (tripwire); **Duration** 17 rounds; **Reset** none

**Effect** spell effect (*mass icy prison*<sup>UM</sup>, CL 17th, Reflex DC 23 partial); multiple targets (all creatures in area 8)

## 9. Fungal Cavern

This cavern is elevated, offering some relief from the dark water that pervades the rest of Arnlaugr's cave system. A particularly virulent breed of yellow mold populates the 15-foot-high ceiling. If any creatures come within 10 feet of the ceiling, the mold releases its poisonous spores. The Fortitude DC to resist the effects of the mold is 21, and the spores deal 1d4 points of Constitution damage each round instead of 1d3. This hazard is equivalent to a CR 13 encounter.

## 10. Scrag Den

This large cavern is adjacent to the tarn, and during the daytime the light in this cavern is normal. The water is only 1 foot deep, and the ground is even. A small family of scraggs makes their home here. They long ago succumbed to Valdis's seductions and temptations, and now obey her and her thralls willingly.

## ADVANCED SCRAGS (8) CR 6

XP 2,400 each

hp 75 each (*Pathfinder RPG Bestiary 268, 294*)

## 11. Black Tarn

Black Tarn is a large lake with dozens of cavernous grottoes similar to Arnlaugr's lair hidden along its banks. Within such cave systems Valdis and Blackfin make their own lairs, though the water orm is usually found swimming about the lake itself. Blackfin attacks anyone it catches swimming in "its" lake.

## BLACKFIN CR 12

XP 19,200

Advanced giant water orm (*Pathfinder RPG Bestiary 2* 280, 292, 293)

hp 188

## 12. Arnlaugr's Den

This large cavern is the private domain of Arnlaugr the Fearless (see page 9). Several skeletal champions and draugr captains guard him at all times.

## DRAUGR CAPTAINS (4) CR 3

XP 800 each

hp 25 each (*Pathfinder RPG Bestiary 2* 110)

## SKELETAL CHAMPIONS (2) CR 2

XP 600 each

hp 17 each (*Pathfinder RPG Bestiary 252*)

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## Erum-Hel

“In life I hungered. In undeath I hunger ever more. Iomedae could not stop me, and she became a god. What chance have you?”

**L**ong a figure of myth, Erum-Hel is inextricably linked to the history and stories surrounding both Tar-Baphon—the Whispering Tyrant—and Iomedae the Inheritor. Far more than mere legend, he still broods over his defeat by Iomedae, and still ever hungers.

The earliest surviving text that mentions Erum-Hel is the *Chronicle of Aroden's Triumph*. Written by a nameless Taldan sage, it quotes now-lost sources contemporary to Tar-Baphon's first rise to power in the eighth century AR. These sources give Erum-Hel the title of “Lord of Mohrgs” and describe him as a powerful undead follower of then-mortal Tar-Baphon. No mention is made of Erum-Hel's fate upon Tar-Baphon's death; Erum-Hel vanished from the historical record, only to reappear nearly 3,000 years later as a general in the Whispering Tyrant's army. No extant sources detail his status during the intervening millennia.

Erum-Hel is not just a variant mohrg—his talents are astonishing and his appearance is bizarre, even if thousands of years of mythology have warped and embellished his notoriety with more and more horrors to match the stature of those mythic figures associated with him. Legends state that Erum-Hel single-handedly slew a legion of knights, and then on the next morning marched forth with their corpses arrayed behind him, raised from the dead and hearkening to his every command. He could kill the greatest champions with a single blow, and cause their bodies to crumble to dust and disappear without a trace in full view of their horrified comrades, repeating this violence again and again. Erum-Hel's bones are carved and decorated with bizarre shapes and spiraling hypnotic patterns that are said to move on their own. It's also whispered that his frame doesn't appear to be that of a former human, and that the hungry, wriggling morass within was translucent. Finally, many accounts claim Erum-Hel is surrounded by an aura of sickly, burning light, and describe his skull as studded with a crownlike circle of milky green gemstones.

Erum-Hel is best known for his role in the Fifth Act of Iomedae, when the Inheritor fought him at the Battle of Three Sorrows in 3823 AR. Yet while Iomedae caused the Lord of Mohrgs to flee crippled from the field, she did not destroy him.

In truth, Erum-Hel nearly defeated Iomedae just as Tar-Baphon slew Arazni in the same battle. The mohrg and Iomedae did not seek out one another for single combat and meet in a fair fight as legends suggest. Rather, Erum-Hel sought to decapitate the Shining Crusade's

leadership through subterfuge and trickery. One by one, he carried away the knights protecting Iomedae, taking another knight to torture and kill, then returning to claim another and leave the last's severed head behind, carved with the name of a future victim, until eventually he came for Iomedae herself. He intended to slay her and have her undead corpse march back to her followers just as Tar-Baphon had murdered Arazni and then given back her broken body. Yet he found her waiting, unafraid, prepared, and bearing the *Chalice of Ozem* (*Pathfinder Adventure Path #77: Herald of the Ivory Labyrinth* 62).

The battle's details are largely lost to history, but while Erum-Hel did in fact flee from a triumphant future goddess, only her possession of the chalice turned the tide. The future deity was bloodied, blinded, and barely coherent, but her triumph was a turning point in the Shining Crusade, restoring the hope that Arazni's death had nearly extinguished. To this day, questions remain: Why did Erum-Hel retreat to the Darklands? Why did he flee to Orv instead of retiring to one of Tar-Baphon's strongholds?

Scholars have long speculated on the nature of Erum-Hel's origin. Some posit that the Lord of Mohrgs began as a mortal follower of Tar-Baphon who died and was raised in undeath by the wizard-king. Others speculate that Erum-Hel predates Tar-Baphon and sought him out like a vulture circling a battlefield, smelling the coming slaughter. Those who advocate this second theory largely hold that Erum-Hel was a creation of Thassilon's Runelord Zutha, awakened from stasis when Tar-Baphon entered the Cenotaph atop the Runelord's tomb.

Still others propose that Erum-Hel originated in the very place to which he fled after his defeat in the Battle of Three Sorrows: Orv. They believe that rather than being one of Tar-Baphon or Zutha's creations, the Lord of Mohrgs began his existence as one of the death-obsessed, daemon-worshipping urdefhans. Descriptions of Erum-Hel's form and abilities eerily accord with features of urdefhan biology, as well as the toxic crystal blightstone, a magical mineral common to the remote Vaults of Orv.

Regardless, without Tar-Baphon's power to focus his loyalty, time and again, Erum-Hel has retreated into the Darklands. At the Battle of Three Sorrows, Iomedae dealt him a devastating defeat, and he has brooded on this failure in the centuries since. Just as he is fixated on that moment, he is equally consumed with the unrelenting memory—the taste of Iomedae's blood that he had during their battle. The Lord of Mohrgs hungers for the blood of a god, and



he will go to any length to taste it again, which will likely require his own ascension to deific status.

Calling out to former servitors of the Whispering Tyrant to now serve him until their mutual master returns, Erum-Hel has begun hunting followers of Iomedae, wholly obsessed with the one being to ever defeat him in battle. He has also begun carrying off relics and artifacts of her church and of those who failed the Test of the *Starstone*. Erum-Hel now ponders his options: obliterate Iomedae's church as a proxy for the goddess herself, or emulate her ascent by taking the Text of the *Starstone* himself.

**ERUM-HEL** **CR 23**

**XP 819,200**

Male unique mohrg assassin 10/trickster 6  
(*Pathfinder RPG Bestiary* 208, *Pathfinder RPG Mythic Adventures* 44)

CE Medium undead

**Init** +20; **Senses** darkvision 120 ft.; Perception +48

**Aura** blightburn (10 ft., DC 30)

**DEFENSE**

**AC** 42, touch 21, flat-footed 31 (+8 armor, +10 Dex, +1 dodge, +13 natural)

**hp** 483 (34 HD; 24d8+10d8+330)

**Fort** +19, **Ref** +25, **Will** +24

**Defensive Abilities** deadly dodge, defensive move, hard to kill, mythic saving throws; **Immune** undead traits

**OFFENSE**

**Speed** 30 ft.

**Melee** +4 *heartseeker vorpal rhoka sword* +37/+32/+27/+22 (1d8+11/15-20), 2 slams +32 (2d8+7 plus grab), tongue +27 touch (paralysis)

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

**Special Attacks** angel of death 1/day, create advanced spawn, death attack (DC 23), fleet warrior, mythic power (15/day, surge +1d8), paralysis (1d4 minutes, DC 32), precision critical, quiet death, sneak attack +5d6, surprise strike, swift death 1/day, true death (DC 25)

**STATISTICS**

**Str** 25, **Dex** 30, **Con** —, **Int** 16, **Wis** 20, **Cha** 26

**Base Atk** +25; **CMB** +32; **CMD** 53

**Feats** Ability Focus (paralysis), Combat Reflexes, Critical Focus, Dodge<sup>M</sup>, Exotic Weapon Proficiency (rhoka sword), Improved Critical<sup>M</sup> (rhoka sword), Improved Initiative, Iron Will, Lightning Reflexes, Mobility,

Power Attack, Skill Focus (Perception), Spring Attack, Stunning Critical, Toughness, Vital Strike<sup>M</sup>, Weapon Focus (rhoka sword)

**Skills** Acrobatics +21, Bluff +29, Climb +28, Disguise +27, Intimidate +45, Knowledge (religion) +22, Perception +48, Sense Motive +42, Stealth +47, Swim +28, Use Magic Device +19

**Languages** Common, Necril; telepathy 160 ft.

**SQ** amazing initiative, hidden weapons, hide in plain sight, improved uncanny dodge, menacing whisper, poison use, recuperation, vanishing move

**Combat Gear** *wand of enervation* (50 charges); **Other Gear** +4 *heartseeker<sup>UE</sup> vorpal rhoka sword<sup>UE</sup>*, *amulet of natural armor* +5, *boots of speed*, *bracers of armor* +8, *figurine of wondrous power* (obsidian steed), *headband of mental superiority* +6, *highwayman's cape<sup>UE</sup>*, *ring of spell turning*, *ring of three wishes*, *shadowform belt<sup>UE</sup>*

**SPECIAL ABILITIES**

**Blightburn Aura (Su)** Erum-Hel radiates a green-white aura of blightburn radiation from his seething innards and the blightstone gems embedded in his skeleton. Living creatures within 10 feet take 2d6 points of fire damage per round and risk contracting blightburn sickness (see page 15). Additionally, spellcasters casting teleportation subschool spells either to or from within 60 feet of Erum-Hel must succeed at a DC 30 caster level check or the spell fails.

**Create Advanced Spawn (Su)**

Humanoid creatures killed by Erum-Hel rise as mohrgs in 1d4 rounds. Mohrgs created in this manner are under Erum-Hel's control, as are any spawn that they create, and they remain enslaved until Erum-Hel is destroyed, at which point they become free-willed (and their fast zombie spawn fall under their control).

The sudden surge of negative energy released when a mohrg is created in this manner flows through Erum-Hel—whenever the Lord of Mohrgs creates a spawn in this manner, he is healed of 1d6 hit points of damage per Hit Die possessed by the slain creature, and he acts as if hasted for the round immediately following the spawn's creation.



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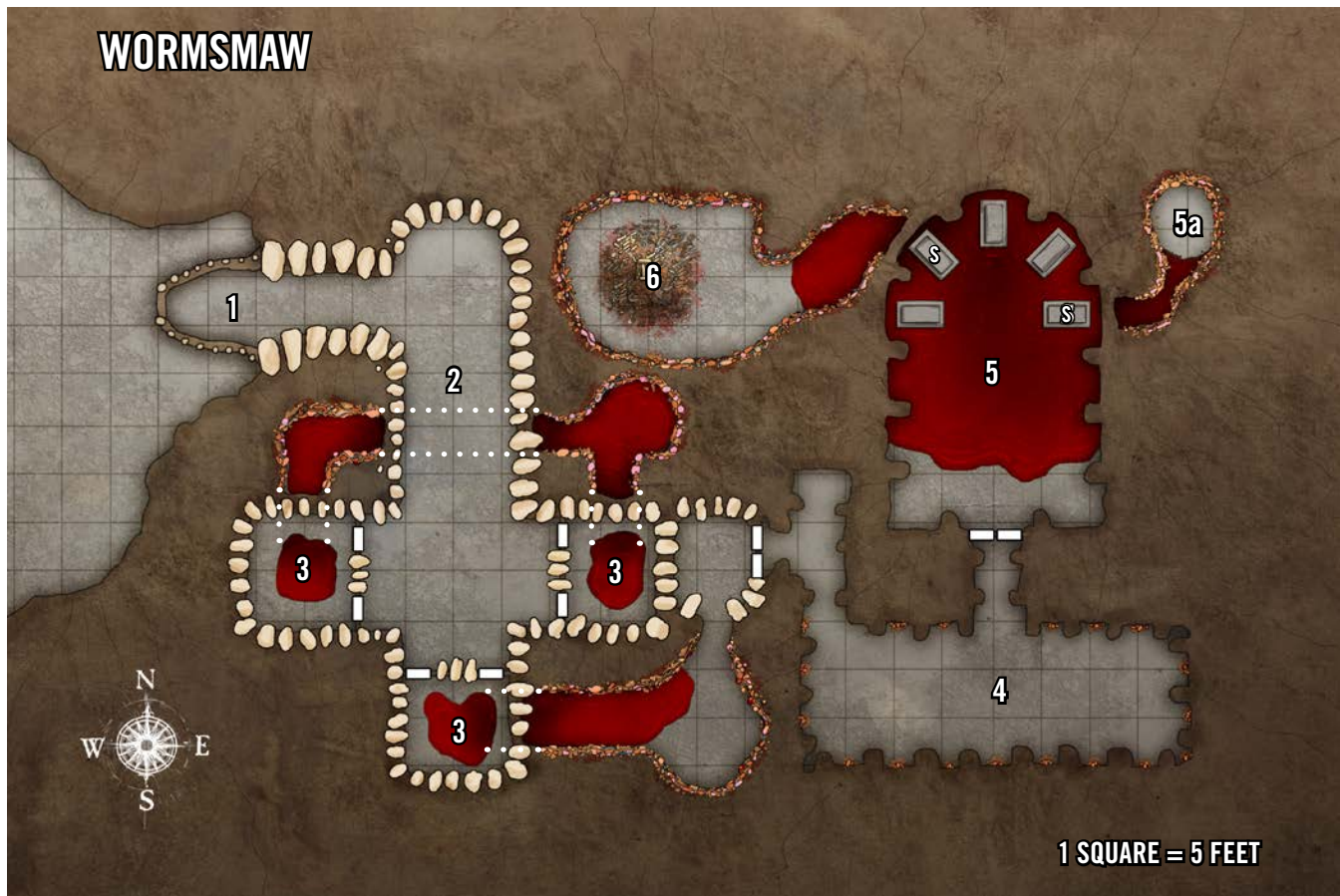
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## WORMSMAW

Deep beneath southern Avistan lies the Orvian Vault that houses the Midnight Mountains. Amid towering subterranean peaks, Erum-Hel makes his home inside a cavern of living flesh and bone, accessed through the gaping maw of an immense beast. The cavern's winding tunnels and its iconic entrance inspire its name: Wormsmaw.

### 1. Maw of the Worm

The entrance to Wormsmaw is the yawning mouth of a petrified creature of immeasurable size and unknown origin. Over the centuries, Erum-Hel's necromantic energy has interacted with native fungi to produce deadly ghost mold (*Pathfinder Campaign Setting: Into the Darklands* 13), which populates the jaws of the ossified creature.

### 2. Bone Tunnels

The first few antechambers of Wormsmaw resemble an ossuary. The walls here are made of bones, and are enchanted with a magical trap that unleashes raw necromantic power.

Amid the bone tunnels is an enormous pile of rotting cadavers. When a creature approaches, the pile slowly assembles itself into a charnel colossus—the gatekeeper to Erum-Hel's lair. The colossus is immune to the destructive power of the bone walls, and it takes every opportunity to hurl living creatures into the necromantic trap.

**CHARNEL COLOSSUS** CR 19

**XP 204,800**

**hp 345** (*Pathfinder Campaign Setting: Inner Sea Bestiary* 10)

**NECROTIC WALLS TRAP** CR 21

**XP 409,600**

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

#### EFFECTS

**Trigger** touch; **Reset** automatic

**Effect** spell effect (*heightened destruction*, 170 damage, Fortitude DC 23 reduces damage to 10d6)

### 3. Chum Pools

Each branch of the bone tunnels leads to a dead end—cul-de-sacs that contain large pools of sludgy, biological goo. The viscous liquid contains a repulsive mixture of bodily fluids (including blood, pus, saliva, and worse), as well as thick chunks of quivering tissue. Bubbles in these pools ooze slowly upward, and a successful DC 18 Knowledge (dungeoneering) check reveals that this is because the pools are actually the entrances to submerged tunnels. In order to penetrate deeper into Wormsmaw, one must swim through the thick biotic sludge.

Swimming through the opaque sludge requires a successful DC 20 Swim check, and the thickness of the liquid reduces the swim speed of all non-aquatic creatures





by half. Compounding the danger is the fact that the sludge is infected with an especially virulent form of scarlet leprosy (see the sidebar).

## 4. Living Crypt

The walls of this large chamber are made of gigantic rib bones that reach over 40 feet upward. The ribs are connected by thick stretches of cartilage and connective tissue, shot through with pulsing veins. Melded into the connective tissue between the ribs are a half-dozen prisoners insensible with torment. The collective horror of their experience produces a haunt to lure the party toward a similar fate.

### ENTOMBED ALIVE

CR 22

XP 614,400

NE persistent haunt

Caster Level 22nd

**Notice** Perception DC 35 (to see a vision of drow adventurer being melded into the living wall)

**hp** 99; **Trigger** proximity; **Reset** 1 week

**Effect** When the haunted area is entered, every creature in the room is affected as if by a *sympathy* spell set to its race and alignment. All affected creatures have an irresistible urge to touch the pulsing wall. Those that touch the wall are quickly pulled into it, as the tissue of the living wall quickly melds with their own. If victims are not forcibly pulled from contact with the wall within 1 round, they are affected as if by the chaining version of *binding* (except the immobilizing agent is living tissue instead of a chain). The duration of this immobilizing effect is indefinite, though it can be broken with a successful DC 27 Strength check.

After 1 minute of being imprisoned, a creature takes 2d4 temporary negative levels, as the *energy drain* spell. Twenty-four hours thereafter, the creature can attempt a DC 23 Fortitude saving throw to prevent temporary negative levels from becoming permanent. If the creature is still imprisoned at this point, the haunt continues to drain the prisoner's vitality.

If the haunt is suppressed by being reduced to 0 hit points, the *antipathy* effect of the wall's bindings are negated, allowing non-trapped characters to cut prisoners loose. A section of the wall large enough to constrain a Medium creature has 40 hit points and fast healing 10.

**Destruction** This haunt ends when all six prisoners are cut from the wall and tended to.

## 5. Altars of Desecration

This semicircular chamber features five altars at the north end of the room, each of which supports desecrated Iomedae relics. Each of the relics of Iomedae has been magically enhanced to summon a shaggy demodand (*Pathfinder RPG Bestiary* 3 69) when touched, as if via *gate*. There's no way to bypass this effect except by restoring the tainted relics to their former glory with *miracle* or *wish*.

## Diseases

Wormsmaw features two unusual diseases: blightburn sickness and scarlet leprosy.

### Blightburn

Creatures that come too close to the radioactive mineral known as blightburn risk contracting blightburn sickness.

#### BLIGHTBURN SICKNESS

**Type** disease, contact (see text); **Save** Fortitude DC 22

**Onset** 1/day; **Frequency** 1/day

**Effect** 1d6 Con damage and 1d6 Cha damage; contact is automatic when a creature comes within a 60-foot radius of blightburn, and can be blocked only by lead sheeting, 1 foot of stone, or a force effect;

**Cure** 2 consecutive saves

### Scarlet Leprosy

The disease known as scarlet leprosy is normally carried by carrion golems, but it can also be found wherever biological waste is improperly disposed of.

#### SCARLET LEPROSY

**Type** disease, contact; **Save** Fortitude DC 20

**Incubation** 1 day; **Frequency** 1/day

**Effect** 1d6 Con damage and 1d6 Cha damage; whenever the character takes Con damage, 1 point is permanent drain; **Cure** 2 consecutive saves

A single relic can summon multiple demodands at a rate of 1 per round for as long as it is handled.

The second and fifth altars (clockwise) can be pushed aside with a DC 30 Strength check, revealing a secret passage beneath each into a tunnel of viscera similar to those in area 3. The western pool leads to area 6, while the eastern pool leads to a hidden cavern (area 5a) in which Erum-Hel stores Iomedae relics he has yet to corrupt and curse with magic.

## 6. Throne Room

Those who emerge from the final submerged tunnel find themselves in the throne room of the Lord of Mohrgs. The walls of this chamber are made of slick connective tissue that undulates with spasmodic contractions. The walls are carved with perpetually bleeding necromantic symbols. At the center of the room is a large pile of corpses, many of which still writhe and moan in twisted undeath. Erum-Hel stands atop this grisly throne, awaiting those who would intrude on his lair, confident that he's destined to become a god and slay Iomedae. He is thus unafraid of mere mortals and fights until destroyed should anyone reach his sanctum.

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Ordellia Whilwren

Prince Kasiya

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Rudrakavala

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Wight Mother  
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## Imaloka Ghalmont-Neverhome

**“The parties I once threw in these halls rivaled the most decadent affairs in Taldor. The opulence may be gone, but we can still revel in death forever, you and I.”**

When Sarkoris fell and the Worldwound subsumed it, the new wasteland became home to more than demons. Among the creatures perverted by the taint of the Abyss was one of the former Kellid nation’s most elite socialites, the Forlorn elf Imaloka Ghalmont-Neverhome, patroness of the floating pleasure palace known as the House of Reflections. A century after her death and the sinking of her illustrious home, Imaloka and her final guests still haunt the ruined barge in undeath—but the former hostess is now a banshee and her guests are ghosts or worse.

Born to retired elven adventurers Merania and Telderal Ghalmont, Imaloka spent her earliest days listening to fantastical tales of derring-do from both her parents. When Imaloka was still mere decades old, her father convinced her mother to come out of retirement and hunt down a green dragon that had been terrorizing the countryside near Storasta, their home. They left Imaloka in the care of human neighbors, promising to return in a month’s time. That was the last Imaloka saw of her parents.

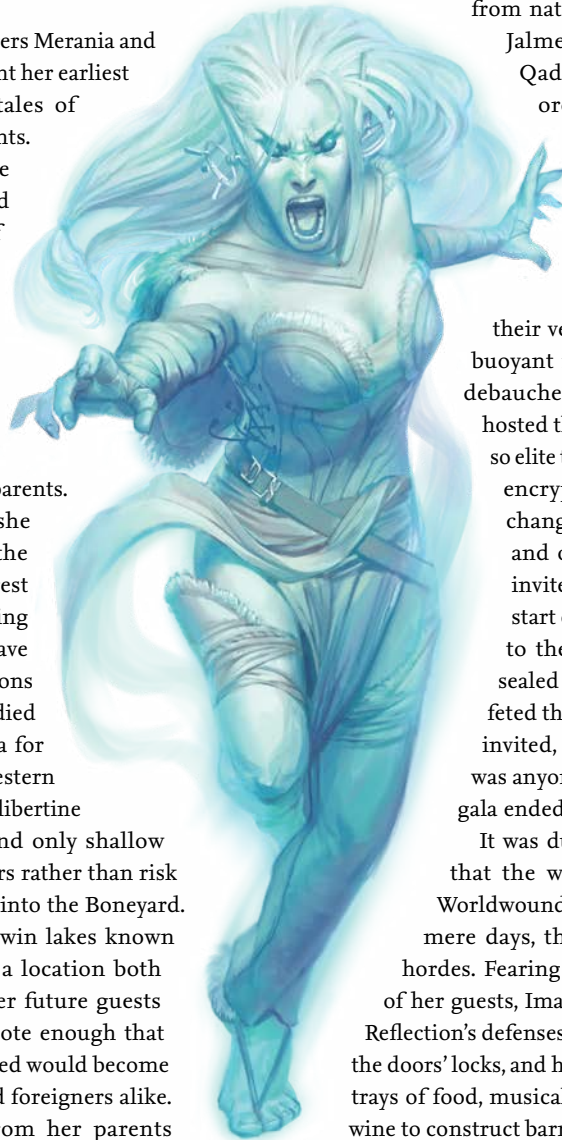
Within only a few years, she had been fully adopted into the Neverhome hold, and lived the rest of her life Forlorn, ever wondering what a fully elven life would have been like. After several generations of her adopted family members died of old age, Imaloka left Storasta for the Sarkorian Steppe in northwestern Sarkoris, with the aim of living a libertine life of opulence, decadence, and only shallow relationships with fellow revelers rather than risk watching more loved ones pass into the Boneyard.

When she came across the twin lakes known as First Rains, Imaloka found a location both beautiful enough to inspire her future guests with its magnificence and remote enough that the pleasure palace she envisioned would become a destination for Sarkorians and foreigners alike. With the wealth inherited from her parents

upon their presumed deaths, Imaloka commissioned the construction of a floating manor house the likes of which Sarkoris had never seen. The need for buoyancy mandated smaller rooms than Imaloka desired, so she had many of the walls covered floor to ceiling in shimmering mirrors. She had the mirrors enchanted such that they would accentuate the beauty in those who gazed upon their reflection within, hiding their flaws. Thus did her pleasure barge earn its name—the House of Reflections.

For nearly 200 years, Imaloka hosted some of the most elite galas north of Oppara, and aristocrats from nations as far from Sarkoris as Jalmeray, Osirion, Cheliox, and Qadira traveled for months in order to attend them. Some parties lasted for weeks, and some had so many guests they couldn’t all fit in the House of Reflection’s limited second-floor quarters and bound their vessels together alongside the buoyant manor, creating a flotilla of debauchery. Once per year, Imaloka hosted the “Lock-In Ball,” a gathering so elite that invitations were magically encrypted to prevent them from changing hands or being forged, and only those select nobles she invited were granted entry. At the start of the Lock-In Ball, the doors to the House of Reflection were sealed for 2 weeks during which she feted the revelers lucky enough to be invited, and under no circumstances was anyone allowed in or out until the gala ended.

It was during one such Lock-In Ball that the world changed forever. The Worldwound opened in Sarkoris, and in mere days, the land fell to the demonic hordes. Fearing for her own safety and that of her guests, Imaloka tightened the House of Reflection’s defenses. She increased the efficacy of the doors’ locks, and had her servants set aside their trays of food, musical instruments, and bottles of wine to construct barricades over the windows and





the iron latticework of the east wing's solarium. When the time came for the Lock-In Ball to end, Imaloka maintained the lockdown, and just as none were allowed to come or go during the gala itself, none of her guests were permitted to leave from that point on.

The elite from across Avistan and Garund, now prisoners in the very pleasure palace they'd paid such a price to be locked in only weeks prior, grew angry quickly, demanding that Imaloka release them. She did not waver in her dedication, and took increasingly dire actions to quell the growing rebellion. Perhaps influenced by the miasma of Abyssal chaos that enveloped the land, the once-gracious hostess quickly became a tyrannical warden, who eventually struck a Taldan duchess dead with a broken wine bottle rather than allow her to escape out an upper-story window.

Imaloka's cruelty and lack of remorse for her actions pushed the remainder of her guests into open revolt. Armed with broken furniture, candelabra, and the cutlery they once used at dinner, the guests stormed the House of Reflections's lowest level, home to the palace's servants and the engineers who kept the barge afloat. In an effort to find egress from their jail, they inadvertently ruptured one of the key floatation devices supporting the western wing of the structure. The west wing collapsed upon the servants guarding the kitchen and the upper floor's guest quarters were thoroughly destroyed. Shortly thereafter the eastern tower stairwell leading to the second floor toppled into the lake. In less than an hour, the entire House of Reflection sank to the lake's bottom and all souls within drowned.

Now, more than a century later, the water in the First Rains has dried up and the House of Reflections is once again exposed to the sky, albeit a dark and dire sky unlike any it saw prior to Sarkoris's fall. The aristocrats who died within its mirrored walls are now ghosts or other forms of undead, tied to the magically enchanted mirrors that made them appear so beautiful in life. Imaloka herself was twisted into a foul banshee, either by her own wrath or the taint of the Abyss. Even the demons avoid the House of Reflections, for Imaloka maintains her iron grip on her once great home—those who enter are destined never to leave, to dance and revel at her whim forevermore.

**IMALOKA GHALMONT-NEVERHOME** **CR 22**  
**XP 614,400**

Female banshee bard 9 (*Pathfinder RPG Bestiary 2* 41)  
CE Medium undead (incorporeal)

**Init** +16; **Senses** darkvision 60 ft., hear heartbeat; Perception +40

**DEFENSE**

**AC** 38, touch 33, flat-footed 25 (+5 armor, +10 deflection, +12 Dex, +1 dodge)

**hp** 433 (28 HD; 19d8+9d8+308)

**Fort** +19, **Ref** +26, **Will** +24; +4 vs. bardic performance, language-dependent, and sonic

**Defensive Abilities** incorporeal; **Immune** undead traits

**Weaknesses** sunlight powerlessness

**OFFENSE**

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +33 (14d6 negative energy plus terror)

**Special Attacks** bardic performance 36 rounds/day (move action; countersong, dirge of doom [DC 24], distraction, fascinate [DC 24], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 24]), wail (DC 31), terror (DC 29)

**Bard Spells Known** (CL 9th; concentration +19)

3rd (5/day)—*fear* (DC 23), *major image* (DC 23), *sculpt sound*, *slow* (DC 23)

2nd (7/day)—*blindness/deafness* (DC 22), *detect thoughts* (DC 22), *hold person* (DC 22), *suggestion* (DC 22)

1st (8/day)—*charm person* (DC 21), *grease* (DC 21), *hideous laughter* (DC 21), *unseen servant*, *ventriloquism* (DC 21)

0 (at will)—*detect magic*, *ghost sound* (DC 20), *mage hand*, *message*, *open/close*, *prestidigitation* (DC 20)

**TACTICS**

**Before Combat** Imaloka moves incorporeally through the House of Reflections to assess her enemies' weaknesses, harrying them with visual and auditory illusions to test their meddle. She activates her *mirror of opposition* (area 4) and *mirror of life trapping* (area 6) from within the floor or walls in the hopes of eliminating her enemies without needing to become directly engaged.

**During Combat** Imaloka uses dirge of doom to weaken her foes' defenses before making flyby attacks to inflict them with terror. She uses her incorporeal nature to her advantage, moving through walls, floors, and ceilings to escape and confuse her enemies.

**Morale** Imaloka is mad and cruel, but still possesses a sense of self-preservation. If reduced to fewer than 60 hit points, she descends into the earth beneath the House of Reflections, patiently waiting out her enemies where they cannot reach her, emerging only after she has healed or when she knows the intruders to be gone.

**STATISTICS**

**Str** —, **Dex** 34, **Con** —, **Int** 10, **Wis** 20, **Cha** 30

**Base Atk** +20; **CMB** +32; **CMD** 53

**Feats** Ability Focus (wail), Alertness, Combat Reflexes, Dodge, Extra Performance, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Toughness, Weapon Focus (touch), Wind Stance

**Skills** Fly +20, Intimidate +40, Knowledge (local) +21, Knowledge (nobility) +21, Perception +40, Perform (dance) +41, Perform (sing) +41, Sense Motive +7

**Languages** Common, Elven

**SQ** bardic knowledge +4, lore master 1/day, versatile performance (dance, sing)

**Gear** *ghost touch bracers of armor* +5, *headband of alluring charisma* +6

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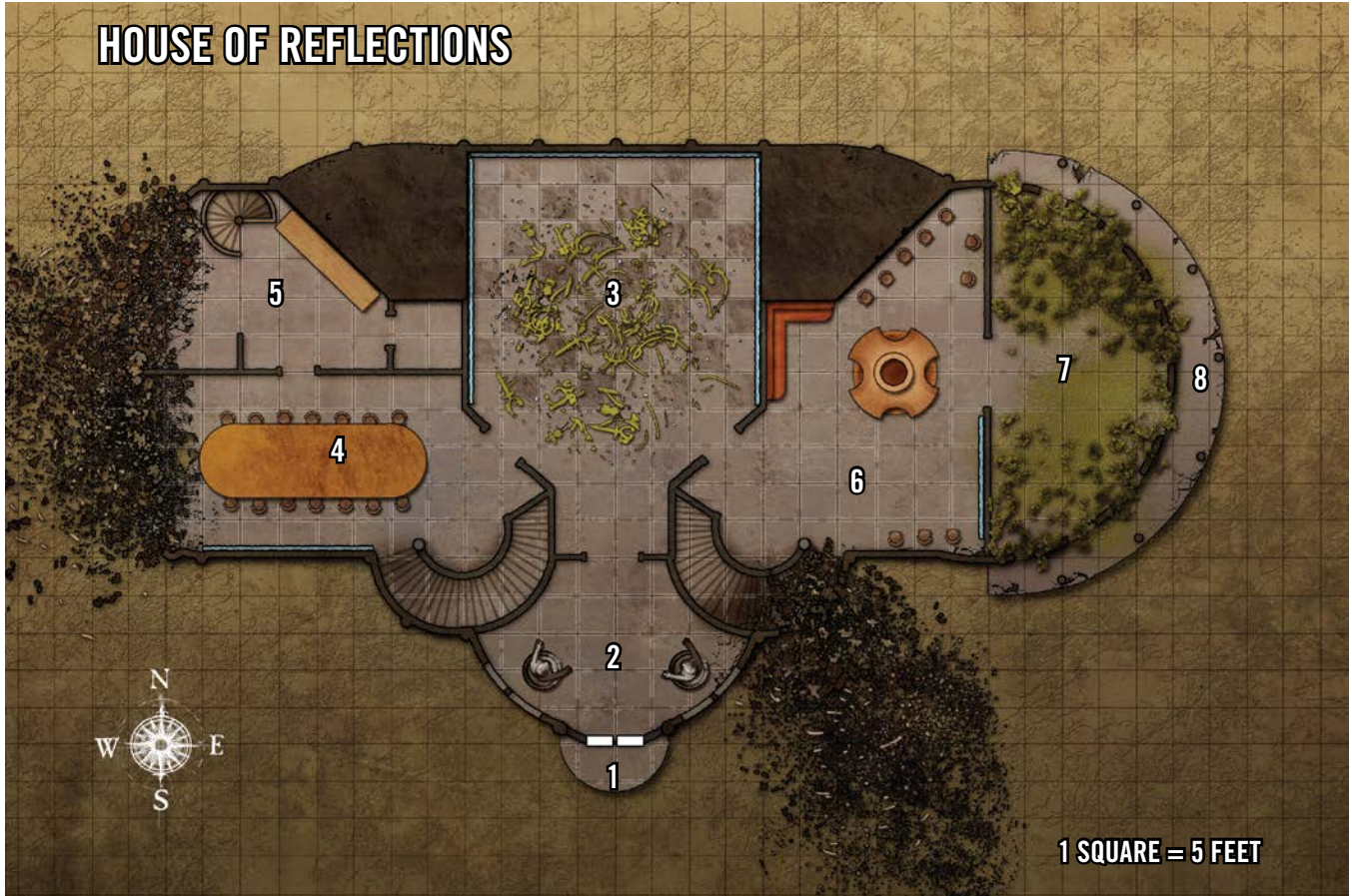
Razinia

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## HOUSE OF REFLECTIONS

The floating pleasure palace known as the House of Reflections was once a two-story manor built atop a wide pontoon, which floated in the larger of the two Sarkorian lakes known as the First Rains. As did so many other things of beauty, the joyous times in the House of Reflections came to an end suddenly when the Worldwound opened and Sarkoris ceased to be. In a fit of desperation, some of Imaloka's final guests accidentally damaged the barge's pontoon, causing the entire structure to sink beneath the waves.

The First Rains dried up in the years since, revealing the ruined House of Reflections. Its western wing is badly damaged, and the northern tower that once led to the opulent guest quarters on the second floor has collapsed into a heap of rubble. Nevertheless, much of the structure remains intact. Imaloka and her unlucky guests now haunt the once-magnificent palace.

### 1. Veranda

This veranda features tall stone columns that support a balcony on the second floor. The exterior of the structure is the realm of powerful demons that prey upon any who approach. Currently, the vrolikai demon Ymirziak scours the area, searching for a means of rescuing her minions, who entered the House of Reflections several months ago and never returned (see area 6). She sets upon anyone she

sees approach the ruin, offering such characters a bargain when they're close to death—she'll spare their lives if they aid her in rescuing her minions from the ruin.

**YMIRZIAK** **CR 20**

**XP 307,200**

Female advanced vrolikai demon (*Pathfinder RPG Bestiary 2* 81, 292)

**hp 370**

### 2. Grand Entry

Two defaced marble statues flank a tattered and molding carpet in this windowed entry hall. One male and one female, the statues once welcomed guests to the House of Reflections, but were vandalized by raging guests angry at their imprisonment at Imaloka's whim. Here the banshee proprietress is likely to gain her first glimpse of any intruding creatures, whom she observes from within one of the statues. While Imaloka could face enemies in combat here, she much prefers to follow them through the house using magic, her magic mirrors (see areas 4 and 6), and her ghostly minions to weaken foes before she reveals herself to end them.

### 3. Ballroom

The mirrors that line the walls of this grand ballroom give the room the appearance of being much larger than it



truly is. All are shattered but still clearly reflect the muddy marble floor, shattered chandelier, and moldy and torn tapestries. The images of garishly dressed Sarkorian nobility and foreign dignitaries can be seen dancing in the mirrors, though they appear only in reflection. In truth, each of these images is the ghost of one of Imaloka's final guests, which appears beautiful when in the mirror yet hideous and desecrated should it emerge from the glass to interact with creatures in the ballroom. While the ghosts prefer to stay in the mirrors, they emerge to attack the living, jealous of those who can travel beyond the House of Reflections's walls. While most of these trapped spirits are mere ghosts (*Pathfinder RPG Bestiary* 144), a select few are held to the world by far stronger bonds and manifest as dybbuks.

## DYBBUKS (8) CR 15

**XP 51,200 each**

**hp** 207 each (*Pathfinder RPG Bestiary* 3 108)

## 4. Banquet Hall

This room once played host to Imaloka's famous banquets. Now, the western end of the room is a pile of rubble. A spiral staircase winds up from the room's southeastern corner to the second story. To the south is a wall-length *mirror of opposition*. Imaloka knows the mirror's command word and activates the device only when her enemies are in the room.

## 5. Kitchen

Among the wreckage of the House of Perfection's westernmost wing stands what's left of the manor's kitchens. A small pantry lies to the east, but its stores long ago rotted away. A narrow spiral stairway corkscrews down into the moldering bowels of the grounded boat. When Imaloka's final guests attempted their ill-fated escape, the servants did their best to fend them off, but were among the first killed as the west wing collapsed and the House of Reflections began to sink. Their agony now manifests here as a haunt.

## DROWNED DEFENDERS HAUNT CR 22

**XP 614,400**

**CE** haunt (25-ft.-by-20-ft. room)

**Caster Level** 22nd

**Notice** Perception DC 37 (to see the ghostly forms of servants armed with kitchen utensils)

**hp** 44; **Trigger** proximity; **Reset** 1 day

**Effect** When the haunt triggers, all targets within its area see the ghostly forms of a dozen servants rush at them with sharp kitchen utensils. Each creature is targeted by 1d4 attacks made at a +22 attack bonus; each attack deals 4d6 points of slashing damage on a hit. Those who take damage from this attack witness the western wall of the room collapse in on them, dealing 12d6 points of bludgeoning damage (Reflex DC 32 half). The following round, all creatures that took full damage from the collapsing wall feel their lungs fill with water.

Each affected creature falls unconscious at the start of its turn and is reduced to 0 hit points as the drowning rules (*Pathfinder RPG Core Rulebook* 445).

**Destruction** This haunt is destroyed when the House of Reflections is repaired and once more floats peacefully on the First Rains.

## 6. Salon

The sofas and chairs that line the walls of this salon are covered in thick sheets of mold. In the center of the room, a free-standing fireplace crackles with a ghostly flame with an aura of frigid cold. To the south are the ruins of a spiral staircase that once led up to the second floor, now blocked by a solid wall of rubble. On the salon's southeastern wall is a *mirror of life trapping* that Imaloka uses to ensnare interlopers. Currently, the mirror holds the marilith Nefritzzam, two seraptis demons, and four nabasus, all of whom were investigating the area on Ymirziak's orders until Imaloka trapped them in the mirror. The banshee first activates the mirror to trap any interlopers, and releases the trapped demons upon any who avoid her snare.

## NABASU DEMONS (4) CR 8

**XP 4,800 each**

**hp** 103 each (*Pathfinder RPG Bestiary* 64)

## NEFRITZZAM CR 17

**XP 102,400**

Marilith demon (*Pathfinder RPG Bestiary* 63)

**hp** 264

## SERAPTIS DEMONS (2) CR 15

**XP 51,200 each**

**hp** 217 each (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2* 58)

## 7. SOLARIUM

The eastern wall of this room is made of iron lattice, which originally let in fresh air and sunlight to support the solarium's garden. The lattice is now overgrown with a mess of brambles and thick vines, and the plants in the solarium are wild and untended. Among the largely benign plants are six fiendish viper vines, the result of Abyssal seeds that blew through the lattice and took root in the fertile soil of the solarium.

## ADVANCED FIENDISH VIPER VINES (6) CR 15

**XP 51,200 each**

**hp** 230 each (*Pathfinder RPG Bestiary* 2 279, 292)

## 8. MOORING DOCK

This narrow dock features a number of mooring posts to which visiting barges tied up while their inhabitants reveled within the manor. Imaloka sealed the entrance to area 7 that once existed here, and aside from cutting through the thick vines and magically reinforced lattice to the solarium, there is no ingress into the House of Perfection from this location.

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# Jolanera

“I’ve never understood this aversion to death. Aren’t you tired of constantly moving, breathing, thinking, struggling? Either way, it will all be over soon.”

Jolanera is a nightwing, a monstrosity with massive, night-black wings and an ever-hungry mouth who delights in extinguishing magic as much as snuffing out the spark of life. Like all nightshades, her only interest in the world of the living is eliminating every last hideous bit of motion and color from its vast expanse. Although she is extremely intelligent and patient, she prefers to feign the animal intelligence of a simple predator in order to trick her prey into underestimating her until she is ready to kill them.

Jolanera emerged from the Wizard-King’s Pit on the Isle of Terror during Tar-Baphon’s long absence after he was first slain by Aroden. She enjoyed free reign over much of the isle and surrounding waters for a time, coincidentally scaring off many would-be scavengers of the wizard-king’s stored treasures, until the Whispering Tyrant returned from the dead as a lich. Eventually, he convinced her to serve willingly in exchange for the promise that he would explain to her the magical principles he used to tap into the planar rift deep in the Well of Sorrows below his dungeon. However, Tar-Baphon was trapped within Gallowspire before following through on his end of the bargain. Jolanera began using undead minions to explore more of the Wizard-King’s Pit, and determined that he had been hiding things from her. Upon realizing this, she resolved to investigate the pit’s magic on her own terms. She soon discovered that another being, even more powerful than herself, had clawed its way out of the Well of Sorrows deep underground. This being was Karamorros, a draconic rival of the living Tar-Baphon, who had survived secretly in undeath as a ravener and now bides her time, watching and waiting for the right time to strike the wizard-king.

Karamorros deduced the terms of Jolanera’s servitude—guardianship in exchange for planar knowledge—and offered her a similar deal. Obsessed with revenge against Tar-Baphon for murdering her and her children, the ravener didn’t care why the nightwing was so concerned with the planar anomaly beneath the Isle of Terror. Karamorros simply argued that the defeated Whispering Tyrant was obviously too weak and foolish to hold up his end of the deal, especially with a powerful foe like Karamorros waiting to thwart him whenever he finally found a way out of his nigh-impregnable prison. Jolanera conceded the point and agreed to assist Karamorros with the ravener’s scheme for vengeance in order to further her own dream of expanding the rift beneath the Wizard-King’s Pit so it affects not only the Isle of Terror, but the entire Lake Encarthan region and eventually beyond.

Jolanera is interested in maintaining an alliance only so long as she can see how she might leverage it into large-scale destruction. Although she is patient, she is becoming frustrated at how little obvious progress Karamorros has made in furthering either the ravener’s goals or Jolanera’s in recent centuries. The nightwing would happily destroy her ravener patron if the secret knowledge of tearing the planar rift wide open could be had thereby. Although it has been many centuries since she has spoken to Tar-Baphon, Jolanera maintains the superficial terms of her agreement with him in the hope that she can convince him that she remains simply his servant whenever he is finally freed. This ruse pleases Karamorros, who hopes to trick the escaped lich into trusting Jolanera until the nightwing can help Karamorros avenge herself and her children. Jolanera did not mention to her that the ruse also gives her the option of betraying Karamorros to the Whispering Tyrant if he proves more accommodating than the ravener.

In the course of her research and development on planar rifts, Jolanera has determined that she needs to collect several powerful living beings to use as sacrifices; she hopes to find them among those who trespass on or near the island with the assistance of her minions and pirate associates. She might test how they handle attacks or tricks to assess whether they are powerful enough to meet her needs. Candidates who demonstrate advanced knowledge of conjuration might be enslaved as researchers instead.

Jolanera fears that loyal servants of Tar-Baphon lingering in the Wizard-King’s Pit or beyond the Isle of Terror might discover her cooperation with Karamorros and attack her, disrupting her precious research. Therefore, she keeps the ravener’s existence a secret even from her own servants.

Jolanera lairs in a cave on a north-facing flank of the Three Furies, where the sun never shines. As part of her bargain with the Whispering Tyrant, she avoids the City of Golden Death and Fort Landing to protect Tar-Baphon’s privacy and that of his guests. She patrols the rest of the island on an unpredictable nocturnal schedule, making use of the isle’s naturally occurring negative energy storms to conceal her presence and to heal any minor injuries she suffers from the island’s monsters or from any of the mysterious inhabitants of the Whitewood who resist her predations.

**JOLANERA** **CR 17**  
**XP 102,400**  
Female advanced nightwing (*Pathfinder RPG Bestiary 2* 203)



CE Gargantuan undead (extraplanar, nightshade)  
**Init** +9; **Senses** darksense, darkvision 60 ft.,  
*detect magic*, low-light vision; Perception +30  
**Aura** desecrating aura (30 ft.)

## DEFENSE

**AC** 32, touch 11, flat-footed 27 (+5 Dex,  
 +21 natural, -4 size)

**hp** 241 (21d8+147)

**Fort** +14, **Ref** +12, **Will** +20

**DR** 15/good and silver; **Immune** cold,  
 undead traits; **SR** 28

**Weaknesses** light aversion

## OFFENSE

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

**Melee** bite +28 (4d12+25 plus 4d6 cold and  
 magic drain)

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

**Special Attacks** channel negative energy  
 (9d6, DC 27, 10/day), magic drain (DC 27),  
 soul conduit

**Spell-Like Abilities** (CL 17th; concentration +24)

Constant—*detect magic*, *magic fang*

At will—*contagion* (DC 21), *deeper darkness*, *unholy  
 blight* (DC 21)

3/day—*confusion* (DC 21), *dimensional anchor*, *greater  
 dispel magic*, *haste*, *hold monster* (DC 22)

1/day—*cone of cold* (DC 22), *finger of death* (DC 24),  
*plane shift* (DC 24), *summon* (level 7, 5 greater shadows)

## TACTICS

**Before Combat** Jolanera summons shadows and casts *haste*  
 on herself and the shadows before facing a potentially  
 dangerous foe. She prefers to lure living foes into the area  
 of a soul conduit.

**During Combat** Jolanera kills foes as quickly as possible,  
 focusing on physically frail or summoned creatures if  
 she feels confident their souls can power a soul conduit.  
 If possible, she uses her shadows to mob and distract a  
 single dangerous foe or to threaten a vulnerable creature  
 with allies. She favors casting *dimensional anchor* on  
 creatures she has pinned down, particularly living foes in  
 a negative-dominant zone.

**Morale** Jolanera flees to regroup if reduced to 56 hit points  
 while sickened by light.

## STATISTICS

**Str** 42, **Dex** 21, **Con** —, **Int** 23, **Wis** 22, **Cha** 25

**Base Atk** +15; **CMB** +35 (+39 sunder); **CMD** 50 (52 vs. sunder)

**Feats** Cleave, Combat Reflexes, Command Undead, Great  
 Cleave, Greater Sunder, Improved Initiative, Improved Iron  
 Will, Improved Sunder, Iron Will, Power Attack, Snatch

**Skills** Fly +27, Intimidate +31, Knowledge (arcana) +30,  
 Knowledge (planes) +27, Knowledge (religion) +30,  
 Perception +30, Sense Motive +30, Spellcraft +30,  
 Stealth +17 (+25 in areas of dim light and darkness),  
 Swim +37; **Racial Modifiers** +8 Stealth in areas of dim  
 light and darkness



**Languages** Abyssal, Aklo, Common, Draconic, Infernal,  
 Undercommon; telepathy 100 ft.

## SPECIAL ABILITIES

**Soul Conduit (Su)** Jolanera has learned to weave the souls  
 of her victims into an ectoplasmic planar conduit. Whenever  
 she slays a living creature with at least 8 Hit Dice, she can  
 activate this ability as an immediate action to create a conduit  
 to the Negative Energy Plane that resembles a roiling black  
 sheet centered on the victim's space. The area with a 5-foot  
 radius of the conduit gains the major negative-dominant  
 planar trait, and the area within a 50-foot radius gains the  
 minor negative-dominant planar trait. The conduit closes after  
 1 day per Hit Die the victim possessed or if it is included in  
 the area of a *dimensional lock* spell. As long as two conduits  
 create overlapping minor negative-dominant zones, the  
 area of overlap is a major negative-dominant zone. A soul  
 affected by this ability is impossible to restore to life until the  
 conduit is closed, and even then, it can be revived only with  
*resurrection*, *true resurrection*, *miracle*, or *wish*.

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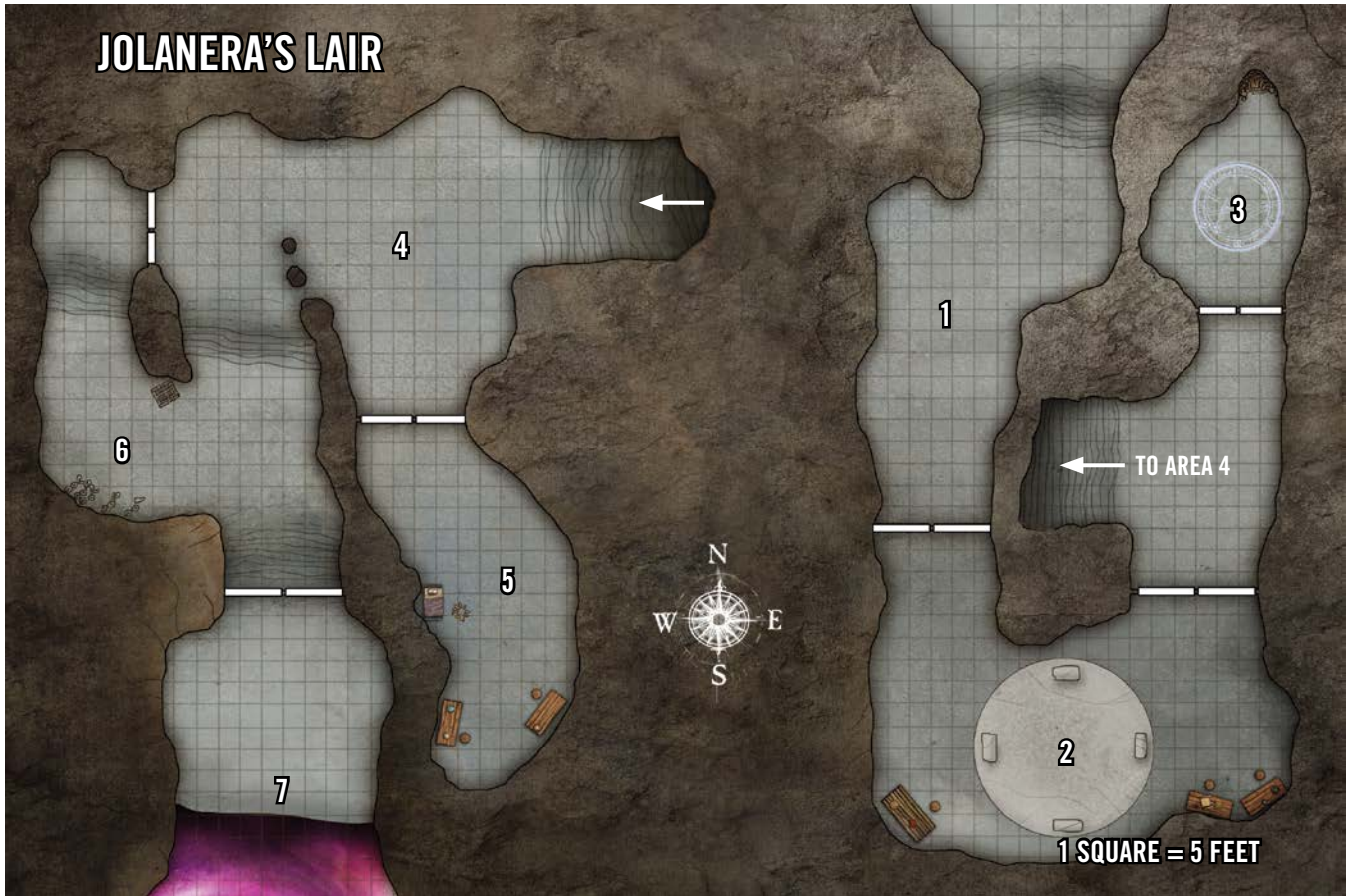
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## JOLANERA'S LAIR

The opening to Jolanera's cave complex in the Three Furies lies at the same level as a murky negative energy storm, near where the Whispering River weaves its way down out of the illusion-shrouded inner vale. Living creatures in the cave must take care to avoid patches of negative energy that might drift through from time to time. The cave complex extends deep into the mountain, eventually connecting with the channel of negative energies pouring through the Well of Sorrows.

### 1. Entrance

The first part of the cave after the flesh-strewn entrance holds a gift Tar-Baphon gave Jolanera to show his sincere interest in mutual cooperation: an *ecorche*. Jolanera doesn't trust it with knowledge of her dealings with Karamorros, so she has assigned it to guard the cave's entrance in case Karamorros or the ravener's minions attack.

**ECORCHE** **CR 16**  
**XP 76,800**  
**hp** 209 (*Pathfinder RPG Bestiary 3* 109)

### 2. Death Gate

This cave holds an array of magical apparatuses that Jolanera uses to perform experiments related to the

nature and formation of the planar rift far below the Isle of Terror. When properly calibrated and fueled by a powerful living soul, one hemispherical stone device can create a *gate* to almost any other plane. The devices are attended by a pair of liches who serve as Jolanera's researchers, building and testing items based on what she has learned from examining the rift and clues provided by Karamorros, Tar-Baphon, and Moxonorios (see area 3). Inkoria and Wespris are sibling students of Tar-Baphon who transferred their loyalty to Jolanera when their master was lost to them. They have become utterly absorbed in the details of their research, and no longer wonder what their mistress intends to accomplish by it.

**INKORIA AND WESPRIS** **CR 12**  
**XP 19,200 each**  
NE human lich necromancer 11 (*Pathfinder RPG Bestiary 188*)  
**hp** 111 each

### 3. Summoning Chamber

This chamber is inscribed with a *magic circle against chaos* directed inward. It was used to call the *xacarba* Moxonorios, who now calls this place his home. With the assistance of a scroll of *gate* that Jolanera's *ecorche* recovered from the Wizard-King's Pit, Inkoria called Moxonorios for Jolanera. The nightwing arranged for Moxonorios to help her devise





a way to extend the rift in the Well of Sorrows up through this cave in exchange for helping him unleash the full power of the Negative Energy Plane upon his foes. She did not, however, mention that she plans to help him do so by tossing him into the depths of the Negative Energy Plane, where he will provide the raw materials for the formation of a new nightshade whom she will direct to annihilate his old foes. With the assistance of Wespris and pieces of equipment and notes stolen from the Wizard-King's Pit, Moxonorios engineered the gate in area 2.

## MOXONORIOS CR 15

**XP 51,200**

Xacarba (*Pathfinder RPG Bestiary 2* 288)

**hp** 210

## 4. Void Funnel

In the largest cavern, two nightwings defend one of Jolanera's most prized possessions: a *void funnel* attuned to the minor negative-dominant trait which she has been trying to use to affect the currents of negative energy from area 7.

## NIGHTWINGS (2) CR 14

**XP 38,400 each**

**hp** 195 each (*Pathfinder RPG Bestiary 2* 203)

VOID FUNNEL		PRICE
		46,000 GP
SLOT none	CL 18th	WEIGHT 10 lbs.
AURA strong conjuration		

This elaborately tapered lattice of adamantine and copper channels the essence of one plane to which it has been attuned. Whenever it leaves a plane of existence, it becomes attuned to one planar trait from among the following that the plane possessed: minor negative-dominant, minor positive-dominant, mildly aligned. If a plane had multiple appropriate traits, one is chosen randomly. If the plane has a more powerful version of one of these traits, the item attunes to the weaker version of the trait. Once per day, when a command word is spoken, the area within a 30-foot-radius emanation centered on the funnel gains the attuned trait for 1 minute. If the user of a *void funnel* chooses, she becomes immune to any negative effects of the funnel when it's activated.

CONSTRUCTION REQUIREMENTS	COST 23,000 GP
---------------------------	----------------

Craft Wondrous Item, *gate*

## 5. Slave Workshop

This cave holds a stark magical workshop inhabited by Bavorov Trelisk, a living conjurer who foolishly thought the Whispering Tyrant's holdings on the Isle of Terror were abandoned and came to plunder them with his son Malen and several mercenary guards. The guards were slaughtered, but Bavorov demonstrated enough skill with conjuration to interest Jolanera. The nightwing captured him and Malen; she keeps the latter as a hostage to

guarantee Bavorov's cooperation. She then set Bavorov to work developing a way to extend the rift between two open gates by improving on one of Inkoria's inventions, a device that interferes with planar travel. Whenever a teleportation effect is used in this area, the device transports the target or targets and all adjacent creatures and objects to the Astral Plane for 1 round before returning them to their original locations. This replaces the normal effect. Calling and summoning effects used in the room have their durations doubled as if by *Extend Spell*, but without a change in casting time or spell slot level. This room is shielded from the negative energy that flows up from the Well of Sorrows.

Seeing his son tormented and possessed by shadow demons, along with Moxonorios's mind games, has inspired Bavorov with a deathly fear of disobeying his captors. He fights to defend them unless he knows his son is already freed, fearing that a demon may kill Malen during an escape attempt. However, Bavorov starts by pleading with attackers to surrender and explaining why he must try to stop them. If approached peacefully, he can be convinced to risk an escape attempt with a successful DC 31 Diplomacy check, although he insists that his son be rescued immediately.

## BAVOROV TRELISK CR 14

**XP 38,400**

N cruel conjurer (*Pathfinder RPG NPC Codex* 190)

**hp** 125

## 6. Shadowy Vault

Jolanera's prison holds skilled humanoids whom she intends to sacrifice in order to activate the gate in area 2. Because the prisoners must all die at once, they are kept under lock and key. In addition to sacrificial victims, **Malen Trelisk** (N male human rogue 8) is imprisoned here, and is usually possessed by one of a band of especially insidious shadow demons. Malen is held as a hostage to ensure the cooperation of his father, Bavorov Trelisk (see area 5).

## ADVANCED SHADOW DEMONS (8) CR 8

**XP 4,800 each**

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

## 7. Jolanera's Roost

Jolanera (see page 20) roosts in a cave that opens onto the Well of Sorrows, where the energies that leak forth can heal her if she is injured or wearied by exposure to the foul sun. The cave's floor ends in a steep slope that descends toward the well; Jolanera tosses foes into the well if they cannot fly. This room is subject to strikes of negative energy from the Well of Darkness. Every 1d10 rounds, a bolt strikes out at one random creature in the room as a ranged touch attack with a +12 attack bonus, dealing 4d6 points of damage on a successful hit (undead are healed by that amount instead).

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## Meyi Pahano

**“I sacrificed everyone I ever knew to achieve my destiny. I’m not letting delicate mortal fools like you stop me from opening this portal.”**

Meyi Pahano never set out to become a lich. She was born in the Lirgeni capital of Hyrantam at the precise moment of the spring equinox in 4582 AR. As a child of the equinox born to a highly respected family, she was expected to be exceptional, and she was. Her astrological birth chart foretold that she would become influential in Lirgen’s future. She could walk at 6 months, spoke in full and elaborate sentences at 14 months, and was reading by 30 months. As she grew up, she became a determined and articulate orator. Not only was Meyi able to convince her classmates and neighborhood friends to succumb to her manipulations, but she also had the power to sway adults, even at that young age—a skill she recognized and used fully to her advantage. After graduating from the Nalthane Academy at the top of her class, she became an influential member of the Saoc Brethren and quickly rose to the rank of High Seer. In this position she ensured the prosperity of her nation, all the while looking to the stars for guidance.

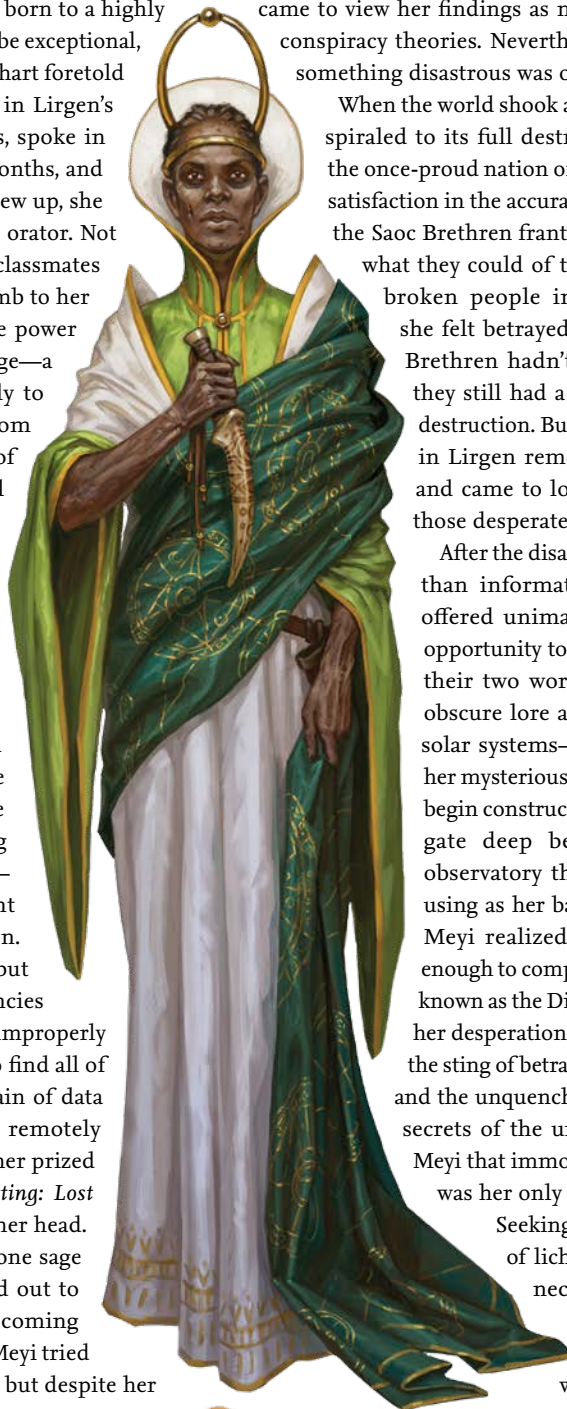
Meyi studied the heavens, gazing at the stars from sundown to sunrise each night to glean some sense from the chaotic turning of the world. Five years before the formation of the Eye of Abendego, she began noticing strange interactions in her charts—results hinting at a terrible event looming just beyond a dark horizon. Other seers found similar results, but they either dismissed the discrepancies as poorly collected observations and improperly calculated reviews, or were unable to find all of the common threads in the mountain of data recorded. Then one evening while remotely viewing the cosmos with the aid of her prized *farwatcher* (*Pathfinder Campaign Setting: Lost Kingdoms* 12), Meyi heard a voice in her head. A being calling himself Tzriek—a bone sage from the dead planet Eox—reached out to Meyi and told her in detail of the coming calamity. With her fears confirmed, Meyi tried to present her findings to her peers, but despite her

eloquent pleas, the other members of the council rejected her warnings without discussion. She was laughed out of the chambers each time, and increasingly the Brethren came to view her findings as nothing more than mad conspiracy theories. Nevertheless, Meyi was certain something disastrous was on the horizon.

When the world shook and the Eye of Abendego spiraled to its full destructive rage, shattering the once-proud nation of Lirgen, Meyi took little satisfaction in the accuracy of her predictions. As the Saoc Brethren frantically worked to salvage what they could of their dying country and broken people in the following years, she felt betrayed and outraged that the Brethren hadn’t listened to her when they still had a chance to mitigate the destruction. But after the disaster, many in Lirgen remembered her warnings and came to look to her for advice in those desperate times.

After the disaster, Tzriek offered more than information to Meyi. He also offered unimaginable power and an opportunity to bridge the gap between their two worlds. Baiting Meyi with obscure lore and knowledge of other solar systems—even other galaxies—her mysterious patron convinced her to begin construction of an interplanetary gate deep beneath the mountain observatory the astrologer had been using as her base of operations. When Meyi realized she’d never live long enough to complete what would become known as the Dim Gate, Tzriek played on her desperation over her nation’s plight, the sting of betrayal from her own people, and the unquenchable urge to unlock the secrets of the universe, and convinced Meyi that immortality through lichdom was her only viable path.

Seeking the immortal embrace of lichdom is the province of necromancers, but Meyi’s arcane training was in divination (as was the case with most





high-blooded Lirgeni). She specialized in viewing remote locations and communicating with whatever higher powers she could reach. Through her contact with Tzriek, Meyi learned the secrets of necromancy and began what she considered ascension to immortality. The price to pay for this immortality was high. In the end, Meyi used her persuasive powers to convince most of the surviving Saoc Brethren to take their own lives to atone for their failure—their very deaths fueling her ascension into undeath.

Meyi is odd for a lich, as she possesses very little skill in the necromantic arts. Most of her experience with the magic of death has been from the last century spent with her Eoxian patron. Since her transition to lichdom, she has added dozens of necromancy spells to her spellbook, but still struggles to cast them. At Tzriek's urging, she built her phylactery into a ring at the center of the crystalline core in the main collector of the Dim Gate. Not only does this mean that to permanently destroy her, one would have to destroy the (still incomplete) interplanetary gate, but is also binds her to her appointed task.

Much of Meyi's power is borrowed, and she lacks the ability to create many of the devices that make up the Dim Gate without the assistance of her alien patron. Meyi is all too aware of this weakness; knowing that she is but a tool of a mysterious force from a distant world angers her. Her frustration doesn't stop Meyi from working nonstop toward her ultimate goal—especially now as it nears completion—but she is periodically driven into a destructive rage.

## MEYI PAHANO CR 13

XP 25,600

Female human lich diviner 12 (*Pathfinder RPG Bestiary* 188)

LE Medium undead (augmented humanoid)

**Init** +11; **Senses** darkvision 60 ft.; Perception +20

**Aura** fear (60 ft., DC 20)

### DEFENSE

**AC** 17, touch 12, flat-footed 16 (+1 deflection, +1 Dex, +5 natural)

**hp** 116 (12d6+72)

**Fort** +10, **Ref** +9, **Will** +12

**Defensive Abilities** channel resistance +4, rejuvenation;

**DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** +1 dagger +7/+2 (1d4+1/19–20) or touch +6 (1d8+6 plus paralyzing touch)

**Special Attacks** paralyzing touch (DC 22)

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

10/day—diviner's fortune (+6)

**Diviner Spells Prepared** (CL 12th; concentration +19)

6th—*disintegrate* (2), *geas*, *true seeing*

5th—*acidic spray*<sup>UM</sup> (DC 24), *cloudkill* (DC 24), *dominate person* (DC 22), *prying eyes*, *wreath of blades*<sup>UC</sup> (DC 22)

4th—*charm monster* (DC 21), *dimension door*, *phantasmal killer* (DC 21), *stoneskin*, *symbol of revelation*<sup>UM</sup>

3rd—*arcane sight*, *dispel magic*, *fireball* (DC 20), *haste*, *protection from energy*, *suggestion* (DC 20)

2nd—*cat's grace*, *fog cloud*, *glitterdust* (DC 21), *mirror image*, *share memory*<sup>UM</sup> (DC 19), *spider climb*, *web* (DC 21)

1st—*mage armor*, *protection from good*, *shield*, *true strike*, *unseen servant*, *vanish*<sup>APG</sup> (2)

0 (at will)—*detect magic*, *mage hand*, *mending*, *resistance*

**Opposition Schools** evocation, necromancy

### TACTICS

**Before Combat** If she has enough time, Meyi casts defensive spells depending on what she has already observed about the PCs, weighing their strengths and weaknesses against her own. Since she is usually deep in the complex, she likely has ample warning to ready her defenses and lay a trap for any unwelcome visitors.

**During Combat** She always tries to parley with or dominate her opponents before resorting to *disintegrate* or her *wand of lightning bolt* in combat. When fighting, Meyi tries to bring the combat to the Collection Chamber (area 3), knowing that the *void crystal's* energies can be used as a weapon.

**Morale** Meyi is confident her phylactery can't be quickly destroyed by any invaders, so she fights recklessly, knowing that she will simply reform to continue her work if she is destroyed.

### STATISTICS

**Str** 10, **Dex** 12, **Con** —, **Int** 24, **Wis** 15, **Cha** 18

**Base Atk** +6; **CMB** +6; **CMD** 24

**Feats** Ability Focus (paralyzing touch), Craft Wand, Craft Wondrous Item, Defensive Combat Training, Greater Spell Focus (conjuration), Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (conjuration), Toughness

**Skills** Bluff +15, Diplomacy +10, Intimidate +13, Knowledge (arcana) +22, Knowledge (engineering) +22, Knowledge (geography) +18, Knowledge (planes) +18, Knowledge (religion) +18, Perception +20, Profession (astronomer) +17, Sense Motive +20, Spellcraft +22, Stealth +9, Use Magic Device +15; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Celestial, Common, Draconic, Giant, Infernal, Jistka, Nencil, Polyglot

**SQ** arcane bond (control ring), forewarned, scrying adept

**Combat Gear** *scroll of displacement*, *scrolls of fireball* (2), *scroll of mnemonic enhancer*, *wand of lightning bolt* (50 charges); **Other Gear** +1 dagger, *cloak of resistance* +2, *control ring*, *headband of vast intelligence* +4, *ring of protection* +1, spell component pouch, spellbook (contains all 0-level spells, all prepared spells, and 2d12 spells of up to 6th level of the GM's choice), granite and diamond dust worth 250 gp, ointment worth 250 gp, powdered diamond and opal worth 1,000 gp

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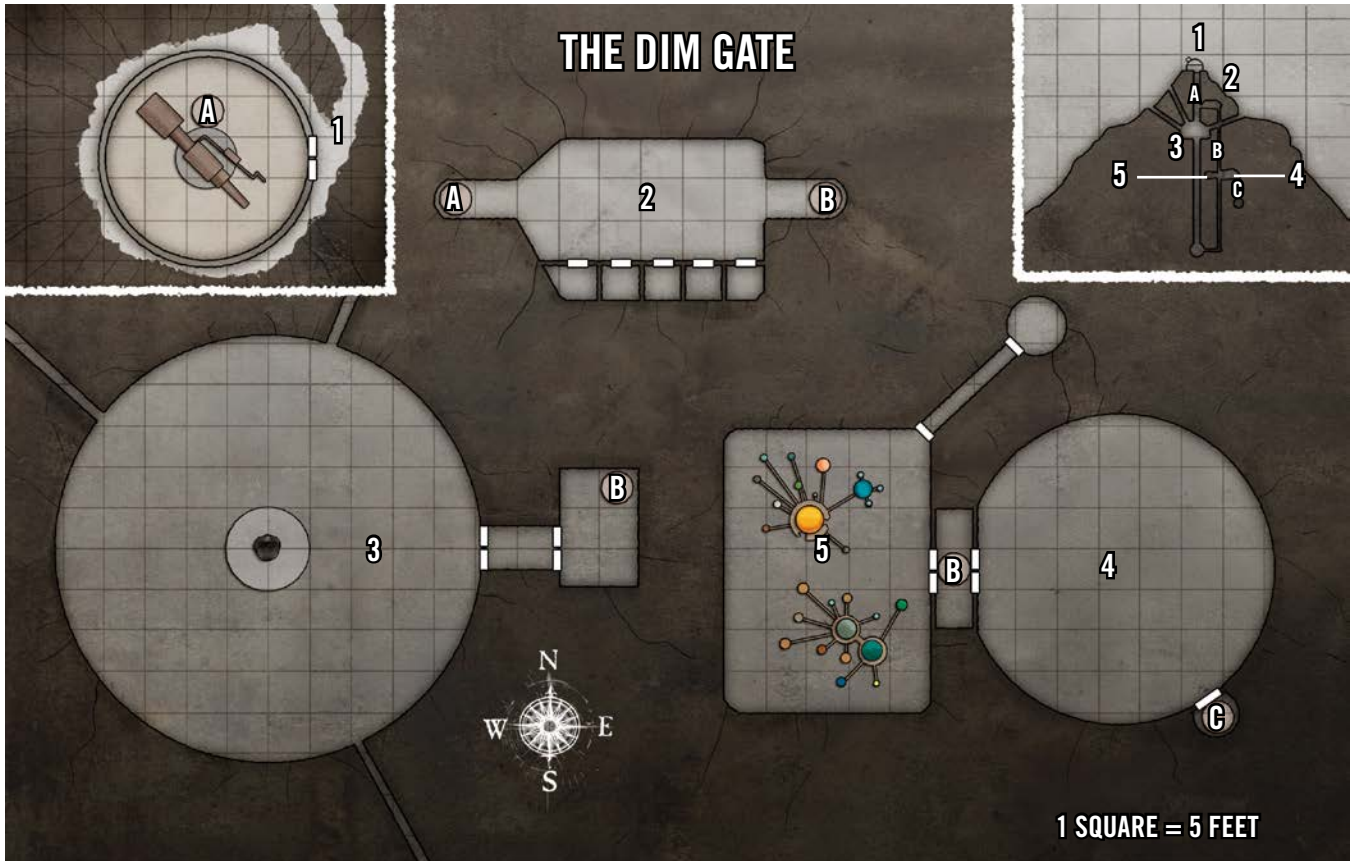
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## THE DIM GATE

The Dim Gate's observatory sits atop a peak in the Napsune Mountains overlooking a narrow, secluded valley. Though the Eye of Abendego's perpetually rotating arms lash the Sodden Lands, the mountains grant the peak a reprieve from the constant deluge the lowlands face. The elevation provides a clear view of the heavens on most nights, though the visibility conditions are irrelevant for the purposes of collecting power from celestial alignments.

The interior of the complex is mostly unlit, as none of the inhabitants have need for light, though some chambers have effects that provide dim light. Hallways are 10 feet wide, with 10-foot-high ceilings. Most of the angles in the complex are softened by rounded corners.

### 1. Observatory

A narrow, overgrown trail winds up the mountain to the observatory. A contingent of skeletal champions (*Pathfinder RPG Bestiary* 252) patrols the grounds atop the mountain. Their efforts are aided by a gift from Tzriek—a nightwing (*Pathfinder RPG Bestiary* 2 203) called Gloomtide who lairs in a nearby cave. Gloomtide soars above the site, keeping watch for any intruders climbing the mountain path.

The observatory holds a *farwatcher*, a device created to facilitate stargazing. This massive telescope sits in the middle of the observatory floor and can be swiveled around and focused using a series of cranks and levers on its base.

A hatch in the floor opens to a staircase that spirals down into the depths of the facility. The steel shutters that make up the observatory's dome can be retracted or opened depending on the alignment of the *farwatcher*. Large rolls of star charts, intricate cosmograms, and notes from decades of astronomical studies sit in tall racks that wrap around the walls. During special celestial events, Meyi can be found in the observatory, peering through her telescope and dictating her notes and observations to an assistant.

### 2. Greeting Hall

This chamber was once used to greet visitors to the site, but now it serves as the home to some of Meyi's guardians. Long ago, she lured a Koboto tribe to the site, offering to hire them to serve as guardians, but she eventually slaughtered them all and raised them as skeletal champions. **Kemota** (NE female human skeletal champion fighter 5), the tribe's chieftain, still leads her people in death and is in charge of the Dim Gate's security. While many of the skeletal champions patrol outside the observatory, a dozen of them remain in this room to prevent trespassers from delving deeper into the complex. A lift that descends into the complex is at the far end of the hall.

### 3. Collection Chamber

In addition to the main collector shaft running all the way up to the *farwatcher*, three accumulator shafts plunge



through the mountains to this chamber. These shafts are covered by circular iron doors, warded with *symbols of pain* and other magical deterrents. On occasion, the shafts temporarily align with certain celestial bodies. When this happens, they direct energy into the chamber that is then focused and intensified by dozens of black mirrors into the *void crystal* at the center of the room. The *void crystal* sits on a tiered pedestal, and it constantly radiates crackling purple energy streaked with black strands that dance across its surface.

Three greater shadows (*Bestiary* 245) flit through this domed chamber, and they descend on any living creature that enters the room. If intruders penetrate the complex's defenses, Meyi attempts to lead them to this chamber so that she has a significant advantage in combat.

Deep below this chamber is the core of the Dim Gate, where all the collected energy is stored—a perfectly spherical room coated in black crystal that was applied when molten. A nearby control room allows Meyi to observe the levels of energy and provides the mechanism to open the gate to Eox once enough energy has been collected.

VOID CRYSTAL		MINOR ARTIFACT
SLOT none	CL 15th	WEIGHT 160 lbs.
AURA strong necromancy		

The *void crystal* crackled into existence through interplanetary feedback between a device on Golarion—one of two linked magical rings—and a facility on Eox. The ring that's buried deep beneath the Dim Gate sits at the center of this great crystal, which shudders and expands in the collection chamber each time the proper alignment of celestial bodies comes to pass.

The *void crystal* is attuned to the creature that wears its *control ring*, which is inherently linked to the ring at the center of the crystal. As a move action, a creature wearing the ring can trigger the crystal to discharge negative energy. This discharge fills the chamber, and deals 150 points of negative energy damage (Will DC 20 half). Undead creatures in the area of the discharge are healed of 150 points of damage. The reservoirs in the Dim Gate usually contain enough energy to power this discharge three times per week.

Also, a creature in control of the *void crystal* can use its necromantic energy to raise any creature killed by the discharge as an undead creature as if using *animate dead*, *create undead*, or *create greater undead*. The creature in control of the *void crystal* can control up to 30 HD of undead created in this manner.

Finally, a creature in control of the *void crystal* can use *dimension door* at will to travel to the collection chamber or the Dim Gate's control room.

#### DESTRUCTION

The *void crystal* can be destroyed by subjecting it to 16 continual hours of true sunlight without removing it from its receptacle in the collection chamber.

## 4. Lounge

The lift stops in a small foyer that connects this chamber to Meyi's planetarium. Two large orreries sit in opposite corners of this huge lounge. One of these planetary models is an accurate representation of Golarion's solar system and its movements around the sun, but the other model would be unrecognizable to Golarion's astronomers. Comfortable chairs and lounges surround lush rugs, and tables laden with books and sheets of strange poetry sit between the chairs, providing easy access to reading material. As she has been undead for only a century, Meyi has tried to remain civilized and still clings to some of the pleasures that she enjoyed in her former life. She was always fond of highly structured poetry, and has recently been working with a new form that mixes different languages within the stanzas to create a complex, multilingual rhyming verse.

A door opens from the northeastern corner of this chamber. From it, a hallway runs to one of Meyi's speaking chambers. The two speaking chambers in the complex, provide a means for Meyi to communicate with Tzriek. These spherical rooms are cold and lightless, and they lack both air and gravity in order to simulate the void of space. A user simply floats in the miniature void and waits to establish a mental connection with a creature somewhere else.

Meyi is thankful that she no longer has a sense of smell, as she has placed a group of five ghaunts (*Bestiary* 146) in charge of attending her lounge. These five were once part of an adventuring party that tried to raid her observatory, but she killed them with the *void crystal* and raised them to be undead servants. Two members of the group are 6th-level rogue twins, one is an archery-focused 6th-level ranger whose favored enemy is human, one is a 7th-level sorcerer with the destined bloodline, and the last one is a 7th-level cleric of Nethys. When not attending to Meyi, they use the lounge as a place to relax and share tales (and meals when available), but they aren't permitted into the adjoining planetarium without permission.

## 5. Planetarium

This domed chamber glows with the images of innumerable fiery suns. Built by her assistant, **Kian** (LE male human nosferatu<sup>B4</sup> bard 7), as a gift on the 77th anniversary of Meyi's transformation into a lich, this planetarium displays a series of complex illusions that represent the night sky. This illusory planetarium can be controlled so that it allows the viewer to see the sky as it would appear at any time in the past or present, allowing Meyi to track coming conjunctions and planetary alignments to better serve the Dim Gate. Kian spends much of his time relaxing in this room by writing poems for Meyi and finding new ways to entertain her. A door in the southeastern wall of the planetarium opens to a shaft with a lift, which descends into another speaking chamber.

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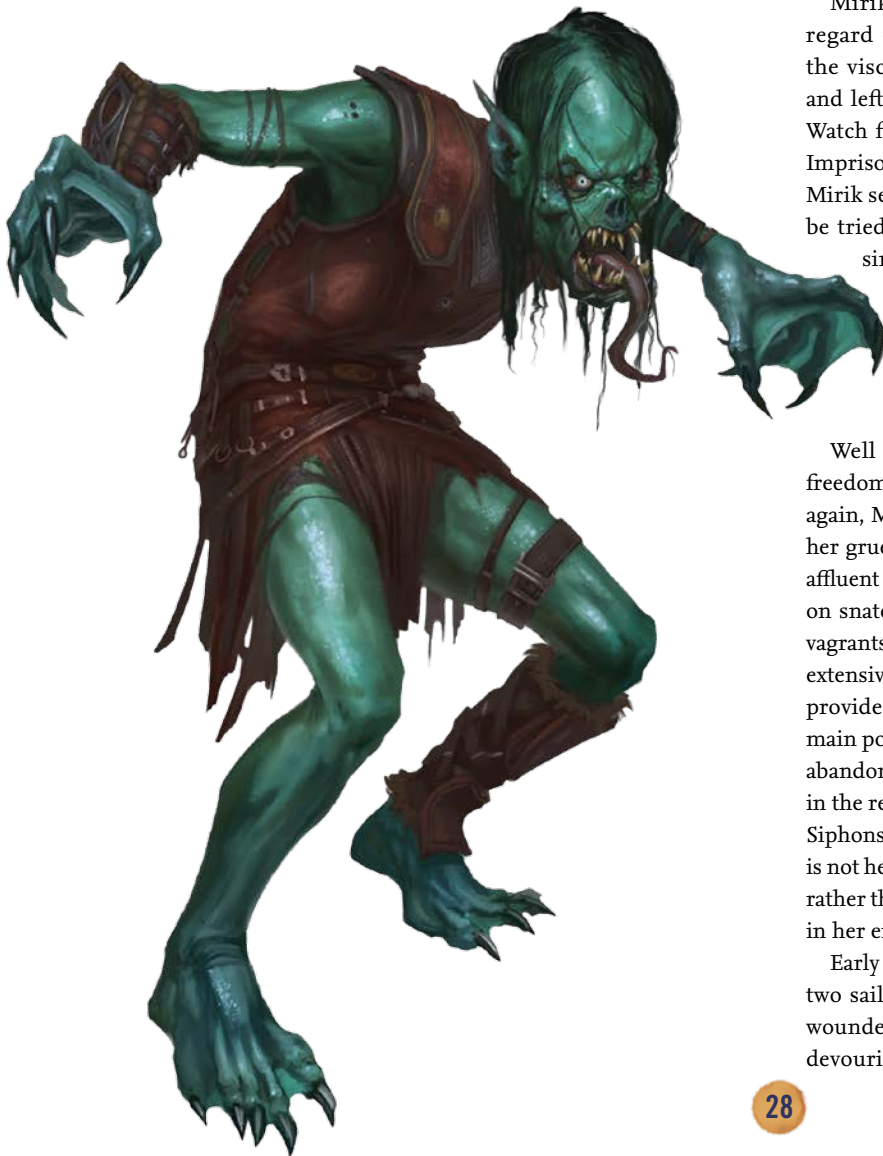
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## Mirik the Drowned

“Oi! We got a fat one tonight. Wouldn’t fit through the drain whole, so we made two trips. We gotta eat him tonight though, or the gators will sniff him out.”

The disappearance of a stray street urchin or a down-on-his-luck sailor comes as no great surprise to the residents of the Puddles district in Absalom. In any large city, people vanish, with few questions asked—especially in squalid neighborhoods like the Puddles, where many streets are half-submerged in saltwater and sewage. Life is cheap, and almost everyone is looking to get out. It’s a haven for criminals, hucksters, and vagrants, making it ideal hunting grounds for a ghaTh the disappearance of a stray street urchin or a down-on-his-luck sailor comes as no great surprise to the residents of the Puddles district in Absalom. In any large city, people vanish, with few questions asked—especially in squalid neighborhoods like the Puddles, where many streets are half-submerged in saltwater and sewage. Life is cheap, and almost everyone is looking to get out. It’s a haven for criminals, hucksters, and vagrants, making it ideal hunting grounds for a ghaTst called Mirik the Drowned and her ever-hungry cadre of lacedons. Together they stalk Absalom’s poor, abduct individuals who won’t be missed, and feast upon their flesh.



Mirik indulged in murder and cannibalism long before she became undead. One of the many urchins roaming Absalom’s streets, Mirik disdained picking pockets and petty theft, instead taking a job as a rat killer for local business owners. In her eighteenth year, finding that exterminating rats no longer satisfied her bloodlust, she savaged a halfling who was drunkenly relieving himself in a dark alley. As Mirik sat in a pool of blood next to the body, high on adrenaline, she had a sudden urge to consummate her kill by tasting her victim’s flesh. It took several more murders before she worked up the courage to gobble down a thick chunk of fat from one of her victims, but by then, there was no going back.

Mirik chose her prey opportunistically, without regard to social status. When she gorged herself on the viscera of a prominent merchant from the Coins and left the body floating in Absalom Harbor, the First Watch finally took notice and quickly closed in on her. Imprisoned in a penitentiary now known as the Brine, Mirik seemed certain to face execution. Before she could be tried, however, a severe earthquake rocked the city, sinking the Puddles beneath sea level. Mirik’s cell collapsed and flooded, drowning the serial killer. Her skin turned blue from the bay’s icy waters, her eyes turned milky with death, and a ghaTst swam to the surface, her rebirth fueled by her cannibalistic hunger.

Well aware she won’t get even the slim chance of freedom she would have gotten as a human if she’s caught again, Mirik has become more circumspect in fulfilling her gruesome needs. She moved her operation from the affluent Coins to the seedy Puddles, where she concentrates on snatching drunken sailors, orphaned street children, vagrants, and prostitutes. There, she made her lair in an extensive network of tunnels known as the Siphons, which provides safe haven for a variety of miscreants. Mirik’s main point of entry into the Siphons is beneath a flooded, abandoned house; the building features a large sinkhole in the rear, which serves as an underwater entrance to the Siphons. However, Mirik the Drowned’s biggest advantage is not her access to Absalom’s underground waterways, but rather the cadre of lacedons that she has created to aid her in her endless quest for humanoid flesh.

Early in her new life as a ghaTst, Mirik happened to catch two sailors in a knife fight. She easily overpowered the wounded pair and dragged their corpses back to her lair, devouring one and saving the other for later. Much to



her surprise, the latter arose mid-feast and joined her in her gruesome meal. It had never occurred to Mirik that her affliction might be catching, but she welcomed him as the first of her lacedon companions. Now, she leads a half-dozen of these aquatic undead, which greatly reduces her risk of capture, as they do most of the hunting for her.

Mirik's drowned crew divide themselves into teams of three or four, each of which stations itself at high-traffic intersections within the Siphons. They lurk just below the surface of the water or inside sewer grates, looking for people who seem unlikely to be missed. Once they've spotted one, the lacedons stalk their unassuming mark until he enters a tavern, flophouse, or homeless encampment. When the time is right, two or three grab their victim, while the others stand lookout. After immobilizing their prey with their paralyzing claws, the lacedons drag their victims into the Siphons for a gruesome meal. They may repeat this process as many as three times per night, given the opportunity. Using this strategy, Mirik and her crew have murdered hundreds of people without attracting unwanted attention. It's only a matter of time, however, before they grab the wrong person at the wrong time and attract the notice of some righteous adventurers.

## MIRIK THE DROWNED CR 3

### XP 800

Female ghost lacedon rogue 1 (*Pathfinder RPG Bestiary* 146)  
CE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +12

**Aura** stench (10 ft. radius, DC 15, 1d6+4 minutes)

#### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)

**hp** 31 (3 HD; 2d8+1d8+18)

**Fort** +6, **Ref** +8, **Will** +9

**Defensive Abilities** channel resistance +2; **Immune** undead traits

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +5 (1d6+4 plus disease, paralysis), 2 claws +6 (1d4+4 plus paralysis)

**Special Attacks** disease, paralysis (1d4+1 rounds, DC 14), sneak attack +1d6

#### TACTICS

**Before Combat** Mirik is an ambush predator. She lurks in the sewers just below the surface of the scummy water, using her Swim and Stealth skills to remain hidden. She attacks isolated targets and won't engage if outnumbered.

**During Combat** Mirik is an expert at snatching people off the street. She uses her sneak attack to land a paralyzing blow, then drags her victim into the sewers. She is a hit-and-run specialist and flees from a stand-up fight.

**Morale** Mirik fights until destroyed only if she is cornered. She shows no allegiance to her crew, and abandons them if the fight turns against them, knowing she can always make more ghoulish minions over time.

#### STATISTICS

**Str** 19, **Dex** 23, **Con** —, **Int** 19, **Wis** 22, **Cha** 22

**Base Atk** +1; **CMB** +5; **CMD** 21

**Feats** Stealthy, Weapon Focus (claws)

**Skills** Acrobatics +12, Climb +10, Disable Device +12, Escape Artist +12, Intimidate +12, Knowledge (local) +10, Perception +12, Sleight of Hand +12, Stealth +14, Survival +9, Swim +16

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** *potions of inflict moderate wounds* (2), *potion of invisibility*, *potions of magic fang* (3), *potion of protection from good*; **Other Gear** gag, mwk manacles (2), silk rope (50 ft.), superior locks (2), 40 gp

#### SPECIAL ABILITIES

**Disease (Su)** *Ghoul Fever*: Bite—injury; save Fort DC 17; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight; a humanoid of 4 Hit Dice or more rises as a ghast.

While Mirik and her crew consist almost entirely of lacedons and ghouls, they are not the only undead creatures to inhabit the Siphons. Parents in Absalom have long warned their children of alligators in the sewers as a means of scaring the kids into avoiding such dangerous would-be playgrounds, but in and around Mirik's lair, such warnings are actually true. Some would argue that the zombie reptiles that lurk in the area are less of a threat than their living counterparts, but heroes hoping to infiltrate Mirik's lair and end her killing spree should beware nevertheless—zombie gators are just as happy to eat them as Mirik and her crew.

## SEWER GATOR ZOMBIE CR 2

### XP 600

Crocodile zombie (*Pathfinder RPG Bestiary* 51, 288)

NE Large undead

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

#### DEFENSE

**AC** 12, touch 9, flat-footed 12 (+3 natural, -1 size)

**hp** 22 (5d8)

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

**DR** 5/slashing; **Immune** undead traits

#### OFFENSE

**Speed** 20 ft., swim 30 ft.

**Melee** bite +7 (1d8+5 plus grab), slam +7 (1d8+5), tail slap +2 (1d8+2)

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

#### STATISTICS

**Str** 21, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (23 vs. trip)

**Skills** Swim +13

**SQ** staggered

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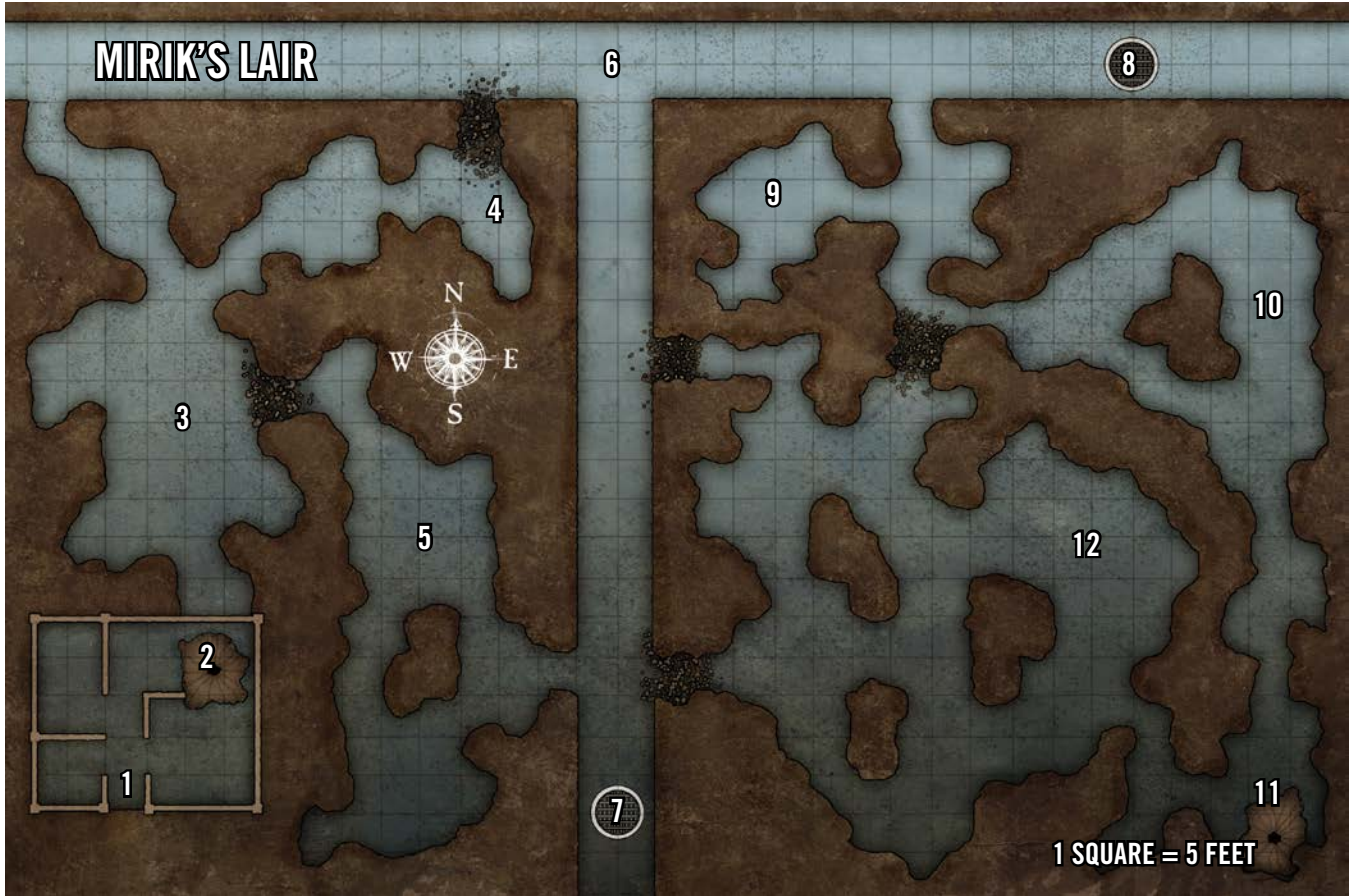
Razinia

Rudrakavala

Seldeg Bhedlis

Walkena

Wight Mother  
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## MIRIK'S LAIR

Mirik's lair is located in the Siphons underneath the Puddles district of Absalom. Several surface-level entry points lead to different sections of the tunnel system. Because Mirik's lair is underground, visibility is of paramount importance for any invading party. Unless the party provides a light source, all of the subterranean areas should be treated as dimly lit during the day, and dark at night.

### 1. Sagging Hovel

This decrepit hovel stands on a particularly neglected stretch of Muddock Street, and is perpetually flooded with a foot of standing water. A successful DC 18 Perception check is needed to notice that the door's hinges show signs of recent use. A successful DC 22 Knowledge (engineering) check reveals that the sagging is due to a nearby sinkhole. Anybody who loiters in front of the house attracts the attention of a giant crab, which is feeding on a dog corpse in the area.

**GIANT CRAB** CR 2  
XP 600  
hp 19 (*Pathfinder RPG Bestiary* 50)

### 2. Sinkhole

In the rear of the house, beneath the brackish water, is a sinkhole that leads to the Siphons. The sinkhole is completely

filled with water, and any who enter it must swim 20 feet down and 15 feet to the north before they reach breathable air in area 3. The water in the sinkhole is considered calm; navigating it requires a successful DC 10 Swim check.

### 3. Ancient Cavern

The ceiling of this chamber contains a pocket of trapped air, which is rank with the smell of decay. A successful DC 12 Fortitude saving throw is needed to avoid being sickened for 1d6+1 minutes by the stench. Hundreds of small animal bones litter the ground under the fetid water. A successful DC 19 Knowledge (dungeoneering) check reveals that the bones are slowly dissolving because of contact with ooze acid. In fact, the ancient cavern is home to a gray ooze, which attacks any living creature attempting to pass through its lair. A successful DC 20 Knowledge (nature) check reveals that the ooze was likely created by the introduction of alchemical pollutants into the sewer system.

**GRAY OOZE** CR 4  
XP 1,200  
hp 50 (*Pathfinder RPG Bestiary* 166)

### 4. Forgotten Stash

Like area 3, this area has a pocket of breathable air. This cavern was used as a stash for a local gang before the earthquake





flooded it; with a successful DC 17 Perception check, a PC spots a *vest of escape* crammed into a niche in the rock wall. The rest of the loot is difficult to spot, as it's underwater and covered in slime (such items are left to the GM's discretion).

## 5. Sewer Gator Zombie Pit

This large cavern has a small entryway, which is little more than a dozen missing bricks in the side of the sewer tunnel. The cavern floor is covered in 2 feet of standing sludge. Because this area has no ventilation or circulation, the air is especially repugnant here. A successful DC 15 Fortitude saving throw is required to avoid becoming sickened for 1d6+1 minutes by the smell.

Lurking beneath the water are a pair of zombie crocodiles. These crocodiles once roamed the Siphons, hunting small mammals and fish, though they now mindlessly swim around the chamber, bumping into the stone walls.

### SEWER GATOR ZOMBIES (2) CR 2

**XP 600 each**  
**hp 22 each** (see page 29)

## 6. Sewer Tunnels

Many of the naturally occurring caverns beneath the Puddles are linked by sewer tunnels that were dug and built before the district flooded. These tunnels are cylindrical, and the walls are uniformly made of rough-cut brick and mortar. Like the previous areas, the sewer tunnels have pockets of trapped air.

The sludge in these tunnels is especially viscous and polluted. The water is so foully tainted that it harbors filth fever (*Pathfinder RPG Core Rulebook 557*). Any injured creatures in the area risk infection.

## 7. Muddock Street Vent

This vent shaft is located on Muddock Street, about 60 feet from the front door of the sagging hovel (area 1). The shaft appears as a decrepit, 5-foot stone chimney jutting up next to a row of lodging houses. Identifying the vent as a sewer entry requires a successful DC 15 Knowledge (engineering) check, while scaling the side of the chimney requires a successful DC 18 Climb check. Inside the vent, a metal ladder descends to the water level.

## 8. Fishmonger's Vent

This sewer ingress is identical to the one in area 7, though it's located in the middle of a small fish market. During the day, the vent is surrounded by haggling fisherfolk, who become suspicious if anyone enters the vent shaft. During the evening, the market is home to scavenging vermin, and to unsavory people dealing in illicit goods and services.

## 9. Bloody Alcove

Several members of Mirik's crew skulk about this small cavern, gnawing on the grisly limbs of their latest victim.

### LACEDONS (2) CR 1

**XP 400 each**  
**hp 13 each** (*Pathfinder RPG Bestiary 146*)

## 10. Holding Pen

This large cavern is filled with 3 feet of fetid water. Six pairs of manacles are bolted into the stone walls at irregular intervals. When Mirik and her crew capture more victims than they can consume in one sitting, or when they wish to save a meal for later, they chain their captives to the wall. The horror of so many people waiting to be eaten alive has filled this space with a haunt.

### HUMAN LIVESTOCK CR 4

**XP 1,200**  
**NE** persistent haunt (20-ft. radius)  
**Caster Level 3rd**

**Notice** Perception DC 13 (to notice a piteous moaning and a voice pleading for death)

**hp 18, Trigger** proximity; **Weakness** tricked by *hide from undead*; **Reset** 1 hour

**Effect** When the haunted area is entered, creatures feel as though they were trapped by a hungry predator, and are compelled to wail in panicked fear. This action duplicates the effects of a *howling agony*<sup>SM</sup> spell (Fortitude DC 16 negates), automatically affecting all creatures in the area for each round they remain.

**Destruction** Each of the manacles must be pulled from the walls (Strength DC 26) and removed from the cavern. The manacles do not have to be intact; they can be sundered and the pieces removed.

## 11. Behind Aysepir's Astounded Abyss

This sewer vent is identical to those in areas 7 and 8, though this one is located behind Aysepir's Astounded Abyss, one of the largest freak show carnivals in the Inner Sea region. Featuring all manner of magically deformed humanoids, the Astounded Abyss is run by the shrewd, cursed mermaid known as the Fish-Head Queen. More information on both the Puddles and the Astounded Abyss can be found in *Pathfinder Campaign Setting: Guide to Absalom*.

## 12. Feasting Cave

This large cavern is covered in 4 feet of dark water. Several stalagmites jut from the water like sharp teeth; some of these have grisly chunks of flesh speared on them. At night, Mirik (see page 29) and her crew are usually out stalking kills, and the cave remains guarded by only a single lacedon.

At daybreak, the whole ghoulish crew assembles to feast upon their helpless victims. It is during this time when the undead party is at its strongest. After dusk, the crew disperses around the city once again to snatch fresh prey from the streets above.

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## Mother Comfort and Poor Eledia

“These ratty little churls! I swear, sometimes I wish the goblins had finished the job properly.”

In the entire history of Golarion, few conflicts have produced more carnage and collateral damage than Isgar’s Goblinblood Wars. Isgar’s warriors fought valiantly, but by the end, their villages and homesteads lay burned, the rivers and fields were choked with dead, scavengers (both human and animal) roamed the land, banditry ran unchecked, and a whole generation of war orphans faced a grim future.

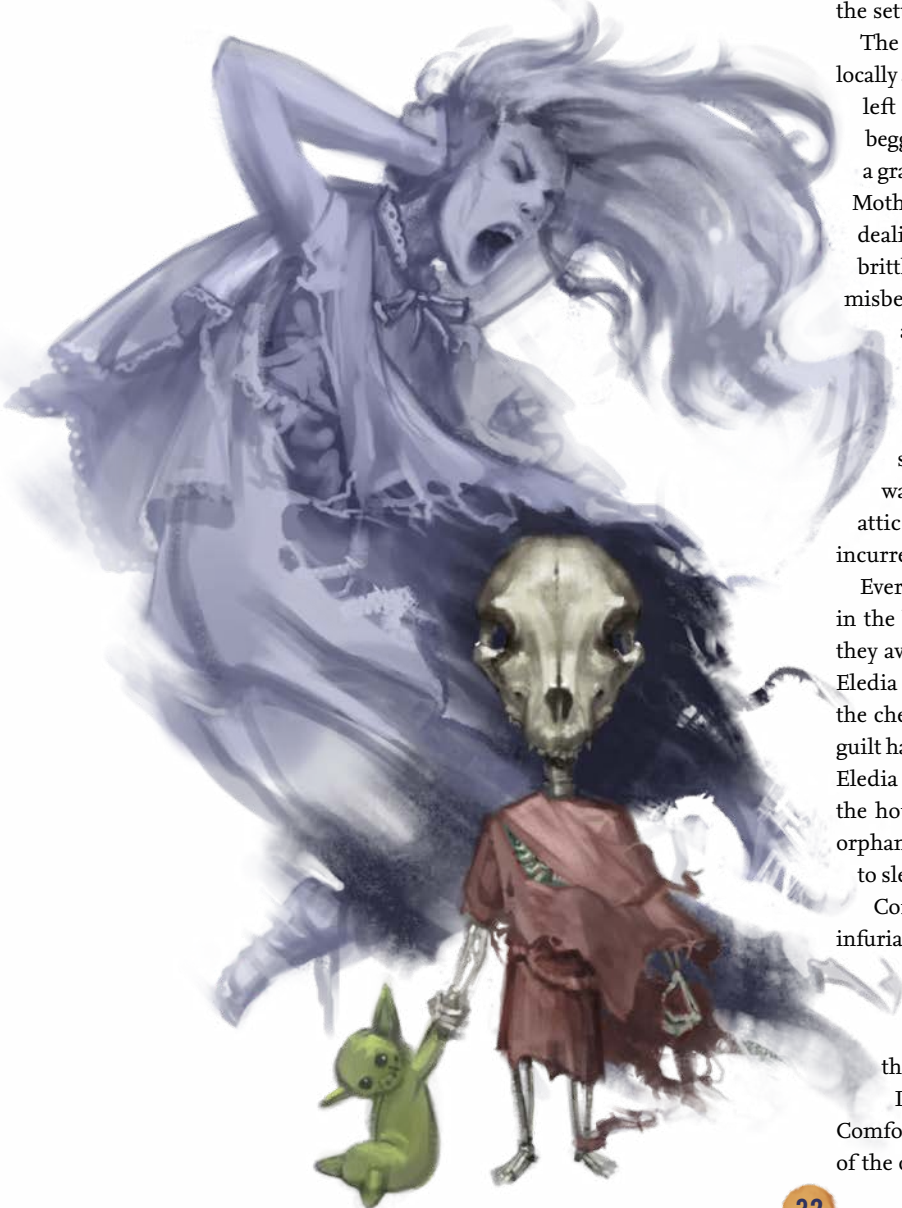
It was into these desperate and merciless times that Poor Eledia was born. Eledia was only 5 years old when her

father took up a spear in defense of his homeland, never to return. Eledia’s mother kept the homestead afloat for a while, but eventually, the goblin tide swept over their home. Eledia’s mother was murdered and raiders fed the woman to their goblin dogs while Eledia hid whimpering under the floorboards. Hunger soon drove her from her hiding place, and she fell in with the steady stream of refugees making their way south. When the group with whom Eledia had fallen in passed the town of Haugin’s Ear, they handed the waif over to Mother Comfort’s Orphanage, just outside the settlement.

The orphanage was founded by an old widow known locally as Mother Comfort, who had opened the large estate left to her by her wealthy husband to the orphaned beggar children overrunning the town. The impulse was a gracious one at the time, but it had been decades since Mother Comfort had reared children, and the stresses of dealing with the sometimes unruly orphans made her brittle and short-tempered. She subjected children who misbehaved to increasingly bizarre forms of discipline, and soon began to regard any sign of unhappiness, such as crying or complaining, as defiance that needed to be corrected. She wielded an ever-heavier hand, starving her most troublesome charges into submission. The most severe punishment, however, was confinement in the “bad box”—a chest in the attic in which Mother Comfort locked children who incurred her wrath.

Every resident of the orphanage could expect to end up in the bad box at some point, for fabricated misdeeds if they avoided committing real ones. It wasn’t long before Eledia drew Mother Comfort’s wrath and was locked in the chest. But unlike the older children, whose grief and guilt had long hardened into stony hatred for their patron, Eledia could not stop crying. Her sobs echoed through the house in a continuous accompaniment to the other orphan’s voices, and made it difficult for Mother Comfort to sleep at night. Rather than eliciting pity from Mother Comfort, however, the sound of Eledia’s crying only infuriated the old woman further. The harder Eledia cried, the angrier Mother Comfort grew, and the longer she left the box locked. On the eleventh day of her imprisonment, the girl’s tears finally ceased, and the attic whisperer called Poor Eledia was created.

In the years that followed Eledia’s death, Mother Comfort grew even more tyrannical in her management of the orphanage, her malice exacerbated by the ceaseless





sobbing she heard throughout the house, even when she was the only person there. Eventually, the relentless aural misery snapped the old woman's frail mind, and she attempted to burn the house down, turning her bed into a pyre atop which she climbed in an attempt to escape the sound. Some of the older children put the fire out, and the building was saved. Mother Comfort was not so lucky. The madness and guilt that caused her to commit suicide denied her respite in Pharasma's Boneyard, instead turning her into an allip, which haunts her former home to this day.

The orphanage is now shuttered and empty, and most of the residents of Haugin's Ear give it a wide berth, though the building, abandoned for less than a decade, is still in good condition, making it a popular place for bold vagrants and desperate beggar children to squat. These visitors have stripped the house of most of its furnishings and valuables, but have not been able to get through the still-locked door to the attic. The key is located somewhere in the charred remains of Mother Comfort's former bedroom. Few dare search for it, despite the rumors that the attic still holds the widow's substantial fortune, which lies waiting to be claimed by someone brave enough to risk encountering one of the orphanage's two full-time residents.

Poor Eledia continues to shyly roam the hallways, her loneliness prompting her to court potential playmates by leaving them small trinkets, toys, and comforting nursery rhymes. More than a few beggar children have been lured into spending the night in the old orphanage by these kindnesses. Few of these children realize that while they sleep, Poor Eledia siphons the breath from their lungs, and their voices from their throats. When the villa is quiet, the little attic whisperer can be heard comforting herself with dozens of different voices, each stolen from an unsuspecting child.

Poor Eledia's would prefer the house be inhabited by a living family to keep her company, but Mother Comfort would never let that happen. The allip, still haunted by Eledia's sobs, continues to roam the hallways, looking for someone on whom to inflict her rage. Mother Comfort almost always chooses adult vagrants as her victims, seeing them as trespassers. Many transients have disappeared overnight in the abandoned orphanage, eventually becoming haunts, poltergeists, or shadows themselves.

## MOTHER COMFORT CR 3

### XP 800

Variant allip (*Pathfinder RPG Bestiary 3* 12)

LE Medium undead (incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

**Aura** rant (30 ft., DC 15, 1d6 rounds)

#### DEFENSE

**AC** 16, touch 16, flat-footed 13 (+3 deflection, +2 Dex, +1 dodge)

**hp** 30 (4d8+12)

**Fort** +4, **Ref** +3, **Will** +4

**Defensive Abilities** channel resistance +2, incorporeal;  
**Immune** undead traits

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** incorporeal touch +5 (1d4 Wisdom damage)

**Special Attacks** rant, touch of insanity

#### STATISTICS

**Str** —, **Dex** 14, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

**Base Atk** +3; **CMB** +5; **CMD** 19

**Feats** Dodge, Flyby Attack

**Skills** Fly +17, Perception +7, Sense Motive +7, Stealth +9

**Languages** Common

**SQ** madness

#### SPECIAL ABILITIES

**Rant (Su)** Mother Comfort constantly rants, creating a frightening effect. All creatures within 30 feet of Mother Comfort must succeed at a DC 15 Will save or be frightened for 1d6 rounds. While a target is frightened, it must flee from Mother Comfort as best it can. Creatures that successfully save cannot be affected by Mother Comfort's rant for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

## POOR ELEDIA CR 4

### XP 1,200

Variant attic whisperer (*Pathfinder RPG Bestiary 2* 34)

N Small undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +12

**Aura** sobs (10 ft.)

#### DEFENSE

**AC** 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)

**hp** 45 (6d8+18)

**Fort** +5, **Ref** +6, **Will** +8

**Immune** undead traits

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +9 (1d4–1 plus siphon breath), touch +4 (steal voice)

#### STATISTICS

**Str** 9, **Dex** 19, **Con** —, **Int** 14, **Wis** 16, **Cha** 17

**Base Atk** +4; **CMB** +2; **CMD** 17

**Feats** Dodge, Mobility, Weapon Finesse

**Skills** Bluff +9, Disguise +12, Escape Artist +10, Perception +12, Sense Motive +12, Stealth +17

**Languages** Common, Goblin

#### SPECIAL ABILITIES

**Siphon Breath (Su)** A creature bit by Poor Eledia must succeed at a DC 16 Will saving throw or become fatigued for 1 hour. A fatigued creature that's bitten is instead exhausted for 1 hour. An exhausted creature that's bitten extends the duration of the effect to 1d6 hours. Each successful bite grants Poor Eledia 1d4 temporary hit points. The fatigued and exhausted conditions can only be eliminated by destroying Poor Eledia, or by using *dispel magic*, *remove curse*, or similar effects. The save DC is Charisma-based.

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## MOTHER COMFORT'S ORPHANAGE

Mother Comfort's Orphanage, on the outskirts of Haugin's Ear in Isgar, was once an expansive villa. Now the floral wallpaper is water-stained and peeling, black mold spots dot the ceilings, and the once-polished floorboards are warped and splintered.

The orphanage is haunted by tormented children, vanished vagrants, and Mother Comfort herself. Unlike the other creatures in the orphanage, Poor Eledia and Mother Comfort are free-roaming, and may be encountered anywhere inside the orphanage.

During the daytime, all areas inside the orphanage are considered normally lit, unless otherwise noted. At night, all areas indoors are considered dimly lit, unless otherwise noted.

### 1. Porch

A stair leads up to this expansive, weather-beaten porch. Two boarded-up windows once looked into areas 2 and 3. These boards can be pried from the windows with a successful DC 14 Strength check, which increases the light level in areas 2 and 3 by one step.

### 2. Parlor

This large room is filled with several ratty settees, a terribly out-of-tune harpsichord, dozens of broken knickknacks,

and a miraculously unbroken hand mirror. The hand mirror seems cheaply made, but is actually a rare and valuable magic item.

GHOST MIRROR		PRICE 3,000 GP
SLOT none	CL 3rd	WEIGHT 1/2 lb.
AURA faint divination and evocation		

This small hand mirror is warped and tarnished around the edges. A creature wielding the mirror can activate it by speaking a command word as a standard action. Once activated, the mirror grants the wielder the ability to see all undead within 60 feet clearly reflected in the mirror. This includes ethereal undead and incorporeal undead hiding in objects or walls of up to 5 feet in thickness. A *ghost mirror* does not confer any ability to see such creatures directly—only their mirrored reflections—and grants creatures seen in it concealment (50% miss chance). A *ghost mirror* can be used for 3 minutes per day. These uses do not need to be consecutive but must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>detect undead</i>	

### 3. Dining Room

When Mother Comfort ran her orphanage, one of her favorite punishments was to deny children food for long



stretches of time. As an additional torment, she would force the starving children to sit at the dining table and watch all the other orphans eat. The children's residual suffering remains in the dining room in the form of a haunt.

## FORCED STARVATION CR 4

**XP 1,200**

LE persistent haunt (within 5 feet of the dinner table)

**Caster Level** 3rd

**Notice** Perception DC 28 (to hear a small boy whimpering, and an elderly woman's voice scolding him)

**hp** 18; **Weakness** tricked by *hide from undead*; **Trigger** touching the dinner table; **Reset** 1 hour

**Effect** When this haunt is triggered, the victim sees the ghostly images of children aged 4 to 13 years sitting around the table. At the head of the table sits a crabby-faced woman, who glowers at the children spitefully. All of the children are slurping a thick gruel, except for one, whose place setting is empty. He is very gaunt and weak-looking. He chews his fingernails and pitifully watches the other children eat. All creatures subjected to the haunt are affected as if by a *feast of ashes*<sup>APG</sup> spell (Fortitude DC 15 negates).

**Destruction** This haunt can be destroyed if a full meal (enough to feed four full-grown adult humans) is laid out on the table and left undisturbed for 24 hours.

## 4. Kitchen

Most of the cutlery and cookware in this large kitchen is gone, and a large number of broken plate shards litter the ground. Because the kitchen does not feature any windows, the light in this area is one step dimmer than the adjacent areas. This area is home to a pair of Mother Comfort's vagrant victims, now poltergeists.

## POLTERGEISTS (2) CR 2

**XP 600 each**

**hp** 16 each (*Pathfinder RPG Bestiary* 211)

## 5. Covered Porch

A covered porch wraps around the back of the villa, and is covered by a shady awning.

## 6. Great Room

This room is by far the most popular area among squatters and vagabonds. It is spacious, and features a working fireplace. The floor is covered in small animal bones, leftover bits of clothing, and filthy bedrolls. The room is currently inhabited by a trio of squatters, who are slowly being driven mad by Mother Comfort.

## SKULKING BRUTES (3) CR 1

**XP 400 each**

**hp** 19 each (*Pathfinder RPG NPC Codex* 144)

## 7. Attic Trap Door

This trap door is built into the ceiling, and is secured with a good lock. Opening the trap door requires the key hanging around the neck of Mother Comfort's charred corpse in area 10, or a successful DC 30 Disable Device check. Once opened, a wooden ladder lowers from the trap door, allowing access to the attic (area 11).

## 8. Dorm Rooms

Once serving as sleeping quarters for the orphans, these small rooms have since been used primarily as latrines by squatters. The rooms still feature several iron bedframes, though the mattresses were dragged away long ago. The dorms are still haunted by several of the children that died in the orphanage, and their spirits linger in the area as shadows.

## SHADOWS (2) CR 3

**XP 800 each**

**hp** 19 each (*Pathfinder RPG Bestiary* 245)

## 9. Playroom

Broken toys fill this room, including a discarded doll that's actually a soulbound doll named Anni. When Mother Comfort raised her own children, her husband crafted Anni from a fragment of the soul of the family's dying pet dog. Meant to comfort the children after the dog's passing, Anni later served as a source of torment for Mother Comfort after her family was taken from her in the Goblinblood Wars. Now abandoned to this room, the kindly construct can serve as a potential ally to the PCs, providing them combat assistance against Mother Comfort or Poor Eledia or serving as a source of information about the haunted orphanage.

## ANNI CR 2

**XP 600**

NG soulbound doll (*Pathfinder RPG Bestiary* 2 255)

**hp** 19

## 10. Mother Comfort's Bedroom

This room is charred by fire. The origin of the inferno is clearly the bed, which still holds Mother Comfort's burnt corpse. Around the corpse's neck hangs the attic key, though any attempt to take the key or search the room prompts Mother Comfort's allip spirit (see page 33) to attack.

## 11. Attic

This small room is cramped and stifling. It's filled with a variety of antique treasures, including jewelry, old coins, furs, and the like. Four large chests here are secured with good locks. Three of the chests contain memorabilia and treasure; the final chest houses Poor Eledia's body (see page 32).

If anyone speaks with Eledia, she attempts to persuade them to stay at the orphanage to keep her company. If Eledia's body is buried or cremated, the attic whisperer dissolves into a harmless pile of junk.

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## Ordellia Whilwren

“Don’t be afraid, dear. You are pure of heart, and I’m here to help you so you can help others in town.”

 Ordellia Whilwren was an influential citizen of the Varisian city of Magnimar in the settlement’s earliest days just over a century ago. Her murder shook the city, and was considered notable even given Magnimar’s already tumultuous beginning.

In Magnimar’s early years, tension boiled between the Chelish newcomers settling the area and the Varisians, who considered the site of the city sacred. When the Varisians pleaded for the newcomers to move their settlement south of the Yondabakari River, only Ordellia was willing to listen. After witnessing what she believed to be an angel—an omen the native Varisians who shared her faith in Desna and reverence of various Empyrean Lords had promised her—she worked tirelessly to make right on her pledge. After the landmark known as Seacleft Spire was destroyed in a brutal storm, the construction of its replacement, the ambitious Arvensoar, brought the city’s disparate factions together. But despite the shared effort put into rebuilding, ethnic tension remained between the Varisians native to the region and the Chelish settlers, whose presence the Varisians saw as a defilement of an ancestral holy site.

Even in its fledgling years, Magnimar had a seedy underbelly. Its dark corners were occupied not only by the Sczarni, but also by criminals transplanted from Korvosa along with the rest of Magnimar’s fledgling population, and both groups saw the social progress Ordellia sought to bring to the city as a threat to their illicit schemes. Thus a band of conspirators hatched a plan to end Ordellia’s meddling. A minor noble who was a member of the Skinsaw cult known as the Brothers of the Seven hired a Sczarni thug to kill Ordellia. The Brothers’ plan was to shine a poor light on Varisians, thus making it harder for the Brothers’ Sczarni competition to make money, all the while easing the way for their own criminal activities. By getting rid of Ordellia, the corrupt minor nobles who belonged to the Brothers of the Seven could enact laws that would protect their shady pursuits from scrutiny.

The Sczarni assassin the Brothers hired stalked Ordellia for a week; then, in a moment of cruel inspiration, she decided to abduct Ordellia and throw her from the Seacleft to the base of the Arvensoar’s construction site. After a lengthy struggle that earned the Sczarni thug a few permanent scars, the killer threw Ordellia—barely conscious after the fight—from the cliff’s edge. Workers turning up early to the construction site discovered her broken body the next morning.

While this act was supposed to sour the city’s opinion of the Sczarni, the killer the Brothers hired was blessed with neither discretion nor a talent for lying. She was quickly captured, and fingered the conspirators during her trial before being executed for her crimes. The whole episode saddened the young city, and citizens of Magnimar—both Varisian and foreign—mourned Ordellia’s death for weeks. Desnan clergy held a long wake, performed a beautiful funeral, and interred Ordellia in the district that now bears her name. Despite the final farewell citizens bid to their fallen hero, Ordellia wasn’t gone from Magnimar for long. A few weeks after her murder, as the sun was setting and the fishing trawlers came into port, a young girl helping her father winch in his nets became tangled in the ropes. Ordellia, appearing as a ghostly outline of her former self, suddenly materialized and freed the girl before the machinery mangled her. No one but the child saw Ordellia’s ghostly form, but the story of her appearance quickly spread. This was the first ghost story involving Ordellia, but it wouldn’t be the last.

The district of Ordellia is patrolled by a local, community-led militia rather than official Magnimarian city guards, and every member has at least one story to tell about the district’s namesake ghost, whether it’s a first-hand account or a tale from an aunt or cousin. Ordellia’s ghost polices the district, helping those with pure hearts and keeping her watchful eye on those who wish to harm the district’s citizens. She has removed curses and other negative supernatural effects with *break enchantment* and *remove curse*, and she bestows boons of *protection from evil* or *blessing of fervor* on people she deems upstanding or in need of a helping hand. She also actively thwarts crimes she witnesses, stopping a pickpocket in his tracks with *hold person*, striking a pervert blind, or evening the odds in an assault with *spiritual weapon*.

Although Ordellia is helpful more often than not, her violent death and restless state sometimes shatter her normally kind persona. She is prone to long bouts of despair during which her usual altruism melts away to horror. She irrationally attacks innocent people in the middle of the night with her frightful moan or offensive magic. After these moments of weakness, she feels terrible remorse for her actions, and tries to make up for it with a spree of helpfulness in the district.

In recent years, mystery cultist **Davorge** (CG male human cleric of Ashava 6) has championed a personal



quest to usher Ordellia to her final rest. He constantly canvasses the district for new sightings and has even broken into Ordellia's townhouse in the past, searching for a way to free her soul from its current state. Since Ordellia is such a tenacious spirit, his efforts have yet to amount to anything. The man occupies a table at least twice a week at the Rose and Rake, always eager to buy someone a drink for a ghost story.

All ghosts have something left unfinished that, if completed, will allow their restless spirits to move to the Great Beyond. The event needed to end Ordellia's vigilance is for an ethnic Varisian to be legitimately elected Lord-Mayor of the city, signifying the end of racial conflict between the city's residents. Because of this, she remains tied to the city she helped found. Ordellia rightly feels that she is the spirit of the district—not only its namesake, but also its soul.

## ORDELLIA WHILWREN CR 10

### XP 9,600

Female middle-aged human ghost cleric of Desna 9 (*Pathfinder RPG Bestiary* 144)  
CG Medium undead (augmented humanoid, incorporeal)

**Init** +1; **Senses** darkvision 60 ft.; Perception +12

**Aura** freedom's call (30 ft., 9 rounds/day)

### DEFENSE

**AC** 19, touch 17, flat-footed 18 (+2 armor, +6 deflection, +1 Dex)

**hp** 107 (9d8+63)

**Fort** +12, **Ref** +6, **Will** +10

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +6 (10d6, Fort DC 20 half)

**Special Attacks** channel positive energy 11/day (DC 20, 5d6), frightful moan (DC 20), holy lance (4 rounds, 1/day)

**Domain Spell-Like Abilities** (CL 9th; concentration +13)  
7/day—touch of good (+4)

**Cleric Spells Prepared** (CL 9th; concentration +13)  
5th—*dispel evil*<sup>P</sup> (DC 19), *serenity*<sup>UM</sup> (DC 19)  
4th—*blessing of fervor*<sup>APG</sup>, *debilitating portent*<sup>UC</sup>, *discern lies* (DC 18), *freedom of movement*<sup>P</sup>  
3rd—*bestow curse* (DC 17), *create food and water*, *remove curse*<sup>P</sup>, *remove disease*, *searing light*

2nd—*hold person* (DC 16), *remove paralysis*<sup>P</sup>, *sound burst* (DC 16), *spear of purity*<sup>UM</sup> (DC 16), *spiritual weapon*, *zone of truth* (DC 16)

1st—*bless*, *cause fear* (DC 15), *command* (DC 15), *divine favor*, *protection from evil*<sup>P</sup>, *remove fear*

0 (at will)—*detect magic*, *guidance*, *purify food and drink*, *resistance*

**D** domain spell; **Domains** Good, Liberation

### TACTICS

**Before Combat** Ordellia never anticipates combat, so she prepares spells she thinks would be most helpful for whatever situations come up in a busy city like Magnimar. She spends most of her prepared spells and cleric spell-like abilities to aid the citizens of her namesake district.

**During Combat** Ordellia uses her frightful moan to scatter combatants. She prefers to use her spells in a fight, but resorts to her corrupting touch ability when faced with exceptionally dangerous or evil opponents.

**Morale** After years of being bound to her beloved city district, Ordellia is convinced she's not going anywhere anytime soon. As such, she fights until destroyed.

### STATISTICS

**Str** —, **Dex** 12, **Con** —, **Int** 13, **Wis** 18, **Cha** 23

**Base Atk** +6; **CMB** +7; **CMD** 23

**Feats** Combat Reflexes, Extra Channel, Lightning Reflexes, Persuasive, Toughness, Weapon Focus (starknife)

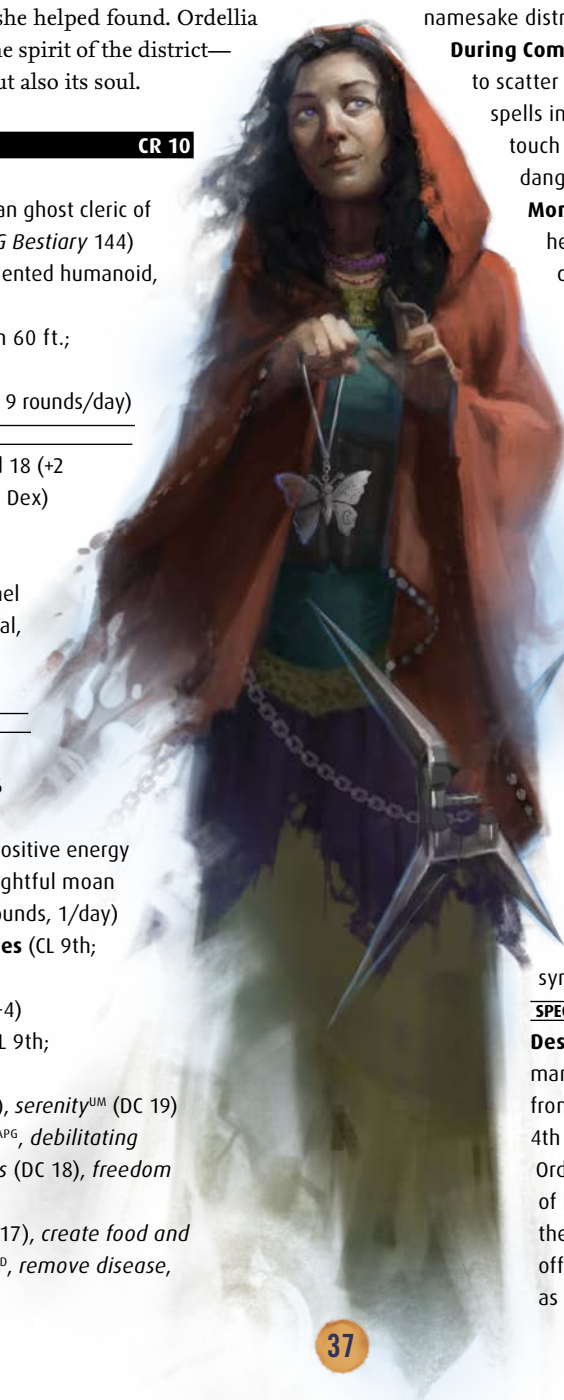
**Skills** Diplomacy +20, Fly +9, Heal +16, Intimidate +8, Knowledge (religion) +13, Perception +12, Perform (dance) +15, Spellcraft +13, Stealth +9; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Common, Varisian  
**SQ** Desna's embrace, liberation (9 rounds/day)

**Gear** *bracers of armor* +2, *headband of alluring charisma* +2, silver holy symbol of Desna

### SPECIAL ABILITIES

**Desna's Embrace (Su)** In death, Ordellia manifested a power she considers a gift from Desna. As part of casting a spell of 4th level or lower with a range of touch, Ordellia can send forth a fluttering streak of incorporeal moths that can deliver the effect to targets within 60 feet. For offensive effects, this ability manifests as a ghostly starknife rather than moths.



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## ORDELLIA'S TOWNHOUSE

The southernmost unit of three in a two-story timber building adorned with masterful woodwork, Ordeilia Whilwren's townhouse stands right around the corner from the Rose and Rake. A public square spreads out in front of the building, and features a statue honoring her called the Mistress of Angels.

Ordeilia had no children, never married, and designated no beneficiary, so her property reverted in trust to the Wardens of the Eye—the adventuring party to which she belonged in life. Held as a property of the Wardens since her death, Ordeilia's townhouse sits dusty and unused. Though she and the other Wardens frequently disagreed on how to go about certain things, the others always respected her and her decisions, so they've made her home a monument to her upon her death, rather than selling it. Food, houseplants, and other things that would spoil or die without attention were removed, and some personal items were tidied up and sorted. Furniture was covered with linens, and everything was cleaned before the doors were locked, but the place is ready to receive a visitor at a moment's notice, and for years, old companions would occasionally make use of the townhouse's hospitality. Logs sit by the fireplace, ready to warm the home, and a chest of clean bedding is available should the house need to be occupied, though it's in need of airing. Once per month, **Shandon Maroleigh** (N male

middle-aged human commoner 3/expert 1) comes by to check on the upkeep of the property. He and the trust hold the only keys to the property. All exterior doors and windows are latched or locked, and while candles and lamps are abundant, the place remains unlit when it is not occupied.

### 1. Entrance

This large room is completely bare aside from a harpsichord collecting dust by the eastern wall and a spiral staircase that climbs to the second floor. Fond of entertaining large parties, Ordeilia built her home with a grand front room. Here she hosted jubilant gatherings full of dancing and music that went on late into the night. These galas are some of Ordeilia's fondest memories, and her exceptionally strong spirit has manifested a haunt rooted in these joyous celebrations that is, ironically, quite dangerous to intruders. Those encountering the haunt hear a passionate rendition of their favorite music, and feel an urge to dance.

#### COMPELLING JUBILATION

CR 9

XP 6,400

CE haunt (40-ft.-by-40-ft. room)

Caster Level 15th

Notice Perception DC 20 (to hear faint music and dancing feet)

hp 18; Trigger proximity; Reset 1 day





**Effect** All creatures in the room feel compelled to dance a Varisian jig. Victims act as if they were affected by *irresistible dance* (DC 22).

**Destruction** All musical instruments in the townhouse must be gathered and subjected to a *hallow* spell.

## 2. Dining Room

Ordellia loved feeding her guests. In fact, she would often open up her home every other Sunday to feed the less fortunate citizens of the district. Cupboards and cabinets hold enough place settings for 20 diners, and while the furniture is covered with linens to keep the dust off, all tables and chairs are in good condition. A large stone fireplace fills the wall between the dining room and the front entrance.

Ordellia's dining room contains a curious haunt that manifests as a sumptuous feast because of her love of entertaining and feeding her guests. Some folk about town know about the haunt and its curing and bolstering effects, and attempt to break into the house to dine on this divinely created meal. If Ordellia is present and approves of the visitors, she lets them dine in peace; otherwise, she runs them off with her frightful moan.

### ENTERTAINING FEAST CR 5

**XP 1,600**

CG haunt (20-ft.-by-30-ft. dining room)

**Caster Level** 11th

**Notice** Perception DC 15 (to hear plates rattling)

**hp** 10; **Trigger** touch (table); **Reset** 1 week

**Effect** A magnificent feast appears on Ordellia's dining table and faint music can be heard. Any creatures that eat from the table for at least an hour gain the benefits of *hero's feast*.

**Destruction** All of the furniture and place settings must be broken and removed from the townhouse.

## 3. Kitchen

Ordellia's kitchen is stripped bare. While alive, she employed a cook, a scullion, and a housekeeper, all of whom boarded elsewhere, and brought in more help when hosting parties. A large table sits in the center of the kitchen, and other workstations flank a massive stone stove. Pots, pans, and basic kitchenware fills three sackcloth-covered bundles stored in the cupboards. No foodstuffs remain in the kitchen, but a character who succeeds at a DC 25 Perception check turns up a bundle of rare spices worth 50 gp.

## 4. Study

When she was alive, Ordellia had books strewn all through the townhouse. After her passing, caretakers collected them and returned the books and notes to their shelves in the study. They also took her personal journals—dozens of notebooks and loose papers that she kept from her earliest adventuring days, long before she and her companions

helped found Magnimar—and collected them here in locked chests stacked beneath her desk (Disable Device DC 20). These journals tell the story of the Wardens of the Eye before they came to Magnimar, their battle with the Vydrarch, and the early settlement of the city. There are gaps in the records and timeline, as if she wrote infrequently, but close inspection of the journals or half an hour of reading reveals that numerous pages have been removed. A silver flute holds the place of her last journal entry. The missive ends with her talking about meeting a mysterious contact who claimed to have information on clandestine attempts to halt construction on the Arvensoar. She was to meet her contact in Naos. The next morning, her body was found flung from the Seacleft at the base of the rising spire. Anyone thumbing through her journals triggers the following haunt.

### MOURNFUL REVELATION CR 7

**XP 3,200**

CE haunt (15-ft.-by-25-ft. study)

**Caster Level** 11th

**Notice** Perception DC 20 (to hear quiet sobbing)

**hp** 14; **Trigger** proximity; **Reset** 1 minute

**Effect** A shade of Ordellia's great sorrow manifests in a cacophony of sobs and moans. Anyone in the area is affected as if by *crushing despair* (DC 16).

**Destruction** As long as Ordellia remains a ghost, this haunt persists. A *hallow* spell can silence the sorrow for 1 week.

## 5. Spare Bedroom

Ordellia's townhouse was always too large for just her, so she frequently hosted visitors. Many of these were old friends and adventuring companions—other Wardens of the Eye who didn't end up settling in Magnimar. Special guests were offered this well-appointed bedroom, but more often than not Ordellia used this room as a meeting space. Like elsewhere in the townhouse, all of the furniture is covered with linens. Foldable screens provide privacy for the bed in the corner, and a large fireplace connected to the same chimney as the one downstairs opens into the room. A keyed reed instrument sits atop one of the curio cabinets. After Ordellia's death, those sorting through the house gathered most of her personal items from throughout the house and packed them together in chests that are now stacked against the western wall.

## 6. Ordellia's Bedroom

A table sits at the center of Ordellia's bedroom—she took many of her meals here—and her bed is tucked away behind screens. Many of the same items that decorated the place when she was alive remain. One of her favorite possessions, a Varisian fiddle, rests with its bow on her dresser, next to a block of dried-up rosin. A wood-and-glass lattice door opens onto a balcony that runs the length of the back of the townhouse and connects to the guest room.

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## Prince Kasiya

“When I lived, all I required of Pathfinders like you was that you surrender your prize. Now I also require that you surrender your life.”

The sixth child of Khemet I of Osirion, Kasiya enjoyed a life of absolute indolence and privilege. His servants would fetch any object, perform any service, and even sacrifice their lives in pursuit of their prince's desire. When that desire turned to mastery of all areas of learning, the pharaoh summoned the most learned scholars from across the Inner Sea and beyond to tutor his son.

Accustomed to attaining everything without effort, Kasiya proved a miserable student. He comprehended little and retained less. When his teachers dared test his knowledge, he flew into a merciless rage at their perceived insolence. Few of the tutors endured long, despite Khemet's ample rewards to those who stayed more than a month.

Eventually, in an effort to avoid the beating he witnessed his predecessor suffer, a cunning Vudrani numerologist persuaded Kasiya that book-learning provided an insufficient stimulation for the prince's noble mind. Only practical experience was sufficient for one of royal—nay, divine—blood. Through subtle encouragement, the numerologist persuaded Prince Kasiya to leave the royal palace and train as a Pathfinder.

The pragmatic Pathfinder Society weighed the risk of a dilettante prince damaging its reputation against the wealth and favor the pharaoh offered, and decided the risk was worthwhile. The leadership coddled him to keep him happy and his family's money flowing, excusing him from the menial initiations required of other aspirants. Kasiya treated common-born Pathfinders as his personal servants, and surrounded himself with fellow nobles, including Count Varian Jeggare.

As others won notice in the *Pathfinder Journal* or distinguished themselves with discoveries, research, and publications, Kasiya seethed with jealousy. He hungered for those glories, but his intellectual laziness and impatience held him back. He had no desire to explore, report, or cooperate. He wished only to bask in the glory of an already completed task. Thus, with an entourage of loyal servants, Kasiya followed the expeditions of other Pathfinders, waiting to scavenge their success. Those he could not intimidate or bribe into surrendering their treasures, he murdered.

When Kasiya learned that Varian Jeggare's expedition to the Mwangi Expanse would allow the count to complete his *Bestiary of Garund*, Kasiya desired credit for the book for himself. After failing to persuade Jeggare to surrender the book, Kasiya resorted to treachery and stole it. Soon after, he encountered a rare species of megafauna and fell to its sonic attack.

Count Jeggare returned Kasiya's pulverized remains to Osirion and offered a story of misfortune rather than treachery, but the pharaoh was not deceived. Grateful for the foreign lord's gesture, he nevertheless commanded Kasiya's remains to be interred in the Contemptible Crypts, a network of hidden graves for disgraced royalty.

Months later, entombed among traitors, necromancers, and diabolists, Kasiya stirred. Reduced to rotting jelly, he oozed out of his sarcophagus, cracked open the canopic jars, and feasted upon his own withered organs and those of his vilest ancestors. Roused by his own undying avarice and empowered by the necromantic energies of his forebears, Kasiya became a vampire.

Imprisoned by the crypt's wards, Kasiya pillaged the sarcophagi of his ancestors. Among their remains he found a golden mask with which to cover his ruined face, javelins of flame and lightning, a magical chariot with a team of flying saluki, and, in the tomb of the mad poet Shai-Khaba, a tome of arcane secrets.

His ancient ancestor's spells awoke Kasiya's latent sorcerous powers. What he could never comprehend in life, he intuited after death. With his newfound powers, Kasiya released more of his ancestors. Those who swore obedience he made his slaves; those who defied him, he destroyed. As he mastered more and more of his sorcerous birthright, Kasiya broke through the wards of his crypt. Leaving his undead slaves to guard his new home, he ventured forth to seek his revenge.

His first living victims were grave robbers, but soon he found satisfaction in feasting on the Pathfinders his nephew, the Ruby Prince Khemet III, allowed to plunder their own kingdom. After learning to travel while avoiding the lethal rays of the sun, Kasiya roamed beyond the borders of his homeland, always seeking knowledge of Pathfinders, especially the one he blamed for his death.

Any sort of adventurers, but especially Pathfinders, might find themselves in competition with Prince Kasiya. The vampire's preferred tactic is to follow a group he deems likely to recover notable artifacts, especially those associated with sorcery or necromancy. Once they acquire an item, Kasiya waits for a moment of weakness and attacks, usually with summoned undead as his vanguard.

Kasiya's principal flaw is that for all his vampiric and sorcerous powers, he remains quite stupid. He places his enemies in situations he thinks they can't possibly escape, then rages when they “cheat” their way out of it. He is extremely vulnerable to insult, especially mockery,



because he invariably finds himself tongue-tied in battles of wit. While this flaw can prove comedic at times, his foes would be wise not to forget that Kasiya remains deadly. Those who underestimate his powers could well give the vampire prince the last laugh.

Prince Kasiya features prominently in *Pathfinder Tales: King of Chaos*, by Dave Gross.

**PRINCE KASIYA** **CR 12**

**XP 19,200**

Male human vampire aristocrat 2/sorcerer 9 (*Pathfinder RPG Bestiary* 270)

LE Medium undead (augmented humanoid)

**Init** +9; **Senses** darkvision 60 ft.; Perception +9

**DEFENSE**

**AC** 25, touch 17, flat-footed 19 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +6 natural)

**hp** 135 (11 HD; 9d6+2d8+95); fast healing 5

**Fort** +12, **Ref** +13, **Will** +13

**Defensive Abilities** channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** vampire weaknesses

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *khopesh* +12 (1d8+6/19–20) or slam +10 (1d4+5 plus energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21)

**Bloodline Spell-Like Abilities** (CL 9th; concentration +15)

9/day—grave touch (4 rounds)

1/day—grasp of the dead (9d6 slashing, DC 20)

**Sorcerer Spells Known** (CL 9th; concentration +15)

4th (5/day)—*animate dead*, *enervation*, *malicious spite*<sup>UM</sup> (DC 20)

3rd (7/day)—*fireball* (DC 20), *fly*, *seek thoughts*<sup>APG</sup> (DC 19), *vampiric touch*

2nd (8/day)—*darkness*, *detect thoughts* (DC 18), *false life*, *flaming sphere* (DC 19), *misdirection* (DC 18)

1st (8/day)—*cause fear* (DC 18), *chill touch* (DC 18), *magic missile*, *protection from good*, *silent image* (DC 17), *true strike*

0 (at will)—*acid splash*, *bleed* (DC 17), *detect magic*, *ghost sound* (DC 16), *mage hand*, *ray of frost*, *read magic*, *touch of fatigue* (DC 17)

**Bloodline** undead

**STATISTICS**

**Str** 20, **Dex** 21, **Con** —, **Int** 9, **Wis** 9, **Cha** 22

**Base Atk** +5; **CMB** +10; **CMD** 27

**Feats** Alertness<sup>B</sup>, Combat Casting, Dodge<sup>B</sup>, Eschew Materials, Improved Initiative<sup>B</sup>, Intimidating Prowess, Iron Will, Lightning

Reflexes<sup>B</sup>, Martial Weapon Proficiency (khopesh), Mobility, Spell Focus (evocation), Spell Focus (necromancy), Toughness<sup>B</sup>, Weapon Focus (khopesh)

**Skills** Intimidate +15, Knowledge (arcana) +11, Knowledge (nobility) +6, Linguistics +3, Perception +9, Sense Motive +9, Spellcraft +13; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Common, Osiriani

**SQ** bloodline arcana (corporeal undead affected by humanoid-affecting spells), change shape (dire bat or wolf, *beast shape II*), gaseous form, pharaonic pedigree, shadowless, spider climb

**Combat Gear** *javelins of lightning* (4); **Other Gear** +1 *khopesh*, *bracers of armor* +2, *cloak of resistance* +3, *Hemnetep's chariot*, *ring of protection* +1, *Shepsi-Ak's funerary mask*

**SPECIAL ABILITIES**

**Pharaonic Pedigree (Ex)** Prince

Kasiya comes from a line of Osirian pharaohs extending back to the god-kings of yore. This pedigree is reflected in his statistics—he was built using the point-buy method with 20 points.



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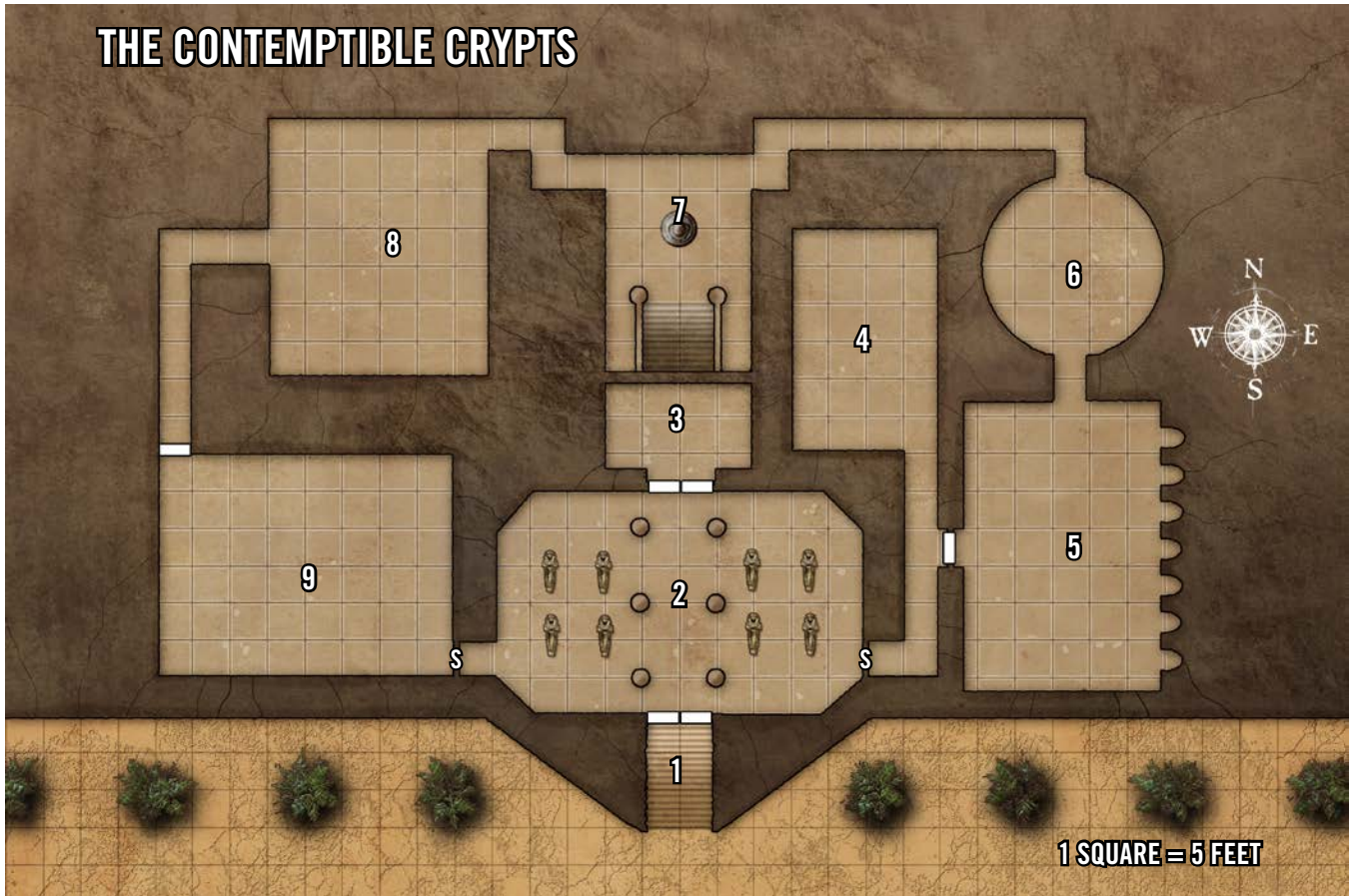
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## THE CONTEMPTIBLE CRYPTS



### THE CONTEMPTIBLE CRYPTS

As with any family, even the line of Osirian pharaohs had secrets to hide. Whatever the reason for their dishonor, undesirable members of the Osirian royal family were interred in a series of secure, secret burial chambers within Sothis's Necropolis of the Faithful known as the Contemtable Crypts.

#### 1. Entry

These large, sandstone double doors are unmarked and possess no clear locking mechanism. The doors are magically sealed to prevent both escape from within and unauthorized access from without—a specially keyed scarab medallion must be held against the doors to open them. Such a medallion can be obtained from select members of the Osirian royal family, high-ranking nobles, or the upper echelons of Pharamasma's clergy in the Necropolis of the Faithful. In the absence of such a key, a successful DC 25 Disable Device check allows a character entry into the crypt.

#### 2. Sarcophagus Hall

Eight sarcophagi fill the room, each containing the remains of a minor noble with ties to the line of ancient Osirian pharaohs. The sarcophagi's occupants are undead mummies raised by Prince Kasiya, though they do not immediately rise and attack intruders. Rather, they react only to those creatures cursed by the trap in the decoy chamber (area 3).

When a cursed creature comes within 5 feet of one of the sarcophagi, the mummy within throws off the lid and attacks.

This room contains two secret doors meant to channel invaders through dangerous sections of the crypt. The eastern door can be located with a successful DC 25 Perception check, while the western door is revealed by a successful DC 15 Perception check. If the medallion that opens the door in area 1 is pressed to either door's western face, the passage opens freely. Touching the medallion to either door's eastern face has no effect. Both doors require a successful DC 30 Disable Device check to open without the scarab or from the wrong side.

**MUMMIES (8)**

**CR 6**

**XP 1,600 each**

**hp 60 each** (*Pathfinder RPG Bestiary* 210)

#### 3. Decoy Chamber

The chamber was designed as a decoy to attract would-be tomb robbers and other unauthorized visitors to the Contemtable Crypts. The entire room bears a magical trap that curses living creatures and bestows a mark that activates other defenses throughout the crypt.

**CURSED MARK TRAP**

**CR 12**

**Type** magic; **Perception** DC 34; **Disable Device** DC 34



## EFFECTS

**Trigger** proximity; **Reset** automatic

**Effect** spell effect (heightened *bestow curse*; CL 17th, Will DC 23 negates, imparts -4 penalty on attack rolls, saving throws, ability checks, and skill checks, and marks the target as unwelcome in the Contemptible Crypts); multiple targets (all living creatures in area 3)

## 4. Hemnetep's Tomb

This tomb once held the serial murderer Hemnetep, a cousin of a pharaoh in Osirion's Third Age. From his treasure trove, Kasiya stole the miniature chariot, which he now wears on his belt, then raised Hemnetep as a mohrg.

### HEMNETEP CR 9

**XP 6,400**

Advanced mohrg (*Pathfinder RPG Bestiary* 208, 294)

**hp 119**

HEMNETEP'S CHARIOT		PRICE
		45,000 GP
<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 1/2 lb.
<b>AURA</b> moderate transmutation		

This miniature chariot is made of wood and bronze and has a leather thong so it can hang around the neck or a belt. Once per day when the command word is spoken, the chariot increases in size to a fully functioning medium chariot (*Pathfinder RPG Ultimate Combat* 181) capable of holding one Large creature or four Medium creatures. Up to four Medium creatures or one Large creature can be harnessed to the chariot to pull it, allowing these creatures as well as the chariot to gain the effects of *overland flight*. The chariot cannot move of its own volition and must have a source of propulsion in order to fly.

With a second command word, the chariot shrinks back to its miniature size. Any creatures harnessed to it (but not those riding the vehicle) are absorbed into the miniature chariot. Such creatures are affected as if by a *temporal stasis* spell; they reappear at their normal size when the chariot is next activated.

CONSTRUCTION REQUIREMENTS	COST 22,500 GP
---------------------------	----------------

Craft Wondrous Item, *overland flight*, *shrink item*

## 5. Unworthy Servants

This room contains the remains of dozens of servants who were deemed unworthy of honorable burial and were interred in Contemptible Crypts instead. Upon his awakening as a vampire, Prince Kasiya raised a number of the servants as zombies. They attack any creature cursed by the trap in area 3.

### ADVANCED FAST ZOMBIES (24) CR 1

**XP 400 each**

**hp 16 each** (*Pathfinder RPG Bestiary* 288, 294)

## 6. Shai-Khaba's Lair

When the ancient lich Shai-Khaba was interred in the Contemptible Crypts, his body was locked away in the

minimus containment version of a *binding* spell, and his phylactery (his spellbook) was placed within view to taunt him. When Kasiya discovered the spellbook, he freed Shai-Khaba but held the lich's phylactery hostage to ensure his service. Shai-Khaba now resentfully obeys Prince Kasiya, guarding this portion of the Contemptible Crypt in the hopes of one day earning his phylactery back. Unable to prepare new spells without his spellbook, Shai-Khaba has only half the listed spells prepared per spell level, reducing his CR by 1.

### SHAI-KHABA CR 11

**XP 12,800**

NE male human lich necromancer 11 (*Bestiary* 188)

**hp 111**

## 7. Catacombs Access

A 10-foot-wide stair leads down from this area into a larger complex of catacombs that make up more ancient levels of the Contemptible Crypts.

## 8. Tomb of Shepsi-Ak

The necromancer Shepsi-Ak spent his life researching undeath, in the hope of becoming a lich. In the course of his study, he discovered a magical funerary mask that he only partially identified, believing it would allow him to masquerade as a living human. When he fell victim to a haunt and died prior to crafting a phylactery, the mask's properties prevented him from rising as an undead. When Kasiya removed the mask, Shepsi-Ak arose shortly thereafter as a geist.

### SHEPSI-AK CR 10

**XP 9,600**

Advanced geist (*Pathfinder RPG Bestiary* 4 124, 288)

**hp 138**

SHEPSI-AK'S FUNERARY MASK		PRICE
		9,000 GP
<b>SLOT</b> head	<b>CL</b> 9th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate varied		

An undead wearing this golden mask is treated as both an undead and a creature of the type it was before becoming undead (including any associated subtypes) for the purposes of determining its eligibility as a target of illusion and transmutation spells (such as *alter self* or *disguise self*). A corpse wearing the mask gains the effects of *gentle repose* and *sanctify corpse*<sup>UM</sup>. A living creature wearing the mask gains no effects.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
---------------------------	---------------

Craft Wondrous Item, *polymorph*, *sanctify corpse*<sup>UM</sup>

## 9. Kasiya's Tomb

Kasiya often spends time plotting in this chamber, which still holds his own sarcophagus. Several walls are lined with unsent correspondence, each anonymously inviting specific Pathfinders to investigate a body stolen from the Contemptible Crypts.

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Ordellia Whilwren

Prince Kasiya

Razinia

Rudrakavala

Seldeg Bhedlis

Walkena

Wight Mother  
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# Razinia

“The job is challenging, yes. But if you don’t do it, someone else will. What is your price?”

Razinia wears a floor-length robe of billowing gray cotton decorated with numerous gold and silver baubles and trinkets, and moves with slow, measured steps. To most, she presents herself as fair-skinned janni with neat, short-cropped black hair. Beneath the illusion, she’s a desiccated corpse with only shriveled skin on her bones and burning red lights in her empty eye sockets.

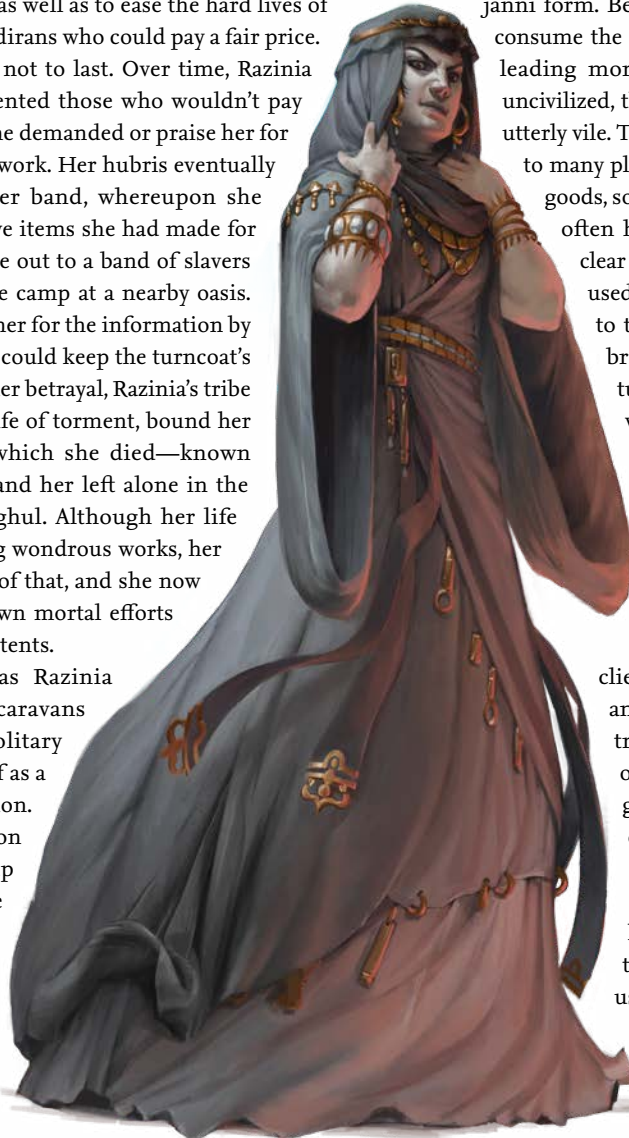
Razinia was once a janni trader and tinker who traveled across the deserts of Qadira, using her skill at diplomacy and at crafting magic items to keep herself and her fellow jann free from slavers, as well as to ease the hard lives of her band and those Qadirans who could pay a fair price. However, this life was not to last. Over time, Razinia grew prideful and resented those who wouldn’t pay the exorbitant prices she demanded or praise her for doing such marvelous work. Her hubris eventually alienated her from her band, whereupon she destroyed the protective items she had made for them and sold her tribe out to a band of slavers who happened to make camp at a nearby oasis. The brigands thanked her for the information by killing her so that they could keep the turncoat’s payment. Learning of her betrayal, Razinia’s tribe cursed her to an afterlife of torment, bound her to the very oasis in which she died—known as the Solitary Pool—and her left alone in the desert as a wretched ghul. Although her life was defined by creating wondrous works, her final acts undid much of that, and she now subsists on tearing down mortal efforts and perverting their intents.

Centuries passed as Razinia fed upon what few caravans came through the Solitary Pool, disguising herself as a hyena to avoid suspicion. Eventually, she hit upon the idea of building up the oasis to lure in more victims. Appearing in her janni form and using a combination of seduction and enchantments, she slowly built up a network of traders and

caravan drivers who came to trust her as they traveled across the desert. This network evolved into a semi-permanent caravanserai based in the Solitary Pool, from which Razinia both conducts business on a far-reaching scale and plucks victims from the steady stream of visitors, maintaining a cautious balance between sating her hunger and avoiding being discovered.

Razinia hides herself in her tent most of the time, explaining away her reclusiveness as a typical janni love of privacy. When she must interact with people, she applies heavy makeup and perfume before veiling herself in her janni form. Beyond sating her basic urge to consume the dead, she delights in gradually leading mortals into heinous acts—first uncivilized, then destructive, and eventually utterly vile. The caravans she manages travel to many places and carry a wide variety of goods, some less savory than others. She often hires adventures to scout and clear caravan routes that haven’t been used recently and eliminate threats to trade, including monsters and brigands. (Often these brigands turn out to be escaped slaves whom Razinia returns to their owners for a bounty.)

Razinia dwells in a secure pavilion tent in her caravanserai. The receiving room is always thick with the smell of incense. Here, she meets with her lieutenants and clients in the safety of dim light and illusions that conceal her true nature. Near the outskirts of the oasis is an unconsecrated graveyard where the bodies of dead travelers of any faith can be buried. There are rumored to be problems with jackals or hyenas digging up and eating the bodies, although Razinia is usually responsible. Sometimes incompetent or nosy guards disappear; they’re assumed to have deserted in search of new work, but more often than





not they were claimed and devoured in the night by the monstrous hyena that is Razinia's alternate form.

Razinia's employees know nothing of her undead nature, although they eventually observe that she is oddly averse to leaving the oasis and even to going out in daylight. She has retained the service of a number of guards and extracts agreements from merchants who operate in the caravanserai to contribute to its defense if she or her property is threatened. Razinia sometimes creates an excuse for her agents to attack those she fears may uncover her true identity, giving nosy interlopers a distinctive item as a reward while within the privacy of her tent, then publicly accusing them of theft as they leave with it. Her longest-serving lieutenant, Orozmoz, has developed a blind loyalty toward Razinia ever since she rescued him from highway robbers outside the oasis, and he has sworn to do whatever she asks until his debt to her is repaid. Her other lieutenant, the merchant Amiria, is also something of a traitor among her fellow jann, as she sometimes disguises herself and infiltrates bands of jann in order to kidnap the wealthy and ransom them back to their families, or to enslave the isolated and vulnerable not considered worth rescuing.

A few merchants, mercenaries, and administrators in the region suspect Razinia is not what she appears, and she continually plots for ways to either throw them off the trail or, preferably, find a way to kill and devour them without being suspected. In particular, she hopes to trick someone else into slaying **Fatwaq al-Aqrat** (LN male human aristocrat 8), a regional tax collector who has been asking pointed questions around the oasis in recent months. Fatwaq has sent a hired trade mission to a nearby janni band, instructing the traders to spread both false warnings that the collector is pushing Qadiran officials to clear all jann out of the area as foreigners and details of Fatwaq's travel schedule, in an attempt to lure out janni vigilantes.

## RAZINIA CR 7

### XP 3,200

Female ghul sorcerer 4 (*Pathfinder RPG Bestiary* 3 125)

NE Medium undead (shapechanger)

**Init** +5; **Senses** darkvision 60 ft.; Perception +18

#### DEFENSE

**AC** 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

**hp** 91 (10 HD; 6d8+4d6+50)

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

**DR** 5/good; **Immune** undead traits; **Resist** cold 10, fire 10

#### OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +13 (1d6+7), 2 claws +13 (1d4+7 plus bleed) or dagger +13 (1d4+7/19–20)

**Ranged** dagger +11 (1d4+7/19–20)

**Special Attacks** bleed 1, cursed claws, rend (2 claws, 1d6+10)

**Bloodline Spell-Like Abilities** (CL 4th; concentration +9) 8/day—elemental ray (1d6+2 cold)

**Sorcerer Spells Known** (CL 4th; concentration +9)

2nd (4/day)—*darkness*

1st (8/day)—*burning hands* (cold, DC 16), *color spray* (DC 16), *memory lapse*<sup>APG</sup> (DC 16), *silent image* (DC 16)

0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *prestidigitation* (DC 15), *touch of fatigue* (DC 15)

**Bloodline** elemental (water)

#### TACTICS

**During Combat** Razinia maintains her hyena or janni form unless she absolutely must drop the ruse and expose herself to her enemies. She attempts to sunder held or worn magic items, especially those that could damage or expose her, but switches to attacking spellcasters directly if this tactic proves ineffectual.

**Morale** If Razinia believes she is in imminent danger of being exposed or falls below 20 hp, she drinks her *potion of invisibility* or casts *darkness*, then flees to her tent or the cave (area 7), using her *dust of tracelessness* to avoid leaving footprints since she cannot leave the oasis.

#### STATISTICS

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

**Base Atk** +6; **CMB** +13 (+17 sunder); **CMD** 28 (30 vs. sunder)

**Feats** Craft Wondrous Item, Eschew Materials, Greater Sunder, Improved Sunder, Power Attack, Step Up

**Skills** Appraise +13, Bluff +18, Climb +15, Diplomacy +15, Disguise +18, Knowledge (arcana) +13, Perception +18, Sense Motive +14, Spellcraft +14, Stealth +15, Survival +0 (+8 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

**Languages** Abyssal, Auran, Common, Draconic, Ignan, Infernal, Kelish

**SQ** bloodline arcana (change energy damage spells to match bloodline energy), bound by betrayal, change shape (hyena or janni; does not detect as undead in these forms; *beast shape I* or *alter self*, respectively), genie-kin

**Combat Gear** *potions of inflict serious wounds* (2), *potion of invisibility*, *scroll of glitterdust*, *scroll of mage armor*, *scroll of sculpt corpse*, *scroll of summon swarm*, *wand of scorching ray* (9 charges), *wand of charm person* (16 charges), tanglefoot bag; **Other Gear** dagger, *dust of tracelessness* (2), *elemental gem (air)*, *stone of alarm*, 23 gp

#### SPECIAL ABILITIES

**Bound by Betrayal (Su)** Razinia cannot move farther than 600 feet from the center of the oasis where she committed her fatal betrayal; if she is taken beyond this range, she can take no actions except move actions in the direction of the oasis. As a side effect of the curse holding her to the oasis, she can take the form of a living janni that resembles her appearance in life in the same way she can change shape into a hyena. When in this form, she does not detect as undead, but she retains her hoofed feet as a reminder of her treachery, a physical feature she goes to extreme lengths to hide.

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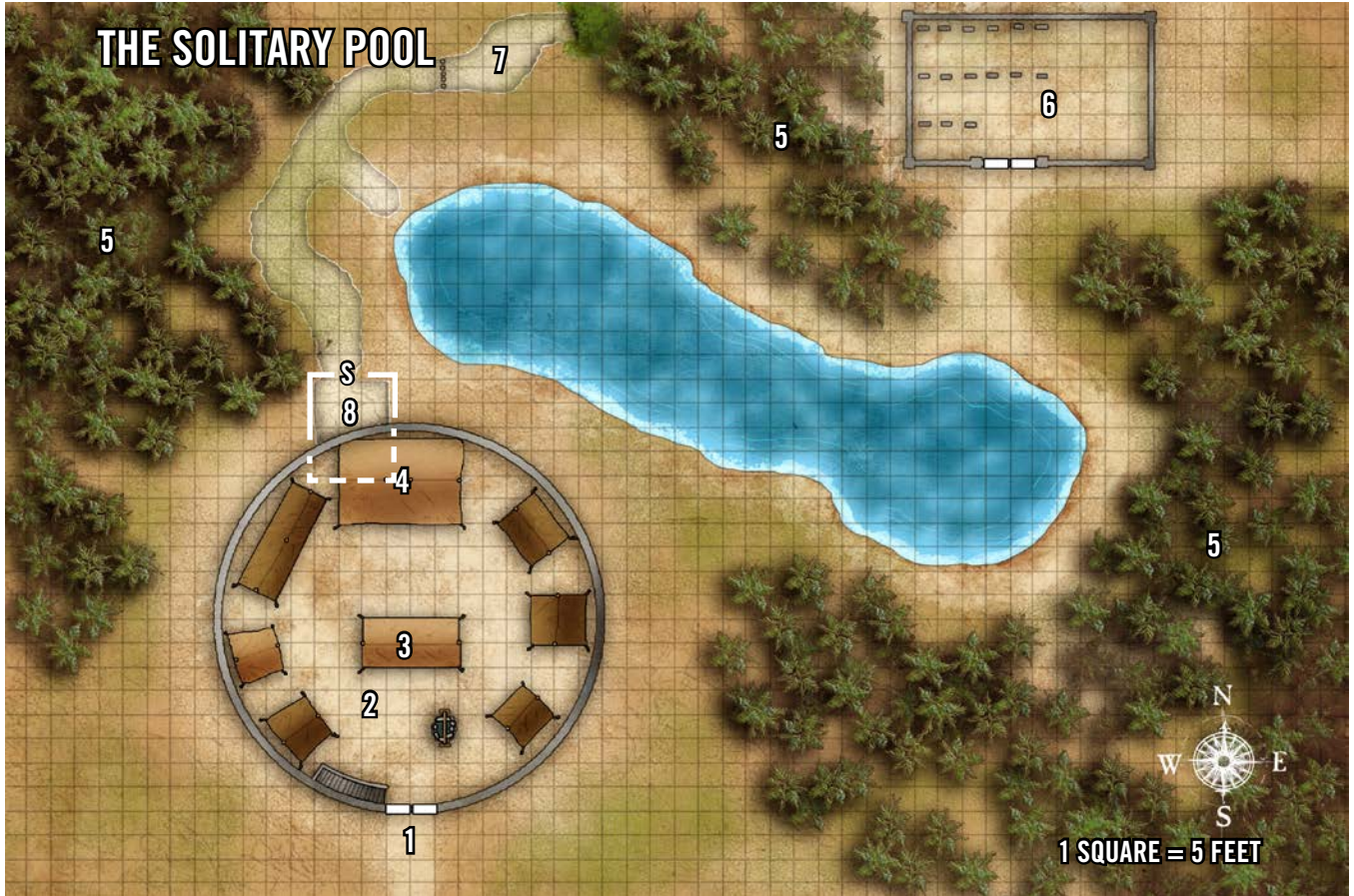
Razinia

Rudrakavala

Seldeg Bhedlis

Walkena

Wight Mother  
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## THE SOLITARY POOL

Situated on the south shore of a small oasis lake known as the Solitary Pool, Razinia's caravanserai is a relatively simple one. All visitors to the oasis are required to peace-bond their weapons; those who refuse are turned away from the compound, although they can still get water from the oasis.

### 1. The Road

The primary route to the oasis passes east and west a short distance from the oasis's south end. Anyone approaching in great haste is met by the mounted guards well away from the gate for questioning. If the guards are not satisfied or they are outnumbered, they instead shut the gate and speak to visitors from the wall with crossbows at hand.

**CARAVAN GUARDS (5)** **CR 1**  
**XP 400 each**  
 hp 16 each (*Pathfinder RPG GameMastery Guide* 282)

### 2. Caravanserai

The caravanserai is ringed by a defensive wall that provides cover for numerous tents and stables. The three eastern tents house Razinia's tenant merchants: Amiria (a livestock trader), Mala (chef and potion-seller), and a half-orc carpenter named **Youssef** (*Pathfinder RPG NPC Codex* 261). Traders and the more well-to-do prefer to socialize at Mala's tent.

Amiria is a janni, but never corrects anyone who mistakes her for human. She buys and sells livestock and mounts (and slaves when they can be had). Mala is an excellent hostess and a cutthroat entrepreneur—shamelessly inflating the price for her wares, which include both mundane fare and potions. Youssef is reserved but hardworking, and suspects something is strange about the trio's reclusive landlord.

**AMIRIA** **CR 4**  
**XP 1,200**  
 NE female janni  
 hp 39 (*Pathfinder RPG Bestiary* 141)

**GUARDS (2)** **CR 1**  
**XP 400 each**  
 hp 22 each (*Pathfinder RPG NPC Codex* 267)

**MALA** **CR 3**  
**XP 800**  
 CN female taunting comedian (*Pathfinder RPG NPC Codex* 27)  
 hp 25

### 3. Guards' Tent

The guards' tent is situated in the center of the oasis, between Razinia's tent and the gate. Off-duty guards rest here when not mingling with the visitors in the area 1.





In addition, Razinia's long-serving lieutenant Orozmoz remains here unless the guards ask him to resolve a problem they cannot themselves handle. If interlopers try to reach Razinia's tent uninvited, Orozmoz demands a hefty fine for bothering the landlord (usually 1,000 gp); if they aren't dissuaded, he confiscates their wealth and beats them as a reminder to everyone else.

## OROZMOZ CR 6

XP 2,400

LE male harrying brute (*Pathfinder RPG NPC Codex* 99)  
hp 45

## 4. Razinia's Pavilion

Razinia's pavilion tent is of exceptionally thick material that keeps out most light, even on a clear, bright day. It smells strongly of incense and the powerful perfume she wears when out in public.

## 5. Oasis Wood

A small wood surrounds the oasis lake. The oasis woods are infested by hyenas that never seem to go away for long, even if the guards drive them off. They have learned to avoid the caravanserai, but sometimes harass mourners visiting the graveyard on the other side of the oasis if they have not fed recently.

In the northeast part of the forest, under a patch of heavy undergrowth, a 3-foot cave opening leads to area 8. A character who succeeds at a DC 18 Perception check notices the disturbed undergrowth around the opening.

## HYENAS (4) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 179)

## 6. Cemetery

The north edge of the oasis features a cemetery whose grave-markers indicate numerous faiths among the dead. Razinia happily feasts on bodies interred in the graveyard, but only in her hyena form, and only when she thinks no one is around. Razinia claims that troublesome youths traveling with caravans damage markers and bodies while robbing them, but the shop-keepers trade rumors that the oasis and especially the graveyard are haunted by a fearsome hyena spirit that cannot be caught or killed.

The graveyard is home to a haunt formed from the restless spirits of janni from Razinia's original band who were slain when the slavers attempted to capture them; Razinia knows to avoid the ground above their mass grave. Buried with five janni corpses are several ruined magic items: cracked *eyes of the eagle*, a pair of crushed *daredevil boots*<sup>UE</sup>, an unraveling *shawl of life-keeping*<sup>UE</sup>, a cut and blood-stained *cloak of fiery vanishing*<sup>UE</sup>, a pair of torn *burglar's bracers*<sup>UE</sup>, the tattered remains of a silvery cape, and irreparable fragments of a shattered amulet.

## DISENCHANTING HAUNT CR 5

XP 1,600

CN haunt (30-ft.-by-30-ft. mass grave)

Caster Level 5th

**Notice** Perception DC 20 (to hear angry ranting from beneath the ground)

hp 10; **Trigger** proximity; **Reset** 1 day

**Effect** When this haunt is triggered, the tombstones seem to crack and shatter in time with the rising tempo of a savage tirade against "the traitorous destroyer." All magic items and targets of spells in the area are subject to *dispel magic*. Magic items affected by the haunt lose their powers for 1d4 days rather than 1d4 rounds.

**Destruction** At least one of the ruined magic items buried in the mass grave must be restored, and then employed by someone who successfully protects another against an undead, a traitor, or a slaver.

## 7. Limestone Cave

A small cave opening is hidden in the forest. Razinia uses the cave to come and go from her vault as she pleases at any time of day. A grate with a simple lock secures the north end of the cave, and only Razinia has the key. She has attached her *stone of alarm* to the grate (Perception DC 18 to notice the item.) The shrieking noise of the triggered alarm draws the attention of violet fungi growing deeper inside, though they take no interest in Razinia because she is undead.

If the alarm goes off, Razinia explains away the noise by saying shrieker fungi growing beneath the lake make the noise when disturbed by animals. She orders her employees not to investigate under the pretext of keeping the guests calm, then returns to area 4 to prepare for potential trouble. She eventually investigates by passing through a secret door in area 8 that opens in the southernmost wall of the cave.

The southern secret door is a slight indentation that can be detected with a successful DC 20 Perception check. A successful DC 15 Strength check is needed to slide the door upward into the stone wall.

## VIOLET FUNGI (3) CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 274)

## 8. Vault

Razinia's pavilion tent holds an in-ground vault where merchants can pay to have their most valuable wares stored overnight and where Razinia keeps her most guarded treasures and secrets. Here, she keeps several cursed magic items (often including *incense of obsession*, a *ring of clumsiness*, a *bottle of curses*, and a *mace of blood*), which she enjoys weaving into her schemes.

The vault's north-facing wall has a secret door that leads to area 7, permitting Razinia to enter and leave the walled caravanserai undetected.

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# Rudrakavala

“There are many paths to perfection. Unfortunately, some of them are more dangerous than the worst vice.”

Centuries ago, a monastery was founded in a remote mountain valley in the hinterlands of Vudra, on the edge of the expansive Narhari Desert. The monks living there were dedicated to the path of the god Irori, who teaches tolerance, self-knowledge, and patience. While most of Irori’s followers are content to follow the Enlightened One’s pursuit of perfection over the course of multiple lifetimes, there are those who push magical boundaries to gain knowledge beyond the reach of normal mortals. One such monk was named Ahmrit Rajaani, and he yearned to hasten his pursuit of knowledge through spellcraft. He concentrated his studies on spells that would allow him to view remote locations and speak with extraplanar beings. While certainly an unorthodox path to self-perfection, his divinatory pursuits were countenanced by his peers, who did their best to embody Irori’s teachings of tolerance. Late in Ahmrit’s life, he finally made the breakthrough he sought: he gained the mysterious and inexplicable ability to cast his most coveted spell, *plane shift*, as a spell-like ability. Finally, he would be able to learn the secrets of the immortals, and forge a new path to perfection. Unfortunately, he succeeded beyond his wildest nightmares.

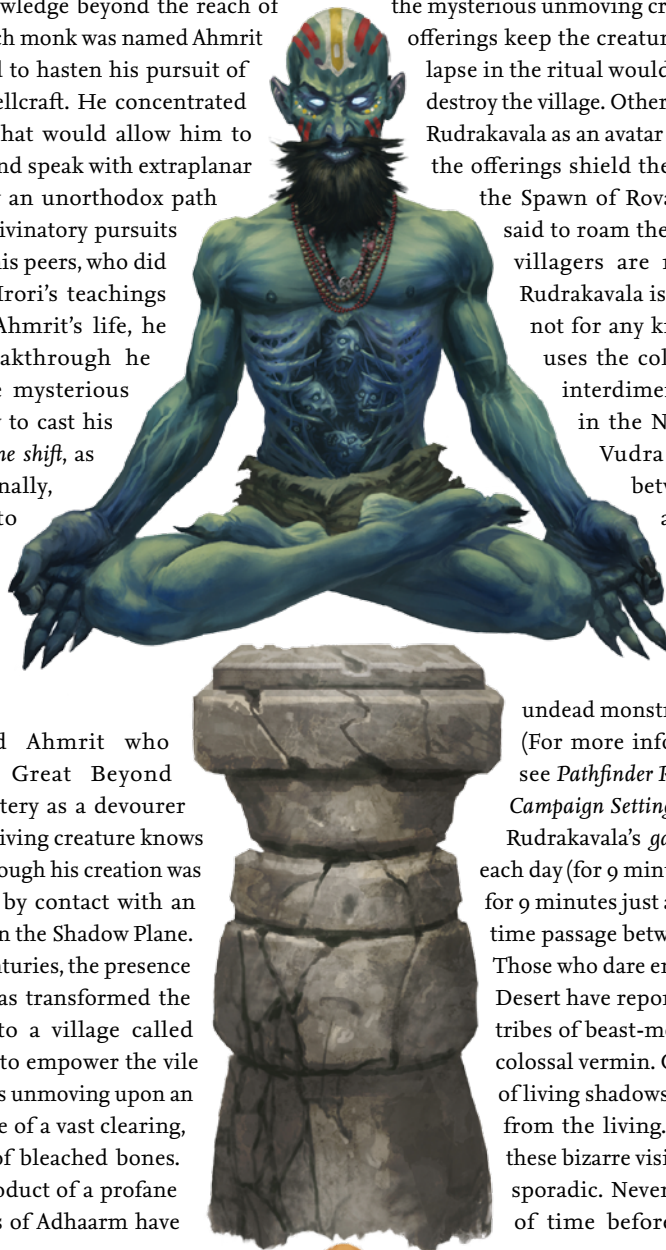
The monk named Ahmrit who journeyed into the Great Beyond returned to the monastery as a devourer called Rudrakavala. No living creature knows Rudrakavala’s genesis, though his creation was undoubtedly catalyzed by contact with an incomprehensible evil in the Shadow Plane. Over the past several centuries, the presence of this eater of souls has transformed the modest monastery into a village called Adhaarm, which serves to empower the vile creature. Rudrakavala sits unmoving upon an iron pillar in the middle of a vast clearing, surrounded by a field of bleached bones. These bones are the product of a profane ritual that the residents of Adhaarm have

performed ever since the undead creature’s arrival. Because the devourer must continually absorb the souls of the living, the residents of the village forcibly offer victims to the creature. After they witness the devourer siphon the victim’s soul, they throw the lifeless body into the surrounding bone field to rot.

Over the centuries, many of the villagers have offered explanations as to why they make sacrificial offerings to the mysterious unmoving creature. Some say that these offerings keep the creature immobile, and that any lapse in the ritual would cause him to awaken and destroy the village. Other residents of Adhaarm view Rudrakavala as an avatar of Rovagug, and claim that the offerings shield them from the attentions of the Spawn of Rovagug, Trilochan, which is said to roam the desert. The superstitious villagers are not far from the truth. Rudrakavala is indeed a conduit, though not for any known deity. The devourer uses the collected souls to power an interdimensional *gate*, located deep in the Narhari Desert, that links Vudra to a point somewhere between the Plane of Shadow and the Negative Energy Plane. On the other side of that portal lies a deep pit of crystallized entropy and un-life, and a host of extraplanar

undead monstrosities called nightshades. (For more information on nightshades, see *Pathfinder RPG Bestiary 2* or *Pathfinder Campaign Setting: Undead Revisited*.)

Rudrakavala’s *gate* is open for 18 minutes each day (for 9 minutes just prior to dawn and for 9 minutes just after sunset), during which time passage between the planes is possible. Those who dare enter the forbidding Narhari Desert have reported it populated by savage tribes of beast-men, enormous raptors, and colossal vermin. Occasional reports also tell of living shadows that suck the very warmth from the living. So far, the incursions of these bizarre visitors have been limited and sporadic. Nevertheless, it’s only a matter of time before the outsiders discover





something on this plane worth coveting, and their explorations become conquests.

Adhaarm remains secluded from the outside world, but there are several potential reasons an adventuring party might trek to the town. The first is that the town's sacrificial ritual requires a constant stream of victims. Many of these are locals or desert beast-men captured by Adhaarm's hunters. Others are members of wayward caravans or unlucky explorers. Eventually, a party will be sent to discover the fate of one of these sacrificial victims. The second reason Adhaarm might be rediscovered is much direr. While the nightshades have thus far preyed upon only the scattered denizens of the desert, it's inevitable that they will one day stumble upon a population center. When that finally occurs, it will likely mean the end of that village, and the arrival of more undead horrors. At that point, it will become imperative that Rudrakavala be destroyed and the *gate* he enables to exist be eliminated.

Any party that attempts to close the portal has to contend with a host of extraplanar horrors, indigenous wildlife, and environmental dangers. The desert is naturally home to savage gnoll tribes, rocs, titan centipedes, and colossal black scorpions, any of which could easily destroy an unwary party. However, the portal has allowed several nightwalkers, nightskitters, and nightwings through as well. Additionally, the hostile desert environment makes heat, dehydration, and lack of shelter constant concerns. This wide variety of threats makes the Narhari Desert an extremely challenging environment. Any party that over-concentrates on one relevant skill set (like combatting undead), could easily fall prey to natural dangers (heat and living predators), or vice versa.

## RUDRAKAVALA CR 15

### XP 51,200

Male unique devourer oracle 9 (*Pathfinder RPG Bestiary* 82, *Pathfinder RPG Advanced Player's Guide* 42)

NE Large undead (extraplanar)

**Init** +10; **Senses** darkvision 60 ft.; Perception +30

#### DEFENSE

**AC** 31, touch 18, flat-footed 24 (+1 deflection, +6 Dex, +1 dodge, +1 monk, +13 natural, -1 size)

**hp** 264 (23 HD; 14d8+9d8+161)

**Fort** +14, **Ref** +13, **Will** +19

**Defensive Abilities** spell deflection; **Immune** undead traits; **SR** 26

#### OFFENSE

**Speed** 30 ft., fly 20 ft. (perfect)

**Melee** 2 claws +25 (1d8+10 plus energy drain) or unarmed strike +25/+20/+15/+10 (1d8+10 plus energy drain)

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

**Special Attacks** devour soul (DC 24), energy drain (1 level, DC 24)

### Spell-Like Abilities (CL 18th; concentration +25)

At will—*animate dead*, *bestow curse* (DC 21), *confusion* (DC 21), *control undead* (DC 24), *death knell* (DC 19), *ghoul touch* (DC 19), *inflict serious wounds* (DC 20), *lesser planar ally*, *ray of enfeeblement*, *spectral hand*, *suggestion* (DC 20), *true seeing*, *vampiric touch* (DC 20)  
1/day—*plane shift* (DC 22)

### Oracle Spells Known (CL 9th; concentration +16)

4th (5/day)—*divine power*, *fear* (DC 22), *freedom of movement*, *inflict critical wounds* (DC 21)  
3rd (8/day)—*animate dead*, *blindness/deafness* (DC 21), *dispel magic*, *inflict serious wounds* (DC 20), *magic circle against good*  
2nd (8/day)—*communal protection from good*<sup>UC</sup>, *enthrall* (DC 19), *false life*, *inflict moderate wounds* (DC 19), *oracle's burden*<sup>APG</sup> (DC 20), *resist energy*  
1st (8/day)—*cause fear* (DC 19), *command* (DC 18), *detect good*, *doom* (DC 19), *entropic shield*, *inflict light wounds* (DC 18), *murderous command*<sup>UM</sup> (DC 18)  
0 (at will)—*bleed* (DC 18), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *spark*<sup>APG</sup>, *virtue*

### Mystery bones

#### TACTICS

**Before Combat** Rudrakavala remains perfectly still atop his iron pillar, leaving combat to his followers. If, however, he knows his involvement in combat is imminent, he casts *desecrate* and *animate dead* to raise minions from the pile of remains at his feet.

**During Combat** Rudrakavala concentrates on stalling those foes capable of dealing the most damage. He uses debilitating attacks like energy drain, *enervation*, and *vampiric touch* before moving in for the kill with his devour soul ability.

**Morale** Rudrakavala casts *plane shift* to travel to the Shadow Plane when reduced to fewer than 60 hit points. There he gathers reinforcements before returning to the Material Plane to resume his post in Adhaarm.

#### STATISTICS

**Str** 30, **Dex** 22, **Con** —, **Int** 17, **Wis** 18, **Cha** 25

**Base Atk** +16; **CMB** +27 (+29 sunder); **CMD** 46 (48 vs. sunder)

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Command Undead<sup>B</sup>, Dodge, Improved Strike Initiative, Improved Sunder, Improved Unarmed Strike, Mobility, Power Attack, Spell Focus (necromancy), Spring Attack

**Skills** Bluff +23, Diplomacy +23, Fly +21, Intimidate +23, Knowledge (arcana) +29, Knowledge (planes) +29, Perception +30, Sense Motive +30, Spellcraft +29, Stealth +15

**Languages** Abyssal, Aklo, Celestial, Common, Ignan, Infernal, Vudrani; telepathy 100 ft.

**SQ** oracle's curse (tongues [Aklo]), revelations (armor of bones, death's touch, undead servitude)

**Gear** *incense of meditation*, *monk's robes*, *ring of protection* +1, *rod of withering*, 100 gp

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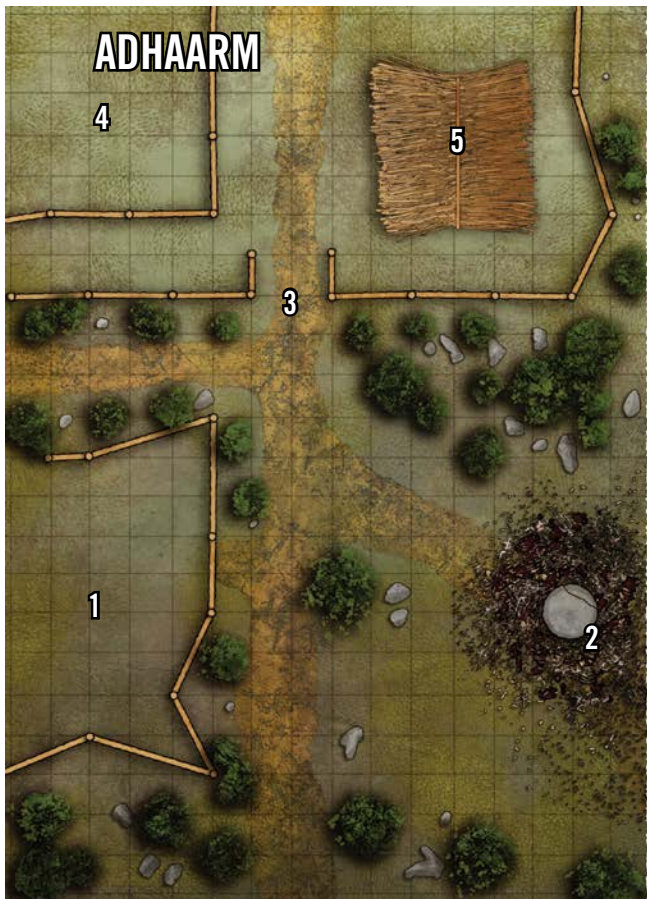
Razinia

Rudrakavala

Seldeg Bhedlis

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## ADHAARM AND THE NARHARI DESERT

Rudrakavala's lair is divided between two settings, either of which may be approached first. The first site is on the outskirts of the Vudrani village of Adhaarm. The second site is a circle of mysterious standing stones, deep in the Narhari Desert. Those who oppose Rudrakavala must inevitably conquer both sites to truly defeat the devourer. If the adventurers destroy Rudrakavala first, they'll have trapped several nightshades on this plane. If the adventurers destroy the nightshades first, they'll still have to defeat Rudrakavala, lest he simply reopen the *gate* to the Shadow Plane.

### 1. Slave Pen

This pen is surrounded by a 6-foot-high rattan fence, woven through with dried bramble bushes with razor-sharp thorns. Any creature that attempts to climb the fence takes 2d6 points of piercing damage each round that it climbs unless it succeeds at a DC 30 Climb check.

Shackled to the fence are a half-dozen creatures: four ragged harpies and a pair of naked gnolls. The harpies are gagged and their wings are bound with rawhide straps, while the gnolls sit sullenly, their faces masks of hatred.

**HARPIES (4)** CR 4  
XP 1,200 each  
hp 38 each (*Pathfinder RPG Bestiary* 172)

**GNOLLS (2)** CR 1  
XP 400 each  
hp 11 each (*Pathfinder RPG Bestiary* 155)

### 2. Bone Field

This large pile of bones spans several hundred square feet of desert floor. Most of the bones are bleached white, though a few fresh corpses are strewn around the area. Vultures and flies swarm around the ripe bodies. Most of the bones are from harpies, gnolls, and humans.

On top of a simple iron pedestal sits what appears to be the black, shriveled corpse of a Vudrani man seated in the lotus position. This is Rudrakavala, whose statistics can be found on page 49.

Adhaarm's gruesome sacrificial ritual is performed here, as the last rays of sunlight disappear over the horizon. At that time, Gataasunh (see area 5) drags one of the prisoners from the slave pen (area 1) and forces the victim into Rudrakavala's chest cavity, tossing the corpse into the bone field when the devourer has sapped its soul from it. The systematic cruelty exhibited here has tainted the area with a powerful haunt.

**SACRIFICIAL RITUAL** CR 14  
XP 38,400  
NE persistent haunt (35-ft. radius, centered on Rudrakavala)  
Caster Level 14th



**Notice** Perception DC 32 (to hear the sounds of chanting)  
**hp** 63, **Trigger** proximity; **Weakness** tricked by *invisibility*;  
**Reset** 1 minute

**Effect** When creatures enter the haunted area, their vision becomes clouded by absolute darkness and they feel as though their chest cavities are being pried open. Soon, lesions and cuts begin appearing on their bodies. Creatures in the area of the haunt are affected as if by *hungry darkness* (*Pathfinder Campaign Setting: Inner Sea Magic* 56).

**Destruction** This haunt ends when Rudrakavala is destroyed.

### 3. Village Walls

These 8-foot-high mud brick walls are topped with wooden spikes. The only gap in the wall is the front gate, which is made of stout wood and secured with a thick crossbar. Breaking through the gates requires a successful DC 25 Strength check. Further impeding any attempts to infiltrate the village are three guard dogs, which bark if they perceive any intruders, alerting the town's inhabitants to interlopers' approach.

**GUARD DOGS** **CR 2**  
**XP 600 each**

Advanced riding dogs (*Pathfinder RPG Bestiary* 87, 294)  
**hp** 17 each

### 4. Animal Pen

This rattan enclosure is divided into two sections. One side contains herbivorous livestock, including a pair of elephants. The other side of the pen holds captured carnivores, including several giant frilled lizards.

The animals in this pen may be released to create a distraction, cause chaos in the village, or turn the tide of a battle. The elephants trample through the village, targeting villagers who have mistreated them. The lizards head straight for the desert, attacking any creatures that get in their way.

**ELEPHANTS (2)** **CR 7**  
**XP 3,200 each**

**hp** 93 each (*Pathfinder RPG Bestiary* 128)

**GIANT FRILLED LIZARDS (4)** **CR 5**  
**XP 1,600 each**

**hp** 59 each (*Pathfinder RPG Bestiary* 194)

### 5. Rudrakavala's Worshipers

Adhaarm is populated mostly by commoners who farm crops and tend livestock. Living in this large hut, though, are several very skilled warriors who came from across Vudra to worship at Rudrakavala's feet.

Three cultists in particular are the most ferocious of Rudrakavala's supporters. The first is Gataasunh, a necromancer who performs the sacrifices to Rudrakavala. The second is Sikaata, a desert ranger in charge of scouting the desert for potential sacrifices. Finally, there

is Prakaanda, the pitiless hunter in charge of capturing slaves for sacrifice.

**GATAASUNH** **CR 14**  
**XP 38,400**

Master of undeath (*Pathfinder RPG NPC Codex* 56)  
**hp** 146

**PRAKAANDA** **CR 9**  
**XP 6,400**

Cannibalistic hunter (*Pathfinder RPG NPC Codex* 15)  
**hp** 120

**SIKAATA** **CR 13**  
**XP 25,600**

Desert stalker (*Pathfinder RPG NPC Codex* 137)  
**hp** 130

### 6. Standing Stones

Deep in the Narhari Desert is a circle of standing stones, which rise between 4 and 10 feet from the ground and consist entirely of black pumice. In the middle of the standing stones is a perfectly round circle of black sand, which stands apart starkly from the light sand that fills the rest of the desert. This is the site of Rudrakavala's *gate*, which opens for two short periods each night: right after dusk and just before dawn. This allows creatures from the Shadow Plane to roam the desert during the nighttime, and return before the brilliant desert sun emerges. If the adventurers are within 10 miles of this site during the nighttime, they may encounter an imposing shadow monstrosity exploring the alien Material Plane.

**NIGHTWALKER** **CR 16**  
**XP 76,800**

**hp** 241 (*Pathfinder RPG Bestiary* 2 201)

### 7. Gargantuan Beetle Carcass

Half buried beneath a sand dune lies this gargantuan beetle carcass. Now just an empty shell, it measures over 15 feet high, and over three times as long. A successful DC 18 Knowledge (nature) check reveals that the carcass shows several pairs of puncture wounds, as if it was bitten by a large insect.

Inside the beetle carcass resides a horrible, insect-like creature known as a nightskitter. Having come through Rudrakavala's *gate*, the nightshade killed the first thing it encountered (the beetle), and found its cavernous corpse a suitable refuge from the sun. The beetle corpse is almost entirely filled with the undead creature's umbral webs and dozens of desiccated carcasses.

**NIGHTSKITTER** **CR 12**  
**XP 19,200**

**hp** 157 (*Pathfinder Campaign Setting: Undead Revisited* 38)

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## Seldeg Bhedlis

“Life is wasted on those who draw breath. Is there anything worth doing that you are not too ashamed or too afraid to try?”

**A**lthough in life he was a Knight of Ozem and an honor-bound foe of the undead nation of Geb, in undeath Seldeg Bhedlis is a licentious spymaster and general in the armies of his former enemy. The graveknight commander makes a vain show of reveling in every little pleasure and cruelty that his order in life forbade him, but that has never given him a moment’s reprieve from the burning shame and frustration he feels for what he squandered. He presents himself to his troops in the long and decorated black cloak of his station, which hides

most of his armor from view—the fire that claimed his life melted his once-holy armor into a dark, silvery casing wrapped around his badly scorched corpse.

Bhedlis was a crusader’s son, and his life was one of strict dogma, unyielding repression, and endless expectations. He never considered a way of living or destiny other than seeking immortality by achieving great deeds like those in the stories of crusaders. He served the Knights of Ozem well, and earned himself a prominent position in the order. When the aging Master and Commander

Claidius Barronmor sought to rekindle the flame of the Shining Crusade by raising his voice and sword against Geb in 3889 AR, he selected Bhedlis as one of six Knights of Ozem to infiltrate Geb’s capital of Mechitar.

Bhedlis and his fellow knights maintained an extremely low profile in Mechitar, watching and waiting as long as they could before revealing their origins or intentions. Although the code of the Knights of Ozem demanded they never lie, they used half-truths and clever wordings that allowed others to draw conclusions about them that obfuscated their true identities and intentions. The knights avoided notice among Mechitar’s traders for a time, but the delights and excesses of Geb proved more than Bhedlis’s repressed, joyless upbringing had prepared him for. Before long, he met an entrancing vampire performer, Ysmett, whose beauty drew the paladin in purely physical way.

Once he succumbed to the temptations of an undead lover, which would have gotten him censured in Lastwall, Bhedlis did not know how to stop this new obsession. He indulged in it again and again in spite of fearing for his soul. Eventually, he became distracted enough to let slip a fatal clue before Ysmett, who—unbeknownst to Bhedlis—was a thrall to a Blood Lord named Hyrune Loxenna. Loxenna’s guards seized Bhedlis not long afterward, and the intrigued Blood Lord searched the captured paladin’s mind.

Geb, alerted that a high-level agent from a distant land threatened his nation’s security, manifested to interrogate Bhedlis personally. The ghost made clear that a terrible death awaited the intruders. Bhedlis proclaimed that he and his allies were all ready to die gloriously fighting evil in the name of Aroden. However, Geb knew from his minion’s report that Bhedlis believed his transgressions would make the Knights of Ozem revile and ultimately forget him; Bhedlis feared he would then be judged unworthy in the Great Beyond. Geb promised Bhedlis that if he exposed





his fellows, the knight would not have to worry about Aroden's or Pharasma's judgment after death. Overcome with shame, Bhedlis assented. Geb incinerated him with a single spell and bound his soul into his superheated armor, transforming him into a graveknight.

Once Bhedlis's five companions had likewise been transformed into graveknights, the group returned to Vigil and laid siege to the monument holding Arazni's body, stealing her for their new master, Geb. Ever since Arazni arose in undeath as the Harlot Queen, Bhedlis and the other fallen Knights of Ozem have served as her generals and have led Geb's effort to retrieve the *Bloodstones of Arazni*. Bhedlis manages a network of agents in Geb, Lastwall, Ustalav, and elsewhere, including a number of spies that actively insinuate themselves into the Knights of Ozem in whatever manner possible, most often as servants and retainers. The majority of these agents are selfish common folk tempted by Gebbite offers of wealth and protection, but some are vampire infiltrators or even knights lured down a path not unlike Bhedlis's. Although Bhedlis is terrifyingly effective as the head of a legion of lesser undead, his preference is to lead a small force of more powerful minions in strategic strikes against well-scouted targets.

Bhedlis still considers his fellow fallen Knights of Ozem to be allies, although his caution toward them has grown over the years. Since Arazni's vile rebirth, she has become close with Bhedlis and his fellows, treating them as favored concubines and personal champions. She is the one being in Geb whom Bhedlis trusts, as she has demonstrated herself to be a remarkable stabilizing force on Geb's leadership and has entrusted him with hunting down her *Bloodstones*. However, he has become increasingly concerned that her patience with him is nearing its limit, as his plans to recapture the artifacts have been thwarted numerous times over the past several centuries. He is willing to take a personal role in reconnaissance and retrieval efforts if he believes he can do so without embarrassing Arazni and Geb on the international stage.

## SELDEG BHEDLIS

CR 18

### XP 153,600

Male human graveknight antipaladin of Arazni 17

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

CE Medium undead (augmented humanoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception +27

**Aura** cowardice (10 ft.), depravity (10 ft.), despair (10 ft.), sacrilegious aura (30 ft., DC 24), sin (10 ft.), vengeance (10 ft.)

#### DEFENSE

**AC** 33, touch 14, flat-footed 31 (+11 armor, +2 deflection, +1 Dex, +1 dodge, +5 natural, +3 shield)

**hp** 268 (17d10+170)

**Fort** +22, **Ref** +13, **Will** +18

**Defensive Abilities** channel resistance +4, rejuvenation;

**DR** 10/magic and 5/good; **Immune** cold, electricity, undead traits

#### OFFENSE

**Speed** 20 ft.

**Melee** +3 *longsword* +28/+23/+18/+13 (1d8+10/19–20 plus 4d6 fire), slam +24 (1d4+7)

**Ranged** +1 *composite longbow* +20/+15/+10/+5 (1d8+1/×3)

**Special Attacks** channel destruction, channel negative energy (DC 24, 9d6), devastating blast (10d6 fire, DC 24), smite good 6/day (+6 attack and AC, +17 damage), undead mastery (DC 24)

**Antipaladin Spell-Like Abilities** (CL 17th; concentration +23) At will—*detect good*

**Antipaladin Spells Prepared** (CL 14th; concentration +20)

4th—*fear* (DC 20), *greater invisibility*

3rd—*dispel magic*, *nondetection*, *vampiric touch*

2nd—*blindness/deafness* (DC 18), *corruption resistance*<sup>APG</sup>, *invisibility*, *silence* (2, DC 18)

1st—*command* (DC 17), *disguise self*, *protection from good*, *protection from law*, *read magic*, *summon monster I* (evil creatures only)

#### STATISTICS

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

**Base Atk** +17; **CMB** +24 (+26 overrun); **CMD** 39 (41 vs. overrun)

**Feats** Dodge, Greater Vital Strike, Improved Initiative<sup>B</sup>, Improved Overrun, Improved Vital Strike, Intimidating Prowess, Mounted Combat<sup>B</sup>, Power Attack, Ride-By Attack<sup>B</sup>, Shield Focus, Step Up, Toughness<sup>B</sup>, Vital Strike, Weapon Focus (longsword)

**Skills** Bluff +25, Diplomacy +23, Intimidate +41, Knowledge (local) +22, Perception +27, Profession (merchant) +6, Ride +25, Sense Motive +22, Stealth +17

**Languages** Abyssal, Common, Kelish, Necril, Orc, Osiriani

**SQ** cruelties (cursed, nauseated, poisoned, sickened, staggered), fiendish boon (fiendish servant), phantom mount, revitalizing corruption, ruinous revivification (fire), touch of corruption 14/day (8d6),

**Combat Gear** *potions of fly* (2), *potion of haste*; **Other**

**Gear** +2 *adamantine full plate*, +1 *buckler*, +1 *composite longbow* with 40 arrows, +3 *longsword*, *amulet of natural armor* +1, *belt of physical might* +2 (Str, Dex), *headband of mental prowess* +2 (Int, Cha), *ring of protection* +2, *diamond dust* (worth 50 gp), 168 gp

#### SPECIAL ABILITIES

**Revitalizing Corruption (Ex)** Arazni used a fragment of her divine power to grant her graveknights the ability to restore their own hit points with touch of corruption as a swift action. Doing so still requires a free hand, causing Bhedlis to lose his shield bonus to AC for that round.

## ZEGREBATU

CR —

Advanced glabrezu fiendish servant (*Pathfinder RPG Bestiary* 61, 294)

**hp** 210

**SR** 28

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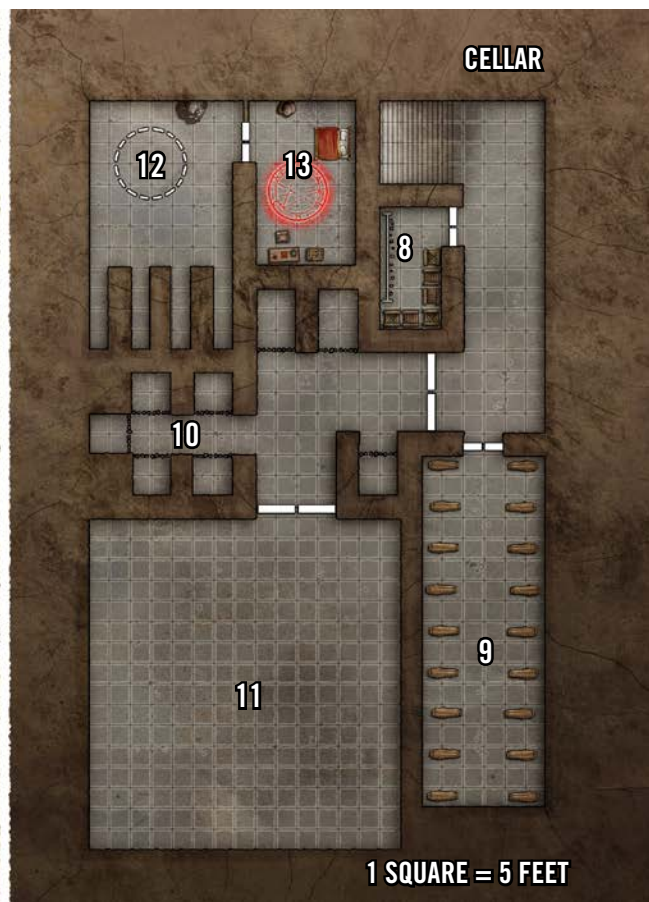
Razinia

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## FORT HALG

Bhedlis's fortress is located on a small rise overlooking a tax house on a major road near Yled in Geb. He chose this site so that his spies could come and go unnoticed among the numerous caravans traveling the roadway. The soldiers garrisoned at the fortress are a mix of the undead and the "quick"—a term the undead of Geb use to refer to the living.

### 1. Tax House

The tax house provides a way station for traveling merchants and shipments of food headed to markets in Yled, but its primary function is to ensure that all taxes are paid and all regulations on goods and services are observed. In addition, the tax officers are trained to act as handlers for Bhedlis's spies, who make reports while coming and going on trade missions. The handlers are supervised by Gonnal Linorax, a high-ranking tax official and skilled manipulator. The fortress's quartermaster (use the stats for a traveling merchant on page 285 of the *Pathfinder RPG GameMastery Guide*) keeps his office here, as he appreciates the efficient organization of the place and because it lets him talk to travelers.

**GONNAL LINORAX** **CR 14**  
**XP 38,400**  
 Unseen archer (*Pathfinder RPG NPC Codex* 154)  
**hp 101**

**HANDLERS (2)** **CR 11**

**XP 12,800 each**  
 Dilettante (*Pathfinder RPG NPC Codex* 151)  
**hp 57 each**

### 2. Courtyard and Walls

A dozen vampires guard the fortress's crenelated walls between dusk and dawn, while the same number of quick soldiers ward the post during the day. Below them, a courtyard holds stables for military mounts.

**QUICK SOLDIERS (12)** **CR 10**

**XP 9,600 each**  
 General (*Pathfinder RPG GameMastery Guide* 287)  
**hp 85 each**

**VAMPIRES (12)** **CR 9**

**XP 6,400 each**  
**hp 102 each** (*Pathfinder RPG Bestiary* 270)

### 3. Entry

The entry features prominent statues of Arazni and Geb.

### 4. Kitchen and Pantry

The pantry stores a bounty of food for Bhedlis's quick soldiers and thralls. Since the fortress usually has a surplus,





the quartermaster sometimes sells the extra to traveling merchants (pocketing some of the profit).

## 5. Quick Quarters

The quick soldiers and spies live in a small cluster of rooms that offer a kitchen, latrines, and other amenities unnecessary for the undead. When not out and about, they can be found resting or eating here. These amenities were obviously once of excellent quality, but have worn out over the years and not been adequately repaired, as the undead decision-makers see no need to pay for upkeep of the quarters.

### QUICK SPIES (10) CR 10

**XP 9,600 each**

Scheming fencer (*Pathfinder RPG NPC Codex* 86)

**hp** 98 each

## 6. Wizards' Study

Although education and research are not considered important activities for the spellcasters stationed at this fortress, there is a small library of books on necromancy and the undead in a study area. They are used by the necromancers and evokers under Bhedlis's command.

### PYROMANIAC MAGES (2) CR 12

**XP 19,200 each**

**hp** 81 each (*Pathfinder RPG NPC Codex* 188)

### UNDEAD CREATORS (4) CR 10

**XP 9,600 each**

**hp** 100 each (*Pathfinder RPG NPC Codex* 186)

## 7. Chapel

The chapel is dedicated to Urgathoa and Arazni. It's dominated by a massive stone table where ceremonial feasts are held on unholy days. The chapel is attended by Errebaz Benurga, a distinguished priest of Urgathoa who resides in small but comfortable private quarters adjacent to the chapel.

Under the ceremonial table is a shallow pit that opens into area 12. The table lowers to form a ramp if a hidden switch on the rear of the statue of Urgathoa is pressed.

### ERREBAZ BENURGA CR 14

**XP 38,400**

Master of undeath (*Pathfinder RPG NPC Codex* 56)

**hp** 146

## 8. Supply Rooms

This room is used to store spare Gebbite military equipment, the specifics of which are left to the GM's discretion.

## 9. Crypt

While the sun is above the horizon, the fortress's 12 vampire troops rest in coffins here in the southeast wing of the dungeon or play at cultured society among themselves,

considering it too risky to go to the ground level where there are windows—or to go unbidden into Bhedlis's view.

## 10. Dungeons

The dungeons hold human thralls who are used as food for the vampires, ghoul, and other hungry undead who dwell in or pass through the fortress. Unfortunately, the thralls are suffering from an outbreak of a disease that's also a constant thorn in the side of Gebbite thrallkeepers. To the frustration of the vampires who depend upon them for sustenance, this affliction renders the affected thralls dangerous for undead to feed upon.

### SAYONAS (3) CR 12

**XP 19,200 each**

**hp** 161 each (*Pathfinder RPG Bestiary* 4 231)

### HALF-LIFE PALSY

**Type** curse, disease, contact or ingested; **Save** Will DC 20

**Onset** 1d4 weeks; **Frequency** 1/day

**Effect** 1 Dex damage and 1d3 Cha damage, and any undead feeding upon the victim takes the same amount of Charisma damage that the victim has unless it succeeds at a DC 20 Will save; **Cure** 3 consecutive saves

## 11. Legionnaire's Vault

The lower level of the fortress holds a vault where its 200 zombie foot soldiers are stored. The mindless undead are often hired out to neighboring plantations for large, menial endeavors. When not in use, they stand dormant until Bhedlis personally orders them into action.

### ZOMBIES (200) CR 1/2

**XP 200 each**

**hp** 12 each (*Pathfinder RPG Bestiary* 288)

## 12. Catacombs

These catacombs are inhabited by a gashadokuro, which was formed by a famine that plagued Geb during the worst of the war with Nex. A switch on a statue of Urgathoa matches the one in area 7; activating it causes the stone table in area 7 to descend into this location.

### MOTHER'S EMBRACE CR 14

**XP 38,400**

Advanced gashadokuro (*Pathfinder RPG Bestiary* 4 121, 288)

**hp** 218

## 13. General's Quarters

Bhedlis's quarters hold a shrine to Arazni. He keeps a *crystal ball* along with defiled relics of Aroden, Arazni, and Iomedae—souvenirs of his past crimes—in a locked chest. He prefers to administrate his agents' missions from his office here unless doing so would threaten a contact's cover.

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# Walkena

“When asked, ‘What is the price of aggression?’ I say, ‘The price is death.’ That is the only thing these devils understand.”

**M**ore than a century ago, Walkena, the mummy of a child-god of ancient Mzali, sprang to life and struck down a regiment from the Sargavan city of Kalabuto. People looked toward the city of Mzali on the banks of the Pasuango River to witness an age-old power rising like the burning sun. Moved by the old god’s return to sovereignty, pilgrims streamed into the city, doubling Mzali’s population in less than a decade. With this revitalization, the metropolis now teems with both possibility and tension.



While Walkena has brought a renewed sense of energy and optimism back to some parts of Mzali, he has also outlawed foreign trade and forbids business with any agents from outside the Mwangi Expanse. As the population in Mzali expands, local resources struggle to keep up with the growth. His restrictive laws make life difficult for those citizens of Mzali who once relied on outside trade to survive; as a result, a large portion of Mzali’s population lives in abject poverty.

Some citizens of Mzali oppose Walkena’s rule because of its brutality. While they’re uncomfortable with being ruled by an undead child mummy, they remain mostly silent out of fear of being declared traitors and executed—or worse, killed and brought back as undead servants. Dissidents and those who offend Walkena or his worshipers are dragged out of their homes and beaten in the street as lessons to others in the neighborhood on the price of disobedience.

Many of Mzali’s citizens are fearful of their leader—even those who support his attempts to rid their land of northern influence. It’s rumored that a resistance movement against Walkena bubbles secretly under the surface of Mzali—whispers name this alleged organization the Bright Lions. Its members are said to fight against exploitation from foreigners just as Walkena does, but to preach the faith of the old gods of Mzali and reject the authority of the undead tyrant. Whether the Bright Lions actually exist depends on whom one asks, but believers hope the group will one day restore Mzali to its former glory under the guidance of the gods of old.

Walkena is a descendant of the gods of ancient Mzali—their blood both brought him back from the dead and granted him mythic power. He was not so cruel when he was a living child-god, though he was stern and upheld the tenets of law above all else. His sun aspect didn’t refer to the life-giving properties of the sun, but rather to the harsh light that purified the world and illuminated its path. He was always strict, but when he rose as an undead creature, all trace of empathy in him vanished. Now he only goes before his people under the full light of the noon sun, with rare oils, gold-trimmed robes, and the ministrations of an army of servants doing much to disguise his grotesque nature. Yet, when not exposed to sunlight, he soon shrivels into a knotted corpse little larger than a toddler. This degradation leaves no doubt about his undead nature, giving him even more reason to address his followers only during the day.

Walkena takes such a hard-line approach to the colonial invaders because he knows they will never leave his lands voluntarily. They’ve had a taste of what the Mwangi Expanse has to offer, and given the opportunity, the northerners will



claim every resource they can. Walkena teaches his people that they must brutally fight against this exploitation, because an invader will not grant them peace and freedom—that is something they must create themselves. Walkena hopes that when this current state of bloodshed is finished and the invaders are sent back to their own shores, Mzali will return to its former glory. Only then will the whole of the Mwangi Expanse come to embrace his order and rule.

Game Masters basing a campaign or adventure on Walkena and his control of Mzali may run into some interesting issues in play. The biggest difficulty with setting a campaign here would be if any of the PCs are not native Mwangi, as Mzali is a difficult place for outsiders. Avistani in particular are rarely seen in the metropolis, as it's illegal for them to even set foot into Walkena's territory. These invaders are hunted down, captured, and brought before a court for a short trial before their execution. While such trials are hastily put together, heavily biased, and unnecessarily brutal, it's said that a few influential captives have successfully pleaded their cases and been granted audiences with the child-god or his priests—whether the captives survived these meetings is another matter.

Walkena's xenophobic policies would force non-Mwangi PCs to infiltrate the jungle metropolis and work their way past the defenses at the Temple of the Deathless Child. Of course, non-Mwangi PCs at a level appropriate to face Walkena likely have access to magic that can disguise their appearance, but Walkena keeps spellcasters posted within the temple grounds who perpetually use *true seeing* (or similar divination effects) in order to screen for magical disguises. The temple has no protections against teleportation effects, however, making teleporting into or near the temple a relatively simple matter.

To those who worship the child-god, Walkena grants the Evil, Law, and Sun domains as well as the Devil and Light subdomains. Walkena's favored weapon is the spear, which represents the piercing rays of the sun.

## WALKENA CR 16

**XP 76,800**

Male mummified human oracle 12/hierophant 9 (*Pathfinder RPG Bestiary* 4 196, *Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Mythic Adventures* 32)

LE Small undead (human)

**Init** +25<sup>M</sup>; **Senses** darkvision 60 ft.; Perception +15

**Aura** frightful presence (30 ft., DC 15, 1d6 rounds)

### DEFENSE

**AC** 27, touch 17, flat-footed 22 (+6 armor, +1 deflection, +3 Dex, +2 dodge, +4 natural, +1 size)

**hp** 241 (12d8+172)

**Fort** +16, **Ref** +11, **Will** +14

**Defensive Abilities** hard to kill, mythic saving throws, unchanging, unstoppable; **DR** 5/—; **Immune** undead traits; **Resist** fire 20

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 20 ft.

**Melee** +1 spear +13/+8 (1d6+3/×3), slam +12 (1d6+3)

**Special Attacks** burst of vengeance, divine potency, dust stroke, faith's reach, flexible counterspell, inspired spell, mythic power (21/day, surge +1d10), mythic spellcasting

**Divine Source Spell-Like Abilities** (CL 9th; concentration +19) 1/day—*fire shield*, *flame strike* (DC 25), *heat metal* (DC 22), *hold monster* (DC 26), *magic circle against good*, *prismatic sphere* (DC 29), *protection from chaos*, *sunbeam* (DC 27), *sunburst* (DC 28),

**Oracle Spells Known** (CL 12th; concentration +22)

6th (5/day)—*blade barrier*<sup>M</sup> (DC 26), *fire seeds* (DC 27), *mass inflict moderate wounds*

5th (7/day)—*flame strike*<sup>M</sup> (DC 26), *greater command* (DC 25), *mass inflict light wounds*, *summon monster V* (fire elementals only)

4th (8/day)—*freedom of movement*, *inflict critical wounds*<sup>M</sup>, *summon monster IV*, *unholy blight* (DC 24), *wall of fire*<sup>M</sup>

3rd (8/day)—*dispel magic*<sup>M</sup>, *invisibility purge*, *prayer*, *searing light*, *fireball*<sup>M</sup> (DC 24), *inflict serious wounds*

2nd (9/day)—*communal protection from good*<sup>UC</sup>, *death knell*<sup>M</sup> (DC 22), *desecrate*, *hold person* (DC 22), *inflict moderate wounds*, *resist energy*, *silence* (DC 22)

1st (13/day)—*burning hands*<sup>M</sup> (DC 22), *divine favor*<sup>M</sup>, *inflict light wounds*, *obscuring mist*, *sanctuary* (DC 21), *shield of faith*, *sun metal*<sup>UC</sup>

0 (at will)—*bleed* (DC 20), *create water*, *detect magic*, *guidance*, *light*, *purify food and drink*, *read magic*, *resistance*, *spark*<sup>APG</sup>

**M** mythic spell

### Mystery flame

### STATISTICS

**Str** 14, **Dex** 17, **Con** —, **Int** 10, **Wis** 14, **Cha** 30

**Base Atk** +9; **CMB** +10; **CMD** 25

**Feats** Dodge<sup>M</sup>, Extra Revelation<sup>APG</sup> (2), Elemental Focus<sup>APG</sup>, Improved Initiative<sup>M</sup>, Improved Natural Attack (slam)<sup>B</sup>, Iron Will<sup>M</sup>, Lightning Reflexes<sup>M</sup>, Toughness<sup>M</sup>

**Skills** Diplomacy +25, Heal +7, Intimidate +25, Knowledge (history) +12, Knowledge (planes) +8, Knowledge (religion) +8, Perception +15, Spellcraft +15, Stealth +12;

**Racial Modifiers** +4 Stealth

**Languages** Ancient Osiriani, Common, Ignan, Polyglot; *tongues* (understand only)

**SQ** amazing initiative, divine source (Evil, Law, Sun, Light, Devil), enhanced ability (Dex +4), firestorm (1/day, 12 cubes, 12d6, DC 26, 10 rounds), focus of will, gaze of flames (12 rounds/day), heat aura (3/day, 6d4, DC 26), immortal, molten skin, oracle's curse (tongues), recuperation, revelations (fire breath [12d4, 3/day, DC 26], wings of fire [fly speed 60, 12 minutes/day])

**Combat Gear** *scrolls of inflict serious wounds* (4), *scrolls of mass cure moderate wounds* (4); **Other Gear** +2 padded armor, +1 spear, *headband of alluring charisma* +2, *ring of protection* +1

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Ordellia Whilwren

Prince Kasiya

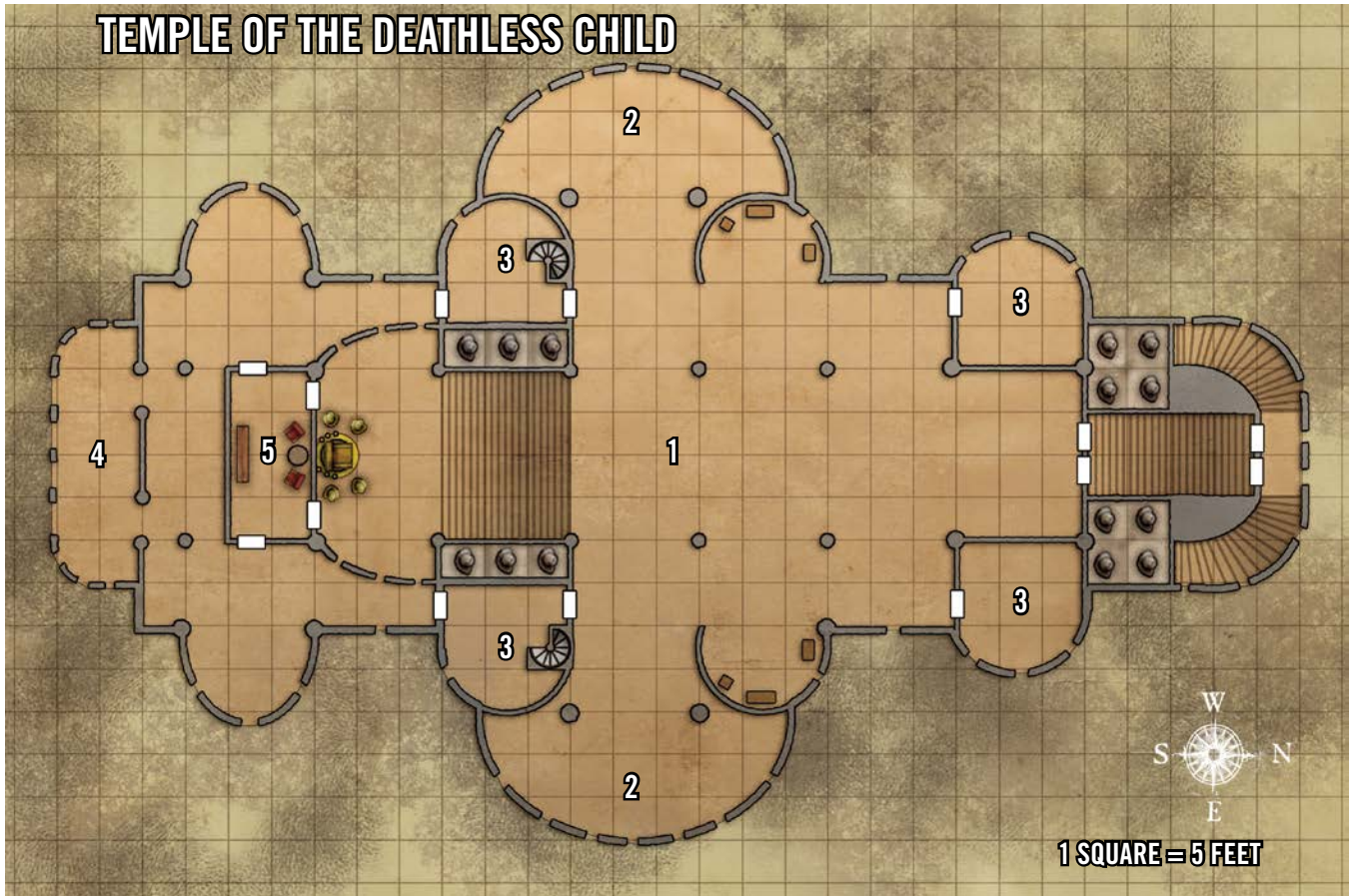
Razinia

Rudrakavala

Seldeg Bhedlis

Walkena

Wight Mother  
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## TEMPLE OF THE DEATHLESS CHILD

This magnificent palace stands proudly in the center of Mzali, soaring above all other buildings to greet the sun as it rises to bless the Mwangi people each day. Among the serried ranks of domes, the highest point of this structure houses Walkena's royal chamber (area 1). It's difficult to reach, as hundreds of the child-god's fanatical devotees inhabit the temple, all of whom are ready to defend Mzali's most important structure at a moment's notice.

Dozens of priests and temple guardians, both living and undead, fill the royal chamber at all times during the day, though a only small contingent remain after the blazing sun sets. Walkena's temple guardians are a mix of juju zombies and human fighters and rogues of at least 6th level; the juju zombies guard only the upper levels of the temple. Not all of Walkena's priests are clerics—many of them also practice arcane magic or follow the natural pursuits of druids and shamans.

The High Priests of the Temple of the Deathless Child see to the administration of the temple-city of Mzali, and many of them further the fight against the northern invaders through subterfuge and outright warfare. All of Walkena's high priests are at least 8th level in their chosen classes—typically being clerics, druids, inquisitors, oracles, and shamans, though some high priests attained their station through exceptional skill or deed and have no aptitude

for spellcasting. The most influential of these high priests constitute Walkena's Inner Circle, as listed below.

**Nkiruka, the Voice** (N female human bard 14), is the Prime Speaker of Walkena and arbiter of conflicts. She serves as a diplomat when not in the temple.

**Ochieng, the Strength of Light** (LN female human juju zombie<sup>Bz</sup> brawler<sup>ACG</sup> 15), killed over 200 northerners before falling in battle in defense of Mzali. She now commands the guardians of the Temple of the Deathless Child.

**Themba Sufu, the Shadow** (LE male human rogue [spy<sup>APG</sup>] 15), commands Walkena's secret police force and ferrets out insurrections and attempted coups. His focus is normally directed toward illegal northern influences, but he has recently focused a fair amount of attention on the actions of the Bright Lions.

**Wekesa, the Sparrow** (NE male human shaman<sup>ACG</sup> 13), serves as a spiritual leader and frequent voice of reason for the cause of the common people's plight. Wekesa maintains a number of interests within the city and a large network of eyes and ears.

**Worknesh, the Golden Blade** (LE female human inquisitor<sup>APG</sup> 12), is the High-Inquisitor of Walkena and the Master of the Spears (commander of Mzali's martial forces).

**Zubari, the Guiding Ray** (LE male human cleric of Walkena 15), acts as high priest of Walkena and is his Prime Council, overseeing the day-to-day administration of Mzali.



## 1. The Royal Chamber

A pair of curving stairways provides access to the temple's throne room. As visitors ascend the stairs, they are greeted with eight statues of Mwangi deities, hero-gods, and cultural champions arranged in varying elevations and representing a breadth of ancient portfolios. A broad flight of stairs ascends deeper into the royal chambers.

The topmost level of the Temple of the Deathless Child is Walkena's royal chamber. Soaring windows surround the outer walls of the temple, leaving it open to the warm jungle air, yet high enough above the city to allow gentle breezes to cool the sweat of the living guardians in the royal chamber. Towering columns decorated in mosaics and gold accents line the chamber's center. At various times during the day, sunlight dances across the gilded surfaces in the chamber, blinding and dazzling those who let their gaze wander carelessly.

Curving alcoves in the east and west sides of the building hold shrines to forgotten Mwangi gods and heroes. The altars in these shrines are always brimming with offerings and tributes to Walkena.

Sweeping balconies flank the building (see area 2), facing the sunrise and sunset. Walkena (or one of his proxies) makes use of these balconies to deliver prayers and to address the citizenry each dawn and dusk. Special appearances occur at noon on the south balcony (see area 4).

Another vast set of stairs ascends to Walkena's throne. Golden rays radiate from the back of the warm wooden seat. Four statues of ancient Mzali heroes stand guard around their king. Since Walkena is undead and thus requires no creature comforts, the child mummy spends much of his time on the throne when not directing followers or addressing his people on one of the sun balconies. Arrow slits line the walls, allowing unseen guardians to protect their child-god (see area 4).

## 2. Balconies of the Speaker of the Sun

This pair of balconies—one facing the rising sun and the other facing the sunset—is where Walkena and his priests address the people of Mzali and lead prayers. Though these large and spacious balconies are partially covered by a domed roof, they have no exterior walls. Each one provides a sweeping view of the temple-city and the wide plazas that spread out below the structure, where a hundred feet below thousands can gather to witness the prayers and addresses of their god-king.

## 3. Chambers of Devotion

Those most devoted to Walkena spend much of their time in these chambers praying and training. Many of these devotees possess the Mark of the Devoted feat, but not all. The southernmost of these areas feature spiral staircases that descend into the barracks that house Walkena's most fervent followers. These staircases allow reinforcements from below to stream into the royal chamber at a moment's notice.

## New Feat

Most of the guardians and priests who are posted on the temple's top level have dedicated themselves to Walkena and have the following feat.

### Mark of the Devoted

You have pledged your life to defend Mzali against invaders, and will continue to do so even after your death.

**Prerequisites:** 1st-level character, human of Mwangi ethnicity, Walkena worshiper, must personally create a token worth at least 50 gp prior to an 8-hour branding ritual during which you survive taking 2d6 points of fire damage.

**Benefit:** Dedicated to ridding your land of colonialist invaders, you have pledged your eternal soul to the purging of their presence from Mzali. Upon completion of the ritual, you gain fire resistance 2 and a +1 morale bonus on Will saves.

When you are killed, you rise as a juju zombie (*Pathfinder RPG Bestiary 2* 291) after 1d4 minutes. Upon rising, your alignment changes to evil. Lawful and chaotic components of your alignment are not changed. After this transformation, you deal an additional 1d6 points of fire damage with the slam attack gained from the template.

**Special:** If you are a juju zombie at the time when Mzali is entirely purged of foreigners, your duty to Mzali is fulfilled and you are immediately destroyed.

## 4. Balcony of the Noon

The southern end of the temple features the balcony from which Walkena or his priests lead the noonday prayers. It is also used by priests for various ceremonial duties, and at other times when the child-god wishes to address the citizens of his city. From the streets of Mzali, this balcony is also known as the Tower of the Equals. The plaza that sits beneath this balcony is a public space, and all strata of Mzali life visit this place for spiritual enlightenment after their midday meal.

Two doors in the interior of this part of the temple allow access to the conference chamber (area 5). In addition, ladders climb the wall to narrow platforms used by guards to peer through arrow slits in Walkena's defenses. Skilled undead archers (NE juju zombie<sup>B2</sup> fighter [archer<sup>APG</sup>] 5/rogue [sniper<sup>APG</sup>] 4) keep watch from these platforms around the clock.

## 5. Conference Chamber

In the rare times when Walkena is not on his throne or leading prayer, the child-god can be found here in conference with his most trusted advisors. Protected from eavesdropping with a permanent *zone of silence* effect, this chamber is where Walkena directs his secret police and plans strikes against Mzali's oppressors.

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Rudrakavala

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Walkena

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## Wight Mother of Isger

“Abandon your weakness, child; abandon your life and be reborn anew in undeath. I will be your new mother, just as Urgathoa became mine.”

As it slowly recovers from the horrors of the Goblinblood Wars, the nation of Isger finds itself a neglected puppet state largely abandoned by its liege nation, Cheliox. It now faces something far worse than goblins or bandits—an undead plague is slowly consuming the nation’s hinterlands. The Wight Mother of Isger’s undead legions have grown in number, power, and influence for more than century, gestating like a tumor.

Born to Chelish commoners, Illcayna Alonnor was orphaned by plague in 4590 AR at the age of 13. The pox struck only her village, and in the years that followed, whispers grew that she had somehow caused it, and that she had danced gleefully atop her parents’ graves, madness sparkling in her eyes. She reappeared in 4601 AR in the village of Finder’s Gulch as the junior priestess of a local Urgathoan cult led by the exiled Ustalavic priestess, Cileidia Iomandi.

Arrogant and ambitious beyond her capabilities, Cileidia raised a legion of wights the following year, only to see them slip the bonds of her control and rampage through the surrounding countryside. When they marched on Finder’s Gulch itself, the elder priestess abandoned her flock. But Illcayna didn’t flee—instead, she threw herself to the wights, weeping joyously and blessing Urgathoa as they tore her limb from limb. Illcayna spontaneously resurrected, rising above her killers as a bone white, black-eyed version of herself, wrapped in an ethereal grave shroud. The daughter of Urgathoa retained her mortal youth and beauty in all but two ways: one of her hands sprouted black, scythe-like claws, and a mass of writhing, putrid tentacles extends below her waist, equal parts slick flesh and ghostly ectoplasm.

After she took command of the wights, Illcayna and her undead army overran Finder’s Gulch, butchering every living creature except those who professed to venerate the Pallid Princess. Thinking themselves spared, this group praised Urgathoa and her new daughter. Then, smiling as she had when she’d danced on her parents’ graves, Illcayna slaughtered them, too, one by one. In one final act that sealed her status, she raised the cult members as undead and with them, pursued their former leader, Cileidia Iomandi. Dragging Cileidia back to Finder’s Gulch, the newly created undead devoured her alive as a sacrificial offering to the mistress of undeath.

In the years since her rebirth, the Wight Mother has expanded her cult and devised unique diseases and new forms of undead. From Finder’s Gulch, her cult hunts the surrounding countryside, taking advantage of Isger’s weak puppet government and the lingering internal devastation from the Goblinblood Wars.

The Wight Mother realizes that should word get out about her growing domination in western Isger—so close to one of the richest trade routes in Avistan—a response would be organized. As such, she spreads her cult’s attacks between Isger, Molthune, and Cheliox. Her cult is preparing to eventually mount an assault on Isger’s capital of Elidir. After the sack of Elidir, the Wight Mother intends to stop and expand no further, purposefully leaving the Conerica River trade routes untouched. She theorizes that so long as her coup doesn’t impact their purses, Cheliox and Druma may willingly allow northern Isger to fall into Illcayna’s rotting grasp.

Far from Finder’s Gulch, the Wight Mother’s most recent creation is the zombie plague unleashed on the village of Gillamoor, south of the Chitterwood. Illcayna infected a doomed Ustalavic merchant to carry the disease there, intending to use the town to test both the plague’s efficacy and Isger’s response, as well as that of Isger’s Chelish agents.

Aware of the undead’s presence, Lay Kaltessa Iyis—priestess of the archdevil Mammon—has begun investigating the Wight Mother’s growing power. Though she cares not for the fate of random farmers and travelers in the Isgeri countryside, the Widow Queen’s concern is that the wight horde might ultimately cause problems for her, for her own designs on Isger, and for Cheliox. To this end she sponsors unprepared and unwarned adventurers, sending them into those regions affected by Illcayna’s undead blight to probe at the Wight Mother’s power even as Illcayna’s cult casts its own glazed eyes back upon the Widow Queen.

### ILLCAYNA ALONNOR

CR 19

#### XP 204,800

Daughter of Urgathoa cleric 11 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 309)

NE Large undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +31

**Aura** desecrate (20-ft. radius)

#### DEFENSE

**AC** 31, touch 17, flat-footed 27 (+5 armor, +4 deflection, +4 Dex, +9 natural, -1 size)

**hp** 296 (22 HD; 11d8+11d8+198)

**Fort** +22, **Ref** +13, **Will** +23

**Defensive Abilities** channel resistance +4, death’s embrace;

**Resist** fire 10; **Immune** undead traits

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** +1 *unholy great claw* +26 (2d6+11/×4 plus disease), +1 *unholy claw* +26 (1d8+11)



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

**Special Attacks** channel negative energy 10/day (DC 24 [DC 27 for targets within 20 ft.], 6d6), disease, hand of the acolyte (9/day)

**Spell-Like Abilities** (CL 11th; concentration +18)  
Constant—*desecrate* (centered on self)

**Domain Spell-Like Abilities** (CL 17th; concentration +23)  
9/day—bleeding touch (5 rounds)  
1/day—dispelling touch

**Cleric Spells Prepared** (CL 17th; concentration +23)  
9th—*energy drain* (DC 25), *wail of the banshee*<sup>D</sup> (DC 25)  
8th—*create greater undead*<sup>D</sup>, *orb of the void*<sup>UM</sup> (DC 24), *unholy aura* (DC 24)  
7th—*blasphemy* (DC 23), *destruction*<sup>D\*</sup> (DC 23), *mass inflict serious wounds* (DC 23), *waves of ecstasy*<sup>UM</sup> (DC 23)  
6th—*blade barrier* (DC 22), *cold ice strike*<sup>UM</sup> (DC 22), *create undead*<sup>D</sup>, *epidemic*<sup>UM</sup> (DC 22), *harm* (DC 22), *plague storm*<sup>UM</sup> (DC 22)  
5th—*insect plague*, *mass inflict light wounds* (DC 21), *righteous might*, *slay living*<sup>D</sup> (DC 21), *true seeing*, *unhallow* (DC 21)  
4th—*divine power*, *fleshworm infestation*<sup>UM</sup> (DC 20), *freedom of movement*, *imbue with spell ability*<sup>D</sup>, *plague carrier*<sup>UM</sup>, *unholy blight* (DC 20)  
3rd—*bestow curse* (DC 19), *contagion* (DC 19), *dispel magic*<sup>D</sup>, *inflict serious wounds* (DC 19), *protection from energy*, *searing light*  
2nd—*death knell*<sup>D</sup> (DC 18), *dread bolt*<sup>UM</sup> (DC 18), *grace*<sup>APG</sup>, *hold person* (DC 18), *inflict moderate wounds* (DC 18), *resist energy*, *spiritual weapon*  
1st—*cause fear*<sup>D</sup> (DC 17), *command* (DC 17), *divine favor*, *doom* (DC 17), *obscuring mist*, *ray of sickening*<sup>UM</sup> (DC 17), *shield of faith*  
0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *resistance*

**D** domain spell; **Domains** Death, Magic

## STATISTICS

**Str** 29, **Dex** 19, **Con** —, **Int** 16, **Wis** 22, **Cha** 25

**Base Atk** +16; **CMB** +26; **CMD** 44

**Feats** Ability Focus (disease), Combat Casting, Combat Reflexes, Command Undead, Flyby Attack, Great Fortitude, Improved Channel, Improved Initiative, Power Attack, Toughness, Vital Strike

**Skills** Acrobatics +15, Bluff +18, Fly +24, Intimidate +32, Knowledge (religion) +28, Perception +31, Sense Motive +31, Spellcraft +28

**Languages** Abyssal, Common, Infernal, Necril

**Gear** +1 *unholy amulet of mighty fists*, *lesser extend metamagic rod*, *bracers of armor* +5, *cloak of resistance* +2, *minor ring of fire resistance*, *ring of protection* +4, *eye ointment* (250 gp), *platinum unholy symbol of Urgathoa* (500 gp),

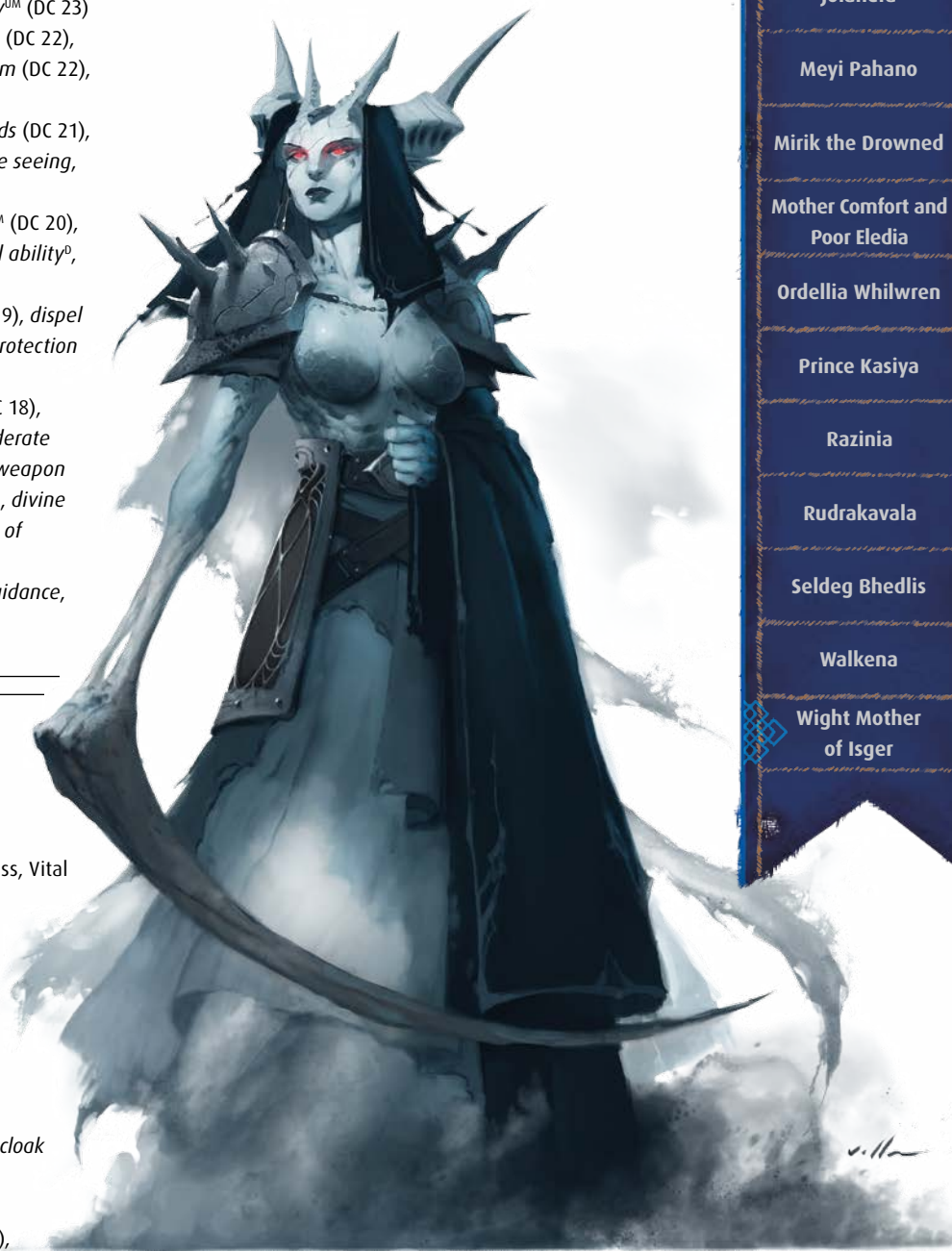
Urgathoan reliquary containing herbs, oils, and incense worth 1,000 gp, 30 onyxes (5,000 gp), 3,250 gp

## SPECIAL ABILITIES

**Desecrate (Sp)** The bonuses granted by Illcayna's constant desecrate spell-like ability (which is always centered on herself) are calculated into the stats above.

**Great Claw (Ex)** One of Illcayna's hands is a tremendous scythe-shaped claw. This attack inflicts ×4 damage on a critical hit, and is treated as an evil weapon for the purposes of overcoming damage reduction.

**Disease (Su)** *Bubonic Plague*: Great claw—injury; save Fort DC 24; onset immediate; frequency 1/day; effect 1d4 Con damage and target is fatigued; cure 2 consecutive saves. The save DC is Charisma-based.



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## FINDER'S GULCH

The ruins of the village, Finder's Gulch lie along the southern slope of a deep valley, formed by erosion from a stream that runs through the community.

### 1. Outskirts

The town's only road passes through dusty hills and several failed farms. Disheveled hovels sit amid sickly gardens and rusted farm equipment. Any outsiders who openly pass by the farms attract the attention of a pair of cult lookouts, named Moneris Sarin and Loga Umon.

**MONERIS SARIN** **CR 17**  
**XP 102,400**  
Grand necromancer (*Pathfinder RPG NPC Codex* 193)  
**hp 170**

**LOGA UMON** **CR 17**  
**XP 102,400**  
Failed disciple (*Pathfinder RPG NPC Codex* 93)  
**hp 175**

### 2. Charred Remains

Behind the farms, on the outskirts of the town, are the remnants of a series of large bonfires. Amid the ashes are several metal stakes driven into the ground, as well as a

scattering of blackened humanoid bones. A half-dozen holy symbols, including a platinum amulet bearing the symbol of Pharasma (worth 500 gp), can be found glittering in the ashes.

This area is sometimes used as a site for sacrifices, where would-be do-gooders are burned at the stake in the name of Urgathoa. The anguish and despair suffered by these victims still lingers in this area as a haunt.

#### **IMMOLATION HAUNT** **CR 20**

**XP 307,200**

NE persistent haunt (25 ft. square between the stakes)

**Caster Level** 17th

**Notice** Perception DC 34 (to smell burning hair and hear the sound of agonized screaming)

**hp 76; Trigger** proximity; **Reset** 1 week

**Effect** When the haunted area is entered, every creature in the area is immobilized, as if affected by *mass hold person*. These creatures feel as though their hands and feet are bound to a solid steel rod that has been driven into the ground behind them. A successful DC 23 Will saving throw negates this effect.

Simultaneously, the entire area is filled with swirling ash, suffocating smoke, and skin-blistering cinders. All creatures in this area are affected as if by the spell *incendiary cloud*. Those creatures not immobilized may halve the fiery damage with a successful DC 23 Reflex saving throw.





**Destruction** The metal stakes must be pulled from the ground and all the humanoid bones must be given a proper, sanctified burial.

### 3. Corrupted Grove

At the southern end of the town, growing along the steep sides of the ravine, stands a copse of trees that used to be a small fruit orchard. Formerly apple and cherry trees, these plants have been blighted since the arrival of the Urgathoan cult. Now they bear toxic fruit, and anyone who eats from the trees is poisoned as if by arsenic (*Pathfinder RPG Core Rulebook* 558).

The tainted grove is home to a giant corrupted protector. Grown from the poisoned seeds of the plants around Finder's Gulch in the years following the Urgathoan cult's advent in the region, this mighty barometz guards the town's southern flank, and ranges as many as 50 miles when commanded to do so by the Urgathoan creeping death druids (*Pathfinder RPG NPC Codex* 74) who serve the cult.

#### CORRUPTED GUARDIAN CR 17

XP 102,400

Advanced fiendish barometz (*Pathfinder RPG Bestiary* 4 16, 288) hp 297

### 4. Town Center

The center of the town, once bustling with trade, is now a den of furtive cult activity. At any time, dozens of cultists (*Pathfinder RPG NPC Codex* 249) may be seen tending to the daily chores of the town. Many of the cultists are infected with diseases, including red drip (see the sidebar) and bubonic plague (*Core Rulebook* 557).

Those who manage to pass through the center of town without attracting the attention of the cultists instead encounter the residual terror of Cileidia Iomandi, who was devoured alive after Illcayna Alonnor's coup. Her horrific final moments are preserved as a haunt.

#### CANNIBALIZATION OF CILEIDIA IOMANDI CR 18

XP 153,600

NE persistent haunt

Caster Level 18th

**Notice** Perception DC 33 (to hear Cileidia's panicked protestations turn into a bloody gurgle)

**hp** 81; **Trigger** proximity; **Weakness** tricked by *invisibility*; **Reset** 1 day

**Effect** When the haunted area is entered, every affected creature sees a vision of Cileidia Iomandi surrounded on all sides by a large crowd of cultists. They swiftly converge on her, ripping her limb from limb with their bare hands and gnawing teeth.

All creatures in the area feel as though they are being swarmed by a large crowd, and are grappled as if targeted by *grasping hand*. The effect has a CMB of +29 and a CMD of 39. This haunt is persistent, but the grapple must be maintained on each round for each creature affected.

### Red Drip

Illcayna's cult is cultivating a fungal infection from the Mwangi Expanse known as red drip. It can infect both flora and fauna, and is now spreading throughout western Isger, with Finder's Gulch at the growing plague's epicenter.

#### RED DRIP

**Type** disease (fungus), contact; **Save** Fortitude DC 18

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Dex damage and 1d2 Cha damage; **Cure** 2 consecutive saves or amputation of infected limb

Additionally, all creatures in the area of the haunt feel as though dozens of fingernails and teeth are ripping out chunks of their flesh. Each is affected as if by *mass inflict serious wounds*, which deals 3d8+15 points of negative energy damage per turn that the creature remains in the area of the haunt (Will DC 20 half).

**Destruction** Illcayna Alonnor must be destroyed.

### 5. Flooded Ruins (CR 19)

About a year ago, a rockslide dammed the stream flowing through town, creating a small bog that covers the northern half of the community. Ruined buildings still jut from the surface of the murky water, partially concealing the entrance to the Temple of Urgathoa (area 6).

The flooded ruins are also home to a trio of gallowdead. These creatures were once adventurers who sought to destroy Illcayna, but now serve her for their failure.

#### GALLOWDEAD (3) CR 16

XP 76,800 each

hp 228 each (*Pathfinder RPG Bestiary* 4 119)

### 6. Temple of Urgathoa (CR 20)

At the northeastern edge of the town is a small cave the cultists turned into a temple of Urgathoa. The cultists have carved blasphemous reliefs into the stone walls, and adorned the space with grotesque totems made of bones and human sinew. Intruders into the temple find it guarded by Illcayna Alonnor (see page 60), and a trio of her most trusted lieutenants (use the statistics for the master of undeath found on page 56 of the *NPC Codex*).

At the rear of the cave is a secret entrance (Perception DC 20 to discover), which leads to a claustrophobic warren of subterranean tunnels. Parties that press deeper into the tunnels may encounter further evidence of the Urgathoans' malign influence in the Darklands below. Such explorers wouldn't be the first drawn to Illcayna's perverse work, which has already drawn the distant appreciation of the drakainia, Valpheme.

Introduction

Arantaro

Arnlaugr  
the Fearless

Erum-Hel

Imaloka  
Ghalmont-  
Neverhome

Jolanera

Meyi Pahano

Mirik the Drowned

Mother Comfort and  
Poor Eledia

Ordellia Whilwren

Prince Kasiya

Razinia

Rudrakavala

Seldeg Bhedlis

Walkena

Wight Mother  
of Isger

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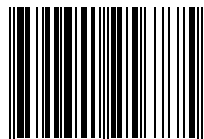
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