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PLANAR ADVENTURES



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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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INTRODUCTION

Beyond the mortal realm are vast realities, or “planes,” known collectively as the Great Beyond. Almost limitless in size and potential, the various planes embody the fundamental aspects of reality. Each plane is a universe unto itself, following its own natural laws and having its own unique inhabitants: outsiders that occasionally visit or are summoned to the mortal world, whether they are angels, demons, devils, gods, or even stranger creatures. Anything is possible on the planes, making them perfect locations for exotic, terrifying, wondrous, and deadly adventures.

WHAT IS A PLANE?

Each plane of existence is one of several simultaneous realities. Except for rare linking points, each plane is effectively its own universe with its own natural laws. The planes break down into five types: the Material Plane, the

Transitive Planes, the Inner Planes, the Outer Planes, and demiplanes. Each has its own traits—the natural laws of its universe. These traits are discussed on pages 58–63 in Chapter 3 of this book.

Visualizing the Great Beyond

The Pathfinder Roleplaying Game assumes a cosmology of the multiverse known as the Great Beyond, pictured with a representational map on page 92. In this cosmology, the planes are arranged somewhat like the layers of an onion, with the Material Plane nestled at the core, surrounded by the Inner Planes, and the Outer Planes lying upon the inner surface of the outermost layer. This cosmology is explored fully in Chapter 3 of this book, but see pages 86–89 in Chapter 2 for examples of alternate cosmologies you might wish to explore when designing your own multiverse!

Material Plane (The Universe)

The Material Plane is the most recognizable of all the planes, and occupies the metaphorical center of the Inner Planes. As it includes the world of Golarion, it is the assumed starting realm of Pathfinder campaigns and the default plane for most adventures.

Inner Planes (The Inner Sphere)

The Inner Planes are composed of the six basic essences of reality: air, earth, fire, water, positive energy, and negative energy. Four of those essences (the Planes of Air, Earth, Fire, and Water) serve as layered shells around the remainder of the Inner Planes, while two more (the Planes of Positive and Negative Energy) exist as oppositional “poles.” The First World is a vibrant magnification of the universe enhanced by its position between the Material Plane and the Positive Energy Plane, while the Shadow Plane is a murky reflection of the universe cast against the Negative Energy Plane. Suffusing all of this is the misty expanse of the Ethereal Plane.

Outer Planes (The Outer Sphere)

The Outer Planes are composed of a seventh essence known as quintessence—an essence that is shaped and influenced by the morals and ethics of life and death. These nine alignments define the very nature of the Outer Planes themselves, as well as the denizens of these planes.

Transitive Planes (Dimensions)

These planes, which include the Astral Plane and the Ethereal Plane, share a single important characteristic: each can be used to travel from one place to another. All Transitive Planes can be categorized as Inner or Outer Planes as well, and in some cases are also referred to as dimensions—a natural extension of how the first three dimensions govern physical movement as we understand it.

Demiplanes

This catchall category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

Beyond the Beyond

For all the breadth contained within the Great Beyond, there remain hints that something exists even farther out. The rifts of the Abyss wind deep into the quintessence of the Outer Sphere, and none truly know how deep these rifts go. Yet scholars have theorized that there must exist an “outside” to the Outer Sphere, and that the Great Beyond is but one of countless multiverses adrift in an unknowable void—a place where the gods themselves have no domain, and where the very concept of time and space has no meaning.

BOOK REFERENCES

This book refers to other Pathfinder Roleplaying Game products, yet they are not required to make use of this book. The complete rules of these books are available online for free at paizo.com/prd. The following abbreviations indicate rules elements used in this book that come from other sources.

<i>Advanced Class Guide</i>	ACG
<i>Advanced Player's Guide</i>	APG
<i>Bestiary 2</i>	B2
<i>Bestiary 3</i>	B3
<i>Bestiary 4</i>	B4
<i>Bestiary 5</i>	B5
<i>Bestiary 6</i>	B6
<i>Mythic Adventures</i>	MA
<i>Occult Adventures</i>	OA
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Magic</i>	UM
<i>Ultimate Wilderness</i>	UW

HOW DO PLANES INTERACT?

When two planes do not overlap or directly connect to each other, they are considered separate planes. The only way to get from one separate plane to the other is to go through a third plane. The most significant example of separate planes is the Material Plane and the aligned Outer Planes—in order to travel between any of those planes and the Material Plane, one must use the Astral Plane, whether via astral travel or a teleportation effect such as *plane shift* or *gate*.

Planes that touch at specific points, like the Material Plane and the Plane of Air, are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other. If a link between two planes can be created at any point, as with the Material Plane and the Ethereal Plane, the two planes are coexistent. Such planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps.

Infinites can be broken into smaller infinites, and thus planes into smaller, but related, layered planes. These layers are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of natural vortices, physical paths, planar gates, and shifting borders. The nine layers of Hell are one example of a series of planar layers.

Access to a layered plane from elsewhere usually happens on a specific layer, which can be either the top layer or the bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for the other layers.



I PLANAR CHARACTERS



I thought you said that these rift dragons lived on the Abyss!”

Merisiel yelled as she dragged her rapier along the wyrm’s neck. “What’s this one doing here in Elysium?”

The dragon’s roar erupted in a terrifying cacophony of rage and pain.

“Not everything here is all sunshine and rainbows,” Kyra replied. “Take that giant wasp you made friends with as an example, love.”

The cleric began intoning another prayer of protection.

Merisiel shrieked in delight as the Calistrian wasp she rode swooped deftly away from the dragon’s breath.

“Fair point, I guess. Can I still keep her?”



The Great Beyond is a place of unmatched beauty, boundless opportunity, and overwhelming magic, but those boons are more than matched by the dangers that await travelers and explorers of planes far from their own. Those who seek to adventure in such treacherous realms would do well to prepare in advance, and this chapter presents numerous options for characters to do so through archetypes, feats, spells, and magic items.

The planes are vast, but their themes are also stronger than those on most Material Plane worlds. On a typical Material Plane world, one can expect to encounter a wide range of terrains, societies, civilizations, beliefs, and religions. This diversity is perhaps the Material Plane's greatest strength, and it is certainly why models of the planes tend to place the Material Plane at the metaphysical center of reality. Here, elements from all of the planes of the Great Beyond mix. In contrast, the other planes of the Great Beyond tend to each exemplify a single specific theme, condition, philosophical conceit, or incarnation of reality. There is little fear of dying of frostbite on the Plane of Fire. One can expect to find plenty of representation of chaotic good faiths in Elysium but relatively little (if any

at all) of lawful faiths. Color itself is a rarity in the Shadow Plane, and solid ground likewise in places like the Astral and Ethereal Planes.

As a result, preparation for planar travel is ironically easier in many cases than travel on the Material Plane—but this should not be taken to mean that other planes are safe places to visit. Most planes have dangerous, supernatural predators inimical to mortal life, and several are themselves deadly to merely visit. Arriving on a plane with the proper tools, already protected by the appropriate magic, and equipped with sufficient knowledge makes the difference between potential success and immediate failure.

When you run an adventure or campaign that features planar travel, you'll want to keep this peril in mind. Further, you should consider the makeup of your player characters. Just as it can be frustrating for a druid's player to face adventure after adventure set in a city, or for a paladin's player to endure a campaign that frequently features moral quandaries and forces cooperation with forces of chaos or evil, it can likewise be annoying to play a character whose class features, goals, and necessities require the Material Plane in a campaign mostly set on other planes. You should

make sure to alert your players at the start of any campaign that will take place on the other planes of the Great Beyond. You don't need to completely spoil all your plans for the game, but letting the players know that they will be unlikely to spend much time in the implied "homeland" of most games is important.

A planar campaign is a great chance for your players to create characters of wildly diverse races. A number of suitable planar races are summarized below, including three new races appropriate for player characters that appear in Chapter 4 of this book. One thing to keep in mind when allowing players to play these races is that their powers tend to be a bit more significant than those of the game's core races. As a result, you should consider using the race builder rules found in Chapter 4 of *Pathfinder RPG Advanced Race Guide*. Choose a target RP total for all the players, and allow them to purchase new abilities and options for their races so that each player is playing an equivalently powerful character.

PLANAR RACES

The following races all have specific ties to portions of the multiverse beyond the Material Plane (note that not all of these are native outsiders, and in addition to being found on the plane indicated below, all of these races can also be encountered on the Material Plane).

Aasimar (Advanced Race Guide): Aasimars carry the blood of good-aligned outsiders in their veins. They can be found in Heaven, Nirvana, or Elysium, depending upon their heritage.

Aphorite (see page 224): Aphorites were created by axiomites to facilitate their interactions with mortals. They can often be found on Axis.

Duskwalker (see page 230): Duskwalkers are souls who have incarnated directly into the Material Plane from the Boneyard; as a result, most are now found on Material Plane worlds.

Fetchling (Advanced Race Guide): Descended from humans who became trapped on the Shadow Plane, most fetchlings treat that sinister plane as home.

Ganzi (see page 234): Infused with strange energies and entropic legacies, ganzis are mortal incarnations of the myriad and mutable forces of chaos. They are typically encountered in the Maelstrom, but can also be found in Elysium or the Abyss.

Gathlain (Ultimate Wilderness): Rarely encountered on the Material Plane, the fey gathlains are most often found in the First World.

Ifrit (Advanced Race Guide): Ifrits trace their lineage back to creatures from the Plane of Fire. They can be encountered on the Plane of Fire.

Oread (Advanced Race Guide): Oreads boast the influence of shaitans and other earth creatures in their veins. They can be found on the Plane of Earth.

PLANAR TERRAINS

A staggering array of terrains await exploration in the Great Beyond. Some are akin to the forests, mountains, oceans, and plains of Material Plane worlds, but others are unlike anything found there, such as the ghostly reaches of the Ethereal Plane, the living and horrific reaches of the deep Abyss, the constantly burning inferno of the Plane of Fire, and the life-draining nothingness of the Negative Energy Plane.

Some classes, like the ranger, interact directly with terrain, and class abilities like favored terrain can become complicated in a plane-hopping campaign. In games that are largely limited to the Material Plane, the planes terrain category works fine, but if you intend to run a game set on another plane, you should consider breaking up that category into specific planes (thus, a ranger would choose Heaven or Ethereal Plane, or even a demiplane like Leng as a favored terrain), or simply doing away with the planes category entirely. With this latter solution, you should work with ranger players to help them anticipate the terrains featured in your upcoming campaign, with new categories like crystalline (for realms in the Plane of Earth or under Elysium, where immense crystal formations are common), living (for truly sentient realms like portions of the Abyss), or void (for empty reaches in the Astral Plane or the energy planes) potentially becoming new options for rangers to select from.

Shabti (Bestiary 5): Shabtis are broken bits of mortal souls made flesh. They are encountered only on the Material Plane.

Suli (Advanced Race Guide): Sulis are descended from the unions of mortals and jaan. They can sometimes be encountered on the Elemental Planes, but the majority dwell on the Material Plane.

Sylph (Advanced Race Guide): Sylphs are infused with the blood and power of creatures of elemental air. They can often be found on the Plane of Air.

Tiefling (Advanced Race Guide): Tieflings are mortals who have fiends in their ancestry. They can be found in Hell, Abaddon, or the Abyss, depending upon their heritage.

Undine (Advanced Race Guide): Undines are the descendants of those who have mingled with creatures of elemental water. They can be found on the Plane of Water.

Wayang (Advanced Race Guide): Wayangs originally came from the Shadow Plane, but are rarely found there today—most dwell now on the Material Plane.

PLANAR ARCHETYPES

The following pages present a dozen class archetypes thematically connected to the Great Beyond. Full rules for archetypes can be found on page 72 of the *Pathfinder RPG Advanced Player's Guide*.

AZATARIEL

SWASHBUCKLER ARCHETYPE

Azatariels are the champions of Elysium, dedicated to spreading its unpredictable whimsy and capricious goodness across the planes. Irrepressible and happy-go-lucky even in the face of the most tyrannical devil, azatariels take their name from the azatas that they emulate.

In battle, azatariels exult in darting among their foes, heedless of danger. Mastery of combat's chaos allows azatariels to turn enemies' strikes against each other, while supernatural good fortune protects them from dire afflictions. When allies falter with fear or suffer the effects of dark magic, a compassionate gesture from an azatariel cures their ills and spurs them onward.



Alignment: An azatariel must be chaotic good. If an azatariel changes alignment, she loses all abilities granted by this archetype until her alignment returns to chaotic good.

Deeds: An azatariel gains the following deeds.

Bralani's Swiftess (Ex): At 3rd level, while the azatariel has at least 1 point of panache, she ignores movement penalties from difficult terrain.

This replaces the menacing swordplay deed.

Whimsical Riposte (Ex): At 3rd level, the azatariel adds her Charisma modifier to attack and damage rolls made with light or one-handed piercing weapons as part of her opportune parry and riposte deed (including when riposting). In addition, whenever the azatariel successfully parries an opponent's attack, instead of riposting she can redirect that attack to another target as an immediate action. The new target must be within the attacker's reach, and the attacker uses the original attack roll to determine the attack's success.

This replaces the precise strike deed.

Lillend's Misdirection (Ex): At 7th level, when a foe flanking the azatariel misses her with a melee attack, the azatariel can spend 2 panache points as an immediate action to attempt a reposition^{APG} combat maneuver check against the attacking foe. If she succeeds at the combat maneuver check, she and the attacking foe switch positions, and the melee attack roll that missed the azatariel instead targets the flanking opponent that did not make the attack, using the same attack roll result (including the bonus gained from flanking).

This replaces the targeted strike deed.

Ghaele's Assault (Ex): At 11th level, the azatariel can spend 2 panache points when charging. If she does, the AC penalty for charging changes to -4 and she can make a full attack at the end of her charge.

This replaces the bleeding wound deed.

Elysian Conviction (Su): At 2nd level, while she has at least 1 panache point, an azatariel adds her Charisma bonus to her saving throws against mind-affecting effects.

This replaces charmed life.

Battle Dance (Ex): At 3rd level and every 4 levels thereafter, an azatariel's base speed increases by 10 feet. This is an enhancement bonus. An azatariel in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

This replaces nimble.

Affection of Elysium (Su): An azatariel's affection relieves harmful afflictions. At 4th level and every 4 levels thereafter, an azatariel selects a mercy from those available to a paladin whose class level is equal to her swashbuckler level. She can show her affection to a willing, adjacent creature as a standard action to apply the effects of these mercies to the targeted creature, treating her swashbuckler level as her paladin level. An azatariel can use this ability a number of times per day equal to half her swashbuckler level plus her Charisma modifier.

This replaces the swashbuckler's bonus feats.

CHRONICLER OF WORLDS

BARD ARCHETYPE

In eons past, the angel Tabris was tasked with cataloging all knowledge of the Great Beyond, only to eventually be cast from Heaven for penning the *Book of the Damned*, the perfect catalog of all planar evil. His dedication and sacrifice to the task have inspired some to follow his example; these bards are known as the chroniclers of worlds.

A chronicler of worlds forsakes morality in service of understanding; she is both warrior and mystic, scholar and soldier. Some chroniclers congregate in Axis to share their discoveries and theories, but the majority wander the planes, steadfastly pushing the boundaries of what is known.

Wanderer's Insight: A chronicler of worlds gains power not from her personality but from an analytical understanding of existence. She uses Intelligence instead of Charisma to determine the effects of bard class features, including spellcasting and bardic performance. A chronicler of worlds must have an alignment with at least one neutral component; a character who does not meet this requirement cannot use or benefit from this archetype's abilities.

Planar Lore (Ex): A chronicler of worlds can take 10 on Knowledge (planes) checks. A number of times per day equal to her Intelligence modifier, she can take 20 on a Knowledge (planes) check. This ability stacks with that gained by lore master at 5th level. A chronicler of worlds can attempt all Knowledge checks untrained.

This alters bardic knowledge.

Bardic Performance: The chronicler of worlds gains the following bardic performances.

Quintessence Infusion (Su): This performance infuses allies with planar quintessence. At 9th level, while on a plane other than the Material Plane, the chronicler of worlds can use this performance to target an ally within 30 feet. For every 3 bard levels she has beyond 9th, she can affect one additional creature. Affected allies gain the plane's basic infusion effect (see page 93). If the chronicler of worlds is 13th level or higher, affected creatures also gain the plane's improved infusion. If she is 16th level or higher, affected creatures also gain the plane's greater infusion. The first time each day a creature benefits from quintessence infusion, the plane infused is set for the day and additional infusions can grant

only that plane's infusions. Infusions that have limited uses per day remain limited in that way, regardless of how many times quintessence infusion is gained. Quintessence infusion relies on audible and visual components.

This replaces inspire greatness.

Mantra of Tabris (Su): Tabris survived his travels through the darkest realms, his dedication to the pursuit of knowledge a shield against planar horrors. The chronicler of worlds walks in his footsteps. At 15th level, the chronicler of worlds can create a potent ward against outsiders. While maintaining this performance, when the chronicler of worlds is hit by an attack from an outsider or fails a saving throw against an outsider's extraordinary, supernatural, or spell-like ability, as an immediate action she can attempt a Knowledge (planes) check and use the result as her Armor Class or her saving throw result against that attack or effect. The chronicler cannot use her planar lore ability to take 20 on this Knowledge (planes) check. This can retroactively alter the results of the attack or ability. The chronicler of worlds must decide to use this ability before the effects of the successful attack or failed saving throw have been announced. Mantra of Tabris relies on audible components.

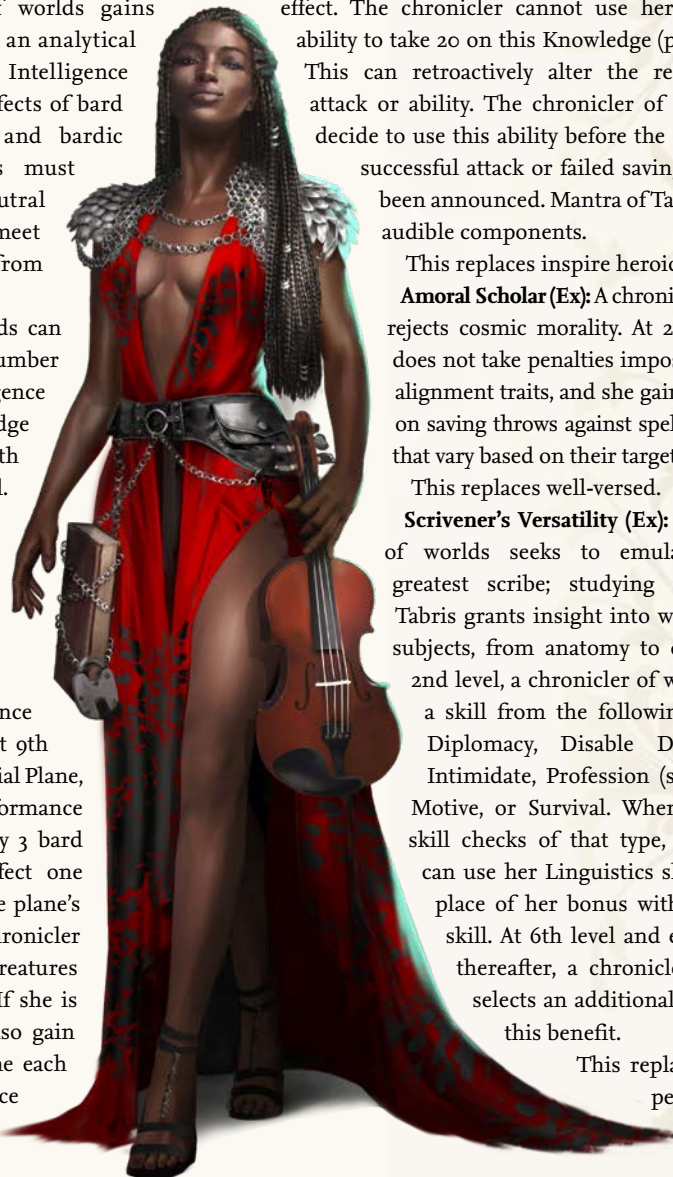
This replaces inspire heroics.

Amoral Scholar (Ex): A chronicler of worlds rejects cosmic morality. At 2nd level, she does not take penalties imposed by planar alignment traits, and she gains a +4 bonus on saving throws against spells and effects that vary based on their target's alignment.

This replaces well-versed.

Scrivener's Versatility (Ex): A chronicler of worlds seeks to emulate history's greatest scribe; studying the lore of Tabris grants insight into widely varying subjects, from anatomy to discourse. At 2nd level, a chronicler of worlds selects a skill from the following list: Bluff, Diplomacy, Disable Device, Heal, Intimidate, Profession (scribe), Sense Motive, or Survival. When attempting skill checks of that type, a chronicler can use her Linguistics skill bonus in place of her bonus with the chosen skill. At 6th level and every 4 levels thereafter, a chronicler of worlds selects an additional skill to gain this benefit.

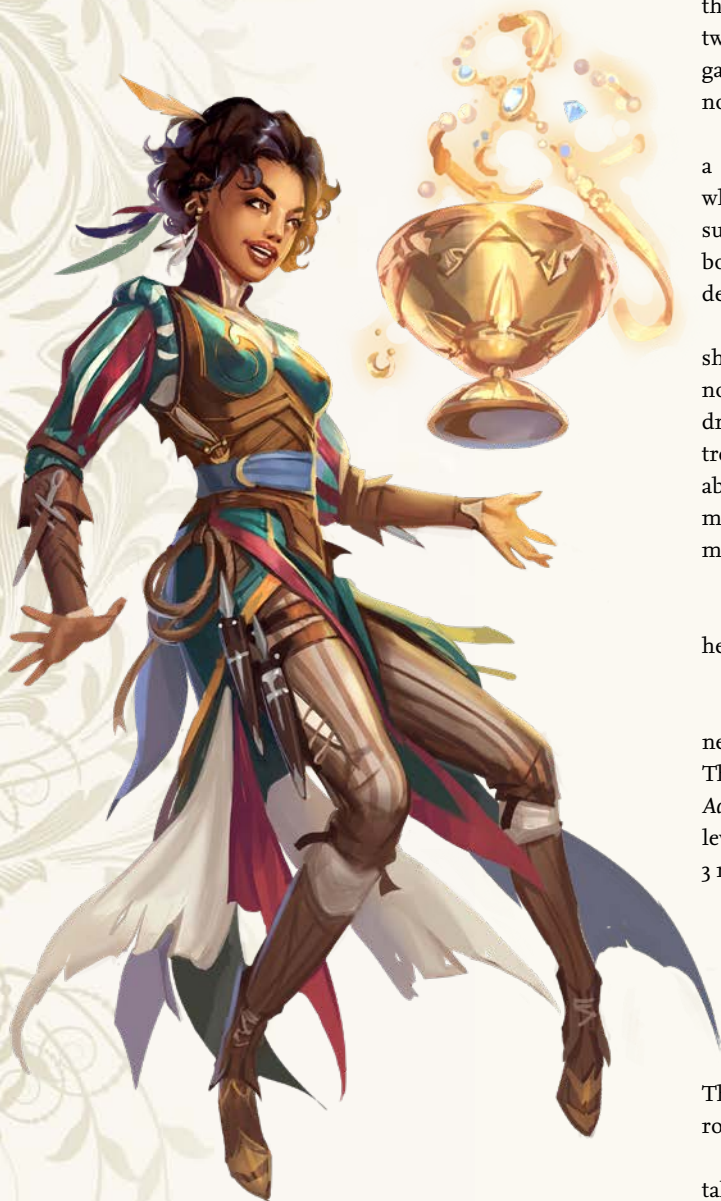
This replaces versatile performance.



DREAMTHIEF

ROGUE ARCHETYPE

The dreamthief is master of both waking and dreaming worlds. Each dreamthief bears a focused fragment of emotion, known as a dreamshard, within her soul. Some are born with such fragments, while others gain their dreamshards during traumatic moments, especially those involving nightmares, attacks by ethereal beings, or incidents that take place in the Dimension of Dreams. Whether a dreamshard is shaped from the dreamer's aggregated emotions or manifested from a repressed aspect of herself, this



metaphysical crystal grants a dreamthief supernatural powers, which she supplements with skill and grace.

Dreamthieves' powers grant them enhanced access to dreamscapes. Using the unique power of her dreamshard, a knowledgeable dreamthief can crystallize and steal dreamers' deepest emotions. Such theft can alter dreamers in profound ways, whether for better or worse.

Skills: Knowledge (arcana) and Knowledge (planes) are class skills for a dreamthief.

This alters the rogue's class skills.

Dreamshard Focus (Su): At 1st level, a dreamthief selects an emotional focus from among those available to a spiritualist's phantom (*Pathfinder RPG Occult Adventures* 80). She gains the abilities granted by that emotional focus (with the exception of the focus determining her good saving throws—she retains the typical rogue saves). For each of the two skills associated with that emotional focus, a dreamthief gains ranks in that skill equal to her rogue level; this does not allow her ranks in these skills to exceed her Hit Dice.

A dreamthief is considered to be both a phantom and a spiritualist for the purpose of emotional focus abilities whose effect references both a phantom and a spiritualist, such as dutiful strike, and she treats her rogue level as both her spiritualist level and her phantom Hit Dice when determining abilities and save DCs.

Once per round when a dreamthief makes a melee attack, she can declare that attack to be a dreamstrike. This does not require an action, but a dreamthief must declare a dreamstrike before making the attack roll. A dreamstrike is treated as a slam attack for the purpose of emotional focus abilities that apply to a phantom's slam attacks, such as miserable strike. At 20th level, any melee attack a dreamthief makes automatically gains this benefit.

This replaces sneak attack and master strike.

Lucid Dreamer (Ex): At 3rd level, a dreamthief can control her dreams, and gains Lucid Dreamer^{OA} as a bonus feat.

This replaces trap sense.

Soothe Dreaming (Su): At 4th level, a dreamthief can steal negative emotions, freeing allies from harmful conditions. This acts as the mesmerist's touch treatment ability (*Occult Adventures* 43), treating her rogue level as her mesmerist level; a dreamthief can use this ability once per day for every 3 rogue levels she has.

This replaces uncanny dodge.

Dream Infiltrator (Sp): A dreamthief can enter dreams, whether to learn secrets or meddle more directly. At 8th level, a dreamthief can cast *dream scan*^{OA} once per day as a spell-like ability. At 12th level, once per day she can cast either *dream scan* or *dream travel*^{OA} as a spell-like ability. The caster level of these spell-like abilities is equal to her rogue level.

This replaces improved uncanny dodge and the rogue talent gained at 12th level.

ENERGIST

ALCHEMIST ARCHETYPE

While most alchemists experiment mainly with chemicals and physical materials to create disparate effects, energists tap into the energy of life or death: positive energy or negative energy. Energists are more likely than most alchemists to follow strange traditions and to travel the planes, discussing theories with *jyoti*, *sceaduinars*, and undead alike. Energists are often found in lands with unusual variations between life and death, such as *Geb*, or *Virlych* in *Ustalav*.

The energist is an unusual archetype in that all who choose this specialized path must select one of two types of energy to focus on—positive energy or negative energy. The mechanics of how this archetype alters the basic alchemist class abilities function the same regardless of this choice, but these two schools of thought are diametrically opposed in every way.

Just as positive energy and negative energy react violently when mixing together, energists of opposing themes traditionally interact violently. Although most who choose positive energy tend to be of good alignment and those who focus on negative energy gravitate toward evil, there is no underlying ethical or moral restriction for an energist to adhere to. Positive energy can be used for evil purposes, and negative energy to pursue good goals. But even then, energists whose alignments and philosophies otherwise would seem to match find themselves at odds if their chosen energies oppose the other.

To energists, the curious and frustrating nature of their oppositional energy is a constant thorn in the side of their intellects—an ever-present reminder that by choosing to specialize in one, they have forsaken potential discoveries in the other.

Energy Focus: An energist chooses whether to pursue the path of positive energy or the path of negative energy. Once selected, this choice can't be changed. If he chooses negative energy, he adds *harm* as a 6th-level formula and the inflict spells to his alchemist formulae list and removes *heal* and the cure spells.

This alters extracts.

Energist Bombs (Su): An energist's bombs deal damage based on the

energy he chose at 1st level. If he chose positive energy, his bombs damage undead creatures, dealing an amount of positive energy damage equal to his normal bomb damage. If he chose negative energy, his bombs damage the living, dealing 1d4 points of negative energy damage plus 1d4 additional points at every odd-numbered alchemist level beyond 1st (instead of 1d6). He can't apply discoveries with an asterisk (*) to his bombs. When an energist reaches 10th level, undead damaged by his positive energy bombs must succeed at a Will save or flee for 1 round as if affected by the Turn Undead feat, while living creatures damaged by an energist's negative energy bombs must succeed at a Fortitude save or be sickened for 1 round. An energist's bombs don't heal creatures normally healed by the energist's chosen energy type.

This alters bombs and replaces poison immunity.

Healing Ampoule (Su): At 2nd level, as a standard action, an energist can create and throw a healing ampoule of the same energy type as his bombs up to 30 feet, using two of his daily uses of bombs. A living creature subject to a direct hit by a healing ampoule of positive energy regains 1d4 hit points plus an additional 1d4 hit points for every even-numbered alchemist level an energist has beyond 2nd, while a direct hit by a negative energy healing ampoule instead restores an equivalent number of hit points to an undead target. In either case, the energist adds his Intelligence modifier to the number of hit points healed, as if the ampoule were a splash weapon benefiting from his throw anything ability. A healing ampoule has no splash effect on adjacent targets unless it misses the target; if it misses, determine where it lands as if it were a splash weapon. Healing ampoules don't damage creatures normally damaged by the energist's chosen energy type.

This alters throw anything and replaces the discovery gained at 2nd level and swift poisoning.

Energist Resistance (Su): At 2nd level, an energist gains energy resistance equal to his alchemist level to positive or negative energy, whichever would naturally harm him. When on a positive-dominant plane such as the Positive Energy Plane, he can apply this resistance to offset the plane's fast healing.

This replaces poison resistance.



GLOOMBLADE

FIGHTER ARCHETYPE

The Shadow Plane's substance is legendary for its versatility. In shadow-shrouded lands, secretive martial practitioners long ago learned to shape supernatural weapons from ribbons of pure darkness.

Student of Darkness (Ex): A gloomblade gains Acrobatics, Knowledge (planes), Perception, and Stealth as class skills, but does not gain Climb, Handle Animal, Ride, or Swim as class skills.

This alters the fighter's class skills.

Shadow Weapon (Su): A gloomblade can create a shadowy weapon in a free hand as a move action. This can take the form of any melee weapon with which he is proficient. A gloomblade can have only one shadow weapon in existence at a time; creating a new shadow weapon causes an existing shadow weapon to vanish.

At 3rd level, the shadow weapon acts as a magic weapon with a +1 enhancement bonus; this bonus increases by 1 for every 4 levels a

gloomblade has beyond 2nd, to a maximum enhancement bonus of +5 at 18th level.

At 7th level, a gloomblade can create (and maintain) two shadow weapons at a time as a move action; if he does, each weapon has an enhancement bonus 1 lower than normal. If a gloomblade creates only one weapon, it gains a weapon special ability of his choice (chosen upon creation); the ability must be valid for the shadow weapon's weapon type and must be chosen from *defending*, *flaming*, *frost*, *keen*, *ghost touch*, *merciful*, *shock*, *thundering*, or *vicious*. (Additional special abilities might qualify, at the GM's discretion.)

At 11th level, a gloomblade's shadow weapons each gain their full enhancement bonus if he creates two weapons. If a gloomblade creates only one shadow weapon, it gains additional weapon special abilities; the total effective bonus of these abilities cannot exceed +3. The gloomblade can now choose from the of *anarchic*, *axiomatic*, *flaming burst*, *icy burst*, *holy*, *shocking burst*, *unholy*, and *wounding* weapon special abilities as well as those from the list above.

At 15th level, a gloomblade's shadow weapons each gain magic weapon special abilities with a total effective bonus of +2 per weapon. If a gloomblade creates only one shadow weapon, its magic weapon special abilities cannot exceed a total effective bonus of +5. The gloomblade adds *brilliant energy*, *dancing*, and *speed* to the options he can choose as weapon special abilities for his shadow weapon.

This replaces the fighter's armor training and proficiency with heavy armor and shields (he retains proficiency in light and medium armor).

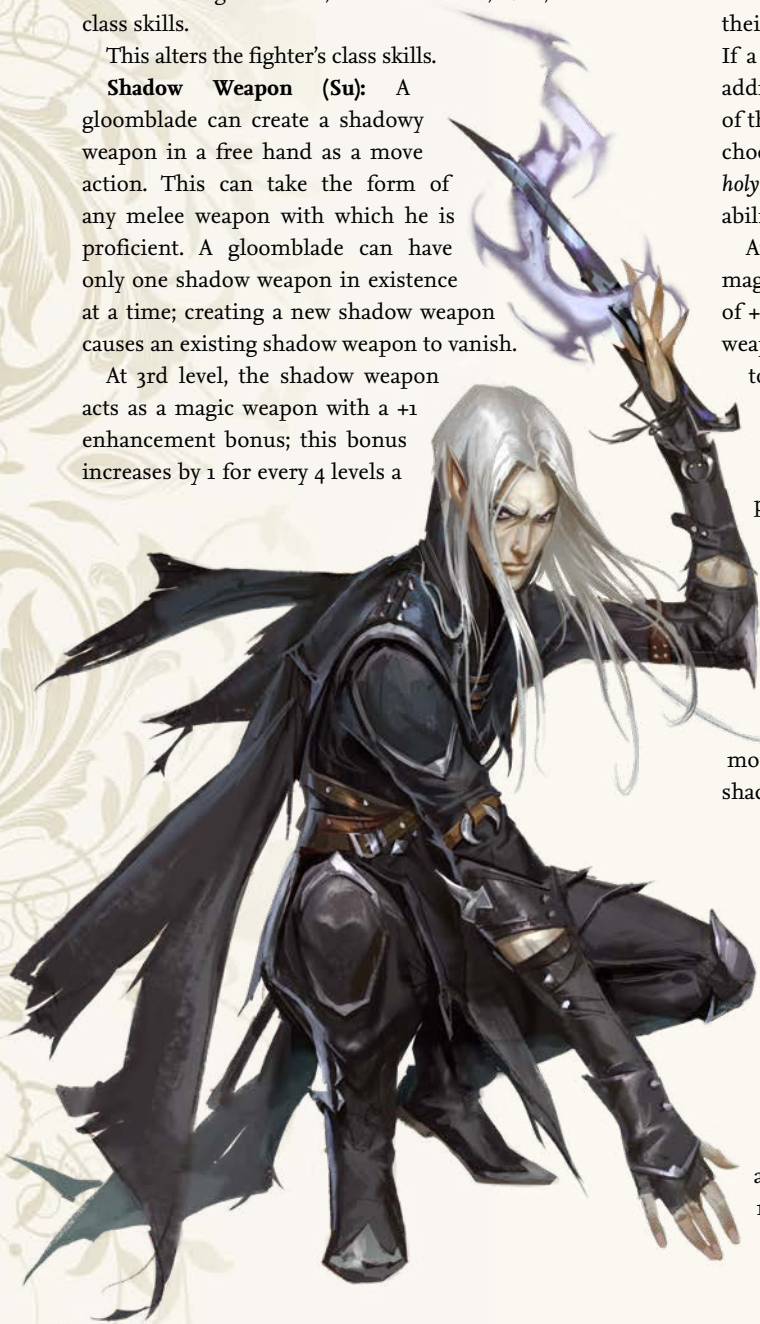
Shadow Weapon Training (Ex): At 5th level, a gloomblade gains weapon training, except that he does not select a weapon group; instead, the bonus applies to the shadow weapons he creates. A gloomblade does not select additional weapon groups as he gains levels.

At 9th level, whenever a gloomblade creates one or more shadow weapons, he can apply any one of the following shadow effects (chosen upon creation) to one of them.

- During the gloomblade's turn, he can increase his reach with that weapon by 5 feet.
- The gloomblade can increase a thrown shadow weapon's range increment (if any) by 20 feet.
- When he hits a foe with a melee attack with the weapon, he can use it to perform a reposition^{APG} combat maneuver against the creature hit as a swift action. This does not provoke attacks of opportunity.
- Attacks made with the weapon ignore hardness equal to or less than the gloomblade's fighter level.

For every 4 levels he has beyond 9th, a gloomblade can apply an additional effect to his shadow weapons, to a maximum of three effects at 17th level; these effects can be split between multiple shadow weapons as a gloomblade desires, but they don't stack with themselves.

This alters weapon training.



IDEALIST

CLERIC ARCHETYPE

In the Great Beyond, belief is power. Idealist clerics are personifications of this power, each embracing the purest ideal of his deity's realm. In doing so an idealist becomes a powerful conduit, gaining the power to channel the essence of his deity's plane.

Planar Bond (Su): At 1st level, an idealist must choose one plane as his planar bond. This plane must be his deity's home plane. An idealist can spontaneously cast the 1st-, 4th-, and 7th-level spells listed below for his chosen plane (provided he can cast spells of that level), in addition to cure or inflict spells.

Abaddon: Protection from good, unholy blight, and blasphemy.

Abyss: Doom, unholy blight, and blasphemy.

Astral: Summon monster I, dismissal, and lesser create demiplane^{UM}.

Axis: Protection from chaos, order's wrath, and dictum.

Boneyard: Deathwatch, death ward, and arbitrament (page 39).

Elysium: Remove fear, freedom of movement, and word of chaos.

Ethereal: Obscuring mist, sending, and ethereal jaunt.

First World: Entropic shield, giant vermin, and regenerate.

Heaven: Sanctuary, discern lies, and holy word.

Hell: Command, tongues, and dictum.

Maelstrom: Protection from law, chaos hammer, and word of chaos.

Nirvana: Protection from evil, holy smite, and holy word.

Plane of Air: Alter winds^{APG}, air walk, and control weather.

Plane of Earth: Magic stone, stoneskin, and statue.

Plane of Fire: Produce flame[†], wall of fire, and delayed blast fireball.

Plane of Water: Hydraulic push^{APG}, control water, and vortex^{APG}.

Shadow Plane: Cause fear, shadow conjuration[†], and destruction.

Other (Including Positive and Negative Energy Planes, Material Plane, or Demiplane): Work with your GM to select three spells that match the themes of the deity you worship.

[†] This spell is not added to your cleric list—you can cast it spontaneously only using planar bond.

This alters spontaneous casting.

Invoke Realm (Su): When an idealist channels energy, she channels raw essence rather than positive or negative energy, superimposing a portion of her deity's planar realm over her location. This effect extends out to a radius of 10 feet, plus 5 feet for every 2 cleric levels she has beyond 1st, to a maximum radius of 55 feet at 19th level. This effect lasts for 1 round plus 1 round per point of the idealist's Charisma bonus. While this effect is active, the idealist gains a +1 bonus on Diplomacy checks against creatures who worship her deity and a +1 bonus on Intimidate checks against creatures who do not. This bonus increases by 1 at 5th level and every 5 levels thereafter.

This channeled energy imposes itself over the current terrain, changing its visual appearance to more thematically suit the energy's associated planar realm, but cannot hide obvious hazards or otherwise allow for a creature to hide any more effectively than the normal terrain would. This is an illusion (glamer) effect with a caster level equal to the idealist's level.

Within the radius of the idealist's channeling, all alignment and magic planar traits are suppressed and replaced with the traits of the plane that matches the idealist's planar bond. This includes alignment, gravity, and magic traits (see pages 58–63 for information on planar traits.) In the case of the Astral Plane, since the time trait remains unaltered, your spellcasting only feels fast—you gain a +4 bonus on all concentration checks rather than the ability to apply Quicken Spell effects.

This ability is considered channel energy for purposes of feats that grant additional uses of channel energy or allow the cleric to exclude creatures from channel energy's effects.

This alters channel energy.



PACT WITCH

WITCH ARCHETYPE

Though all witches forge bonds with mysterious powers known as patrons, a pact witch takes this bond to an extreme by forging an inexorable pact with the Outer Planes.

Alignment: A pact witch's alignment must match that of his chosen plane. A pact witch whose alignment no longer matches his bonded plane becomes an ex-pact witch and loses all the benefits of this archetype until he atones for

TABLE 1-1: PLANAR PACTS

Plane	Alignment	Familiar
Abaddon	Neutral evil	Cacodaemon ^{B2} or doru
Abyss	Chaotic evil	Cythnigot ^{B2} or quasit
Axis	Lawful neutral	Arbiter ^{B2}
Boneyard	Neutral	Nosoj ^{B4}
Elysium	Chaotic good	CG cassisian ^{B2} or lyrakien ^{B2}
Heaven	Lawful good	LG cassisian ^{B2} or harbinger archon ^{B3}
Hell	Lawful evil	Imp or tripurasura ^{B3}
Maelstrom	Chaotic neutral	Voidworm ^{B2}
Nirvana	Neutral good	NG cassisian ^{B2} or silvanshee ^{B2}



his transgressions. In time, likely after benefitting from an *atonement* spell, an ex-pact witch can forge a bond with another plane that matches his new alignment.

Planar Pact (Su): A pact witch chooses one Outer Plane with which to forge a pact. This plane determines the alignment a pact witch must maintain and the type of improved familiar he gains at 6th level. Many pact witches worship specific deities or demigods native to the planes with which they forged their pacts. When a pact witch chooses his plane, his body transforms in minor, cosmetic ways associated with that plane. A pact with Hell might give a pact witch small devil horns, while a pact with the Heaven might cause a pact witch to have a softly glowing golden halo, and a pact with Axis might give a pact witch's skin strange rune patterns. The nature of this cosmetic change varies from witch to witch, but has no mechanical effect. Instead of learning new spells from a patron, a pact witch learns new spells from his planar pact, starting at 2nd level and again every 2 levels thereafter.

2nd Level: Protection from chaos/evil/good/law (choose one appropriate to your plane)

4th Level: Time shudder^{ACG}.

6th Level: Infuse self (page 41).

8th Level: Lesser planar ally.

10th Level: Plane shift (as a 5th level spell).

12th Level: Planar ally.

14th Level: Banishment.

16th Level: Greater planar ally.

18th Level: Gate.

This replaces patron.

Planar Familiar: When a pact witch reaches 6th level, his familiar turns into an outsider native to his chosen plane. The familiar retains its spells known; its memories; and its Intelligence, Wisdom, and Charisma scores, but is treated as a member of its new race in all other respects. The type of creature the familiar becomes is indicated above on Table 1-1: Planar Pacts; if more than one type of familiar is listed, a pact witch can choose which type his familiar becomes.

This alters the witch's familiar and replaces the hex normally gained at 6th level.

PLANAR SCOUT

RANGER ARCHETYPE

Planar scouts are rangers specializing in traversing the planes—and surviving their journeys.

Class Skills: A planar scout gains Knowledge (planes) as a class skill but does not gain Knowledge (dungeoneering) as a class skill.

This alters the ranger's skills.

Planar Empathy (Ex): A planar scout can use wild empathy only on animals with the extraplanar subtype. He can use this ability to influence outsiders with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

This alters wild empathy.

Planar Terrains (Ex): At 3rd level, a planar scout gains a planar terrain (see the sidebar on page 9). Planar terrains function in all ways like a ranger's favored terrain; he must select a new plane each time he gains a favored terrain.

This alters favored terrain.

Planar Bond (Su): At 4th level, rather than forge a bond with an animal or his allies, a planar scout forms a bond with a specific plane. The planar scout becomes infused with the essence of his plane of choice, taking on physical characteristics of denizens native to his chosen plane as well as the abilities listed below.

Aligned Plane: If the planar scout selects a plane with an alignment trait, he gains a +1 bonus on attack and damage rolls against outsiders and creatures with the extraplanar subtype whose alignments oppose this alignment trait. This bonus increases by 1 at 8th level and every 4 levels thereafter.

Astral Plane: Each day, the planar scout can teleport up to 5 feet per ranger level as a move action. This must be used in 5-foot increments. At 10th level, he can do so as a swift action.

Ethereal Plane: The planar scout can damage incorporeal creatures with mundane weapons as if they were *ghost touch* weapons, and at 10th level, he can inflict critical hits and deal precision damage to incorporeal creatures.

First World: As a swift action a number of times per day equal to his Wisdom modifier, a planar scout can gain fast healing 2 for a number of rounds equal to his ranger level.

Plane of Air: As a swift action, the planar scout can gain a fly speed (average) equal to his base speed for a number of minutes equal to his ranger level (minimum 1 minute). This duration need not be used consecutively.

Plane of Earth: The planar scout gains a +1 bonus to his natural armor. This bonus increases by 1 for every 4 levels he gains beyond 4th level.

Plane of Fire: As a swift action, the planar scout can wreath his body in flames. This grants the planar scout fire resistance 5 and causes his melee attacks to each deal 1d4 additional points of fire damage. The scout's fire resistance

increases to 10 at 9th level, and 15 at 14th level. He can use this ability for a number of rounds per day equal to his level. These rounds need not be used consecutively.

Plane of Shadow: The planar scout gains darkvision 60 feet and a +4 bonus on Stealth checks. The bonus on Stealth checks increases by 2 at 8th level and every 4 levels thereafter.

Plane of Water: The planar scout gains the amphibious subtype and a swim speed equal to base speed.

This replaces hunter's bond.

Planar Adaptation (Su): At 9th level a planar scout gains *planar adaptation*^{APG} when on his bonded plane. At 16th level he confers this protection to all allies within a 30-foot spread.

This replaces evasion and improved evasion.

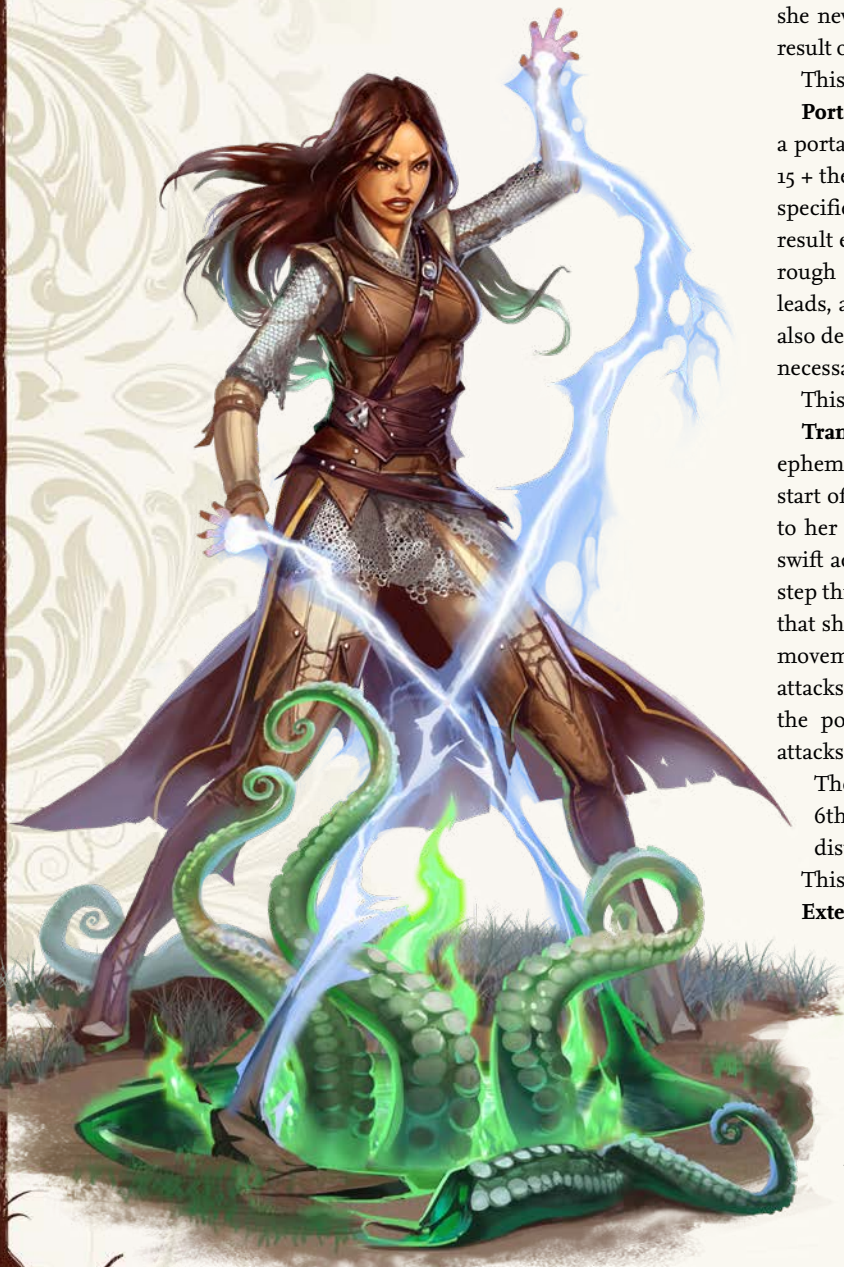


PORTAL SEEKER

INVESTIGATOR ARCHETYPE

While most investigators seek answers to mundane mysteries, portal seekers chase more unusual enigmas: portals to other planes. While in many cases, portal seekers are boons to their communities, performing public services such as discovering planar rifts and, as needed, closing unwanted ones, a portal seeker's goals are not necessarily benign.

Hunt Portal (Sp): A portal seeker can try to locate an unseen magical portal within 60 feet by concentrating and attempting a DC 20 Knowledge (planes) check. If successful,



the portal seeker becomes aware of the presence of all extradimensional portals (including those created by spells like *rope trick* or by magic items like *bags of holding*) in a 60-foot radius. If she concentrates for 3 rounds, she can pinpoint the locations of all portals in the area of effect. Some portals, at the GM's discretion, may be magically hidden and have a higher DC to detect.

This replaces trapfinding.

Resist Teleportation (Ex): At 2nd level, a portal seeker gains a +2 bonus on saving throws against effects that attempt to magically transport her via a teleportation effect. This bonus increases by 1 at 5th level and every 3 levels thereafter, to a maximum bonus of +8 at 20th level. The portal seeker also applies this bonus to saving throws against *imprisonment*, and she never takes a penalty on her save against this spell as a result of the caster knowing her name and facts about her life.

This replaces poison resistance.

Portal Lore (Ex): At 2nd level, when a portal seeker detects a portal, she can attempt a Knowledge (planes) check (DC = 15 + the portal's caster level, or DC 25 if the caster level isn't specified) to determine the portal's destination plane. If her result exceeds the DC by 5 or more, she also determines the rough location on the destination plane where the portal leads, and if the result exceeds the DC by 10 or more, she also determines any command words, portal keys, and other necessary elements needed to open the portal.

This replaces poison lore.

Transit Portals (Su): At 4th level, a portal seeker can create ephemeral portals to improve her maneuverability. At the start of each day, she gains a number of Portal Points equal to her investigator level. She can spend 1 Portal Point as a swift action during a move or withdraw action to open and step through a momentary portal to a location within 20 feet that she can see. Stepping through the portal takes 5 feet of movement, and while the rest of her movement provokes attacks of opportunity as normal, the extra movement from the portal is a teleportation effect that doesn't provoke attacks of opportunity.

The distance she can travel increases by 10 feet at 6th level and every 2 levels thereafter, to a maximum distance of 100 feet at 20th level.

This replaces studied strike.

Extended Portals (Su): At 11th level, a portal seeker can spend 2 Portal Points to create two portals as a standard action, one in an adjacent square and one within 5 feet per investigator level she has in a visible location. These portals persist until the end of her next turn, and creatures of any size can step move through either, using 5 feet of movement to exit from the other portal. At the end of her next turn, she can spend an additional 2 Portal Points as a free action to extend the portals' duration by 1 round.

This replaces poison immunity.

PROGENITOR

DRUID ARCHETYPE

Some druids forge powerful bonds with the raw, natural power of the First World. Progenitors are druids who tap into the vibrant power of the First World to propagate natural and supernatural wonders.

Infused Summoning (Ex): When a progenitor casts *summon nature's ally* to summon a creature, the summoned creature gains fast healing equal to the progenitor's level (maximum equal to the progenitor's Wisdom modifier).

This alters spontaneous casting.

Primal Bond (Ex): A progenitor infuses herself with fey magic so that she is treated as either her original creature type or the fey type for the purposes of spells or effects that target a creature by type, whichever is more beneficial to her. Additionally, the progenitor chooses one of two forms through which this bond expresses itself: magic or nature.

A progenitor who chooses magic as her primal bond can draw upon wild magic as a swift action to attempt to cast a prepared spell without losing that spell from its spell slot. To use this ability, she casts the spell as she would normally, but as the spell's effects take place, she must attempt a concentration check (DC = 20 + twice the spell's level). If she fails, she expends the spell normally as if she had cast it, but its effects are replaced by a wild magic effect (see page 63) with a CR equal to her caster level and she is staggered until the end of her next turn. If she succeeds, she casts the spell normally and it is not expended from her prepared spell slot, allowing her to cast that spell again at a later point. A progenitor can use wild magic in this manner once per day plus one additional time per day at 5th level and every 5 levels thereafter.

A progenitor who chooses nature as her primal bond can create plants as a full-round action. She can do so once per day plus one additional time per day per 5 levels. At the start of her next turn, so long as she is touching a solid surface underfoot, a 5-foot radius of mobile undergrowth springs to life around the progenitor for a number of rounds equal to 3 plus the progenitor's Wisdom bonus. Upon activating this ability, the progenitor chooses whether the undergrowth provides cover or difficult terrain. If the progenitor chooses cover, her undergrowth provides a cover bonus to AC to the progenitor and allies within the radius. If she chooses difficult terrain, enemies who enter the radius of undergrowth treat it as difficult terrain. A progenitor's undergrowth is treated as forest terrain if it provides cover and plains terrain if it provides difficult terrain. This radius increases by 5 feet at 5th level and every 5 levels thereafter.

This replaces nature bond.

Fey Shape (Su): A progenitor never gains the ability to use wild shape to transform into an elemental.

At 6th level, a progenitor can use wild shape to change into a Small or Medium fey. When doing so, her wild shape functions as *fey form I^{UW}*.

At 8th level, a progenitor can use wild shape to change into a Tiny or Large fey. When she does so, her wild shape functions as *fey form II^{UW}*.

At 10th level, a progenitor can use wild shape to change into a Diminutive or Huge fey. When she does so, her wild shape functions as *fey form III^{UW}*.

At 14th level, when a progenitor uses wild shape to assume a fey form, her wild shape functions as *fey form IV^{UW}*.

This alters wild shape.



SOUL WARDEN

SPIRITUALIST ARCHETYPE

Normally, the bond a spiritualist shares with his phantom persists for the duration of the spiritualist's life, but in certain rare instances, a spiritualist can guide the phantom hiding within her on to the afterlife, choosing to release the phantom and abandoning many of the classic powers her class normally grants her. When this unusual circumstance happens, the spiritualist retains all the psychic potential from her time serving as a conduit and a vessel, even though she is no longer accompanied by her phantom. While some who would have otherwise become adventuring spiritualists take this as an opportunity to instead choose a normal life, others are galvanized to become wardens of the soulstream, serving Pharasma and working with psychopomps to protect vulnerable souls from those who seek to capture, corrupt, or devour them. At the GM's discretion, a spiritualist might help her phantom move on during play, and if the attempt is successful, she can apply this archetype retroactively,



making the appropriate modifications to her class choices as if she had been a soul warden from first level.

Nosoi Scribe: At 1st level, a soul warden gains a fledgling nosoi familiar. Treat this as a raven familiar until the soul warden reaches 4th level, at which point it is treated as a nosoi^{B4} (as though the soul warden had taken the Improved Familiar feat). The familiar uses the soul warden's spiritualist level as its Hit Dice for the purpose of determining the effects and duration of its haunting melody ability and all other effects related to its HD. At 10th level, the nosoi scribe gains the ability to use its touch the spirit world ability three times per day, instead of once per day. At 12th level, it also gains the *Repose* domain's ward against death ability.

This replaces phantom, etheric tether, shared consciousness, spiritual interference, fused consciousness, and greater spiritual interference.

Psychopomp's Bond (Su): A soul warden's bond with her nosoi scribe is stronger than usual for a master and familiar. At 2nd level, she can use bonded senses with her nosoi scribe, and at 6th level, she can use phantom recall to recall her nosoi scribe to her side.

This alters bonded senses and phantom recall.

Warding Vessel (Su): At 3rd level, a soul warden can allow a spirit, soul, or incorporeal creature to hide inside her. While within the soul warden, the warded creature can communicate with the soul warden, and it can be targeted only by effects that could target a creature possessing another creature's body. The warded creature has no other influence over the soul warden or her body. If the soul warden is reduced below 0 hit points, the warded creature is expelled.

This replaces bonded manifestation.

Phantom Elegy (Su): At 8th level, a soul warden's nosoi scribe learns to sing elegies that build on the soul warden's conduit to her former phantom. This allows it to create an effect identical to the 7th-level aura ability of an anger, dedication, despair, fear, hatred, jealousy, or zeal phantom, except that the phantom elegy is also a sonic effect and continues only as long as the nosoi scribe sings. Each round of phantom elegy uses 1 round of the nosoi scribe's haunting melody. At 17th level, the nosoi scribe can blend any two of the phantom aura abilities into a single phantom elegy, although it uses 3 rounds of its haunting melody for each round it does so.

This replaces bonded manifestation increases and dual bond.

Algea Call (Su): At 20th level, as a standard action once per hour, a soul warden's nosoi scribe can summon countless other nosoi, which flock together to form an algea^{B6}. This transformation lasts for 1 minute, after which the nosoi scribe returns unharmed, unless the algea is brought to 0 hit points or killed, in which case the nosoi scribe returns unconscious at 0 hit points. This is a summoning effect.

This replaces empowered consciousness.

WORLDSEEKER

WIZARD ARCHETYPE

Worldseekers are wizards who travel to all corners of the Great Beyond. While neophytes must content themselves with study and practice, the most powerful worldseekers are movers and shakers throughout the Great Beyond, power players of whom even demigods take note. Worldseekers are rare sights on Golarion, but among those few, more are trained in Kyonin and Nex than any other nation; those in Kyonin explore the potential of using elf gates to travel beyond this realm, while those in Nex emulate some of the dimensional exploits of Nex's legendary founder.

Most worldseekers prefer not to specialize in a school of magic, for having a diverse array of available spells is a boon when exploring the countless wonders of the Great Beyond. Those who do specialize usually do so as conjurers. Conjunction is a poor choice of oppositional school for a worldseeker.

Walk the Planes (Sp, Su): A worldseeker learns every plane's place in the Great Beyond and trains to survive even on the harshest of them. She gains a +2 bonus on Knowledge (planes) checks and is constantly under the effects of *endure elements*.

This replaces Scribe Scroll.

Planar Adaptation (Su): At 8th level, a worldseeker is continually protected from planar environments as by *planar adaptation*^{APC}. At 15th level, she can extend that benefit to all allies within 30 feet of her.

This replaces the school ability normally gained at 6th or 8th level.

Planar Associates (Ex): A worldseeker's travels and dealings across the planes allow her to make connections she can call upon when necessary to gain assistance without needing to resort to *planar binding*. A worldseeker must choose a familiar for her arcane bond. At 5th level, she gains Improved Familiar as a bonus feat and must choose an outsider familiar that matches her alignment exactly; she can choose an outsider in this way even if it normally requires a 7th-level spellcaster as its master.

At 7th level, a worldseeker automatically learns *lesser planar ally* as a 4th-level wizard spell. She automatically learns *planar ally* as a 6th-level wizard spell at 11th level, and *greater planar ally* as an 8th-level wizard spell at 15th level. She can swap out a prepared spell of an equal spell level to spontaneously cast any of these three spells (one 4th-level spell for *lesser planar ally*, a 6th-level spell for *planar ally*, and a 8th level spell for *greater planar ally*).

The first time each day she casts one of these three spells, the worldseeker reduces the gp value of the material component cost by an amount equal to her caster level \times 100 (to a minimum cost of 0 gp).

This alters arcane bond and replaces the bonus feat gained at 5th level.

Planar Redoubt (Sp): At 15th level, a worldseeker creates a planar redoubt, a personal demiplane to which she can retreat to rest and plan. This functions like *lesser create demiplane*^{UM}, except the demiplane is up to a single 50-foot cube in size and is permanent.

This replaces the bonus feat gained at 15th level.



FEATS

Feats represent special abilities that characters acquire through training, luck, or a quirk of birth. They grant abilities and benefits in certain situations, and some feats are more useful to certain types of characters than others; many of them have prerequisites.

TYPES OF FEATS

Though most of the feats presented in this chapter are general and have no special rules governing them, some feats belong to a type or types of feats that share special rules. A feat's types appear in parentheses after the feat name. This chapter includes the following types of feats.

Combat Feats

Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Conduit Feats

Conduit feats grant the ability to draw energies from other planes. The effects of conduit feats are supernatural and do not function in an *antimagic field* or similar effect. In addition, since these abilities require energies from other planes, you cannot use them in areas that are warded against planar or dimensional travel (such as those under the effects of *dimensional lock* or *forbiddance*) or when you have been denied this ability (such as via *dimensional anchor*).

Metamagic Feats

Metamagic feats allow spellcasters to modify and enhance their spells, granting the spells new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell. For complete rules on how to apply metamagic feats to spells, see page 112 of the *Pathfinder RPG Core Rulebook*.

Style Feats

Style feats were first introduced in *Pathfinder RPG Ultimate Combat*. The style feats presented in this chapter are suitable for creatures that devote themselves to the pursuit of ideals epitomized by specific planes.

As a swift action, you can enter the stance employed by the fighting style that a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until you take a swift action to switch styles or the end of the combat encounter, whichever occurs first. You can use a feat that has a style feat as a prerequisite only while you are in the stance of the associated style.

The styles in this book follow, along with specific feat paths—the progression of feats that complement each style.

Archon Style: As you fight, you protect allies from foes by helping them dodge or by redirecting enemy attacks.

Feat Path: Archon Style, Archon Diversion, Archon Justice.

Azata Style: You confound enemies in combat by staying mobile, moving quickly, and tripping those who try to take advantage of you.

Feat Path: Azata Style, Azata Mischief, Azata Sprint

Demonic Style: You enhance your attacks and deal greater damage when you charge or bull rush foes.

Feat Path: Demonic Style, Demonic Momentum, Demonic Slaughter.

Diabolic Style: You take every opportunity in battle to humiliate those foes who dare stand up to you.

Feat Path: Diabolic Style, Diabolic Humiliation, Diabolic Judgment.

FEAT DESCRIPTIONS

The feats in this chapter are summarized on Table 1–2: Feats on pages 23–24. The prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' descriptions for full details.

All feat descriptions use the following format.

Feat Name: The feat's name also indicates what type or types, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: This entry lists the minimum ability score, feats, minimum base attack bonus, minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat can have more than one prerequisite. Prerequisites from this book, such as classes, class abilities, and feats, are marked with an asterisk (*).

Benefit: This entry describes what a feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless otherwise indicated in the description.

Normal: This entry states what a character who doesn't have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Apocalyptic Spell (Metamagic)

Your spell becomes infused with the devastating horror personified by the Horsemen of the Apocalypse, temporarily transforming reality into a treacherous ruin.

Benefit: You can alter a spell with an area of effect and a duration of instantaneous to become an apocalyptic spell. When you cast the spell, the area affected by the spell's instantaneous effect becomes ruined and devastated in appearance. All surfaces in the area are treated as difficult terrain, and Climb, Fly, and Swim checks attempted in the area take a penalty equal to the spell's original spell level. The difficult terrain and skill penalties last for a number of

TABLE 1-2: FEATS

Feats	Prerequisites	Benefits
Channel Deific Essence	Alignment Channel, channel energy 5d6, domain class feature, same alignment as patron deity	Expend a use of channel energy to gain a boon associated with your deity
Grasping Tail	Must have a tail	Use your tail to grab small stowed objects as a swift action
Lashing Tail†	Grasping Tail*, must have a tail	Gain a tail slap natural attack
Mischievous Tail	Dex 15, Grasping Tail*, must have a tail	Your tail functions as a free hand and gains a +2 bonus on disarm and steal ^{APG} combat maneuvers and on Sleight of Hand checks
Gravitational Vital Strike†	Vital Strike; Heavy Gravity Acclimation* or Light Gravity Acclimation*	Deal additional damage in heavy or light gravity
Heavy Gravity Acclimation	Str 17 or Endurance	Ignore penalties for being on heavy gravity planes and increase carrying capacity
Improved Plane Shift	Wizard level 9th	Learn <i>plane shift</i> as a 5th-level spell and identify planes more easily
Light Gravity Acclimation	Dex 13, Acrobatics 3 ranks	You are faster and harder to hit on light gravity planes, and you gain +2 on Acrobatics checks
Open Conduit	Knowledge (planes) 5 ranks or outsider with native subtype	You can use a conduit feat more often
Planar Heritage	Human	Gain access to options available to a type of native outsider
Planar Survivor	Knowledge (planes) 3 ranks, Survival 3 ranks	Gain +2 on Survival on other planes and +2 on saves against planar hazards
Planewalker's Insight	—	Gain +2 on Knowledge (planes) checks and on Sense Motive checks against outsiders; Knowledge (planes) is a class skill for you
Subjective Mobility	Wis 13	Move via falling more easily on planes with subjective directional gravity
Subjective Slam†	Con 13, Wis 13, Subjective Mobility*, base attack bonus +4 or monk level 3rd	Take half falling damage and you can intentionally fall against targets to damage them while on planes with subjective directional gravity
Greater Subjective Slam†	Con 15, Wis 15, Subjective Mobility*, Subjective Slam*, base attack bonus +8 or monk level 7th	Lessen check penalty and increase maximum damage when using Subjective Slam
Tempting Bargain	Unchained summoner level 1st, eidolon class feature	You can select an eidolon of any alignment, but it tempts you to change alignment over time
Conduit Feats	Prerequisites	Benefits
Axiomatic Discourse	Diplomacy 3 ranks, Knowledge (planes) 3 ranks	Your Diplomacy checks have a lower chance of backfiring
Blazing Aura†	Knowledge (planes) 3 ranks	Shroud yourself in fire that damages those who attack you
Chaos Reigns	Knowledge (planes) 3 ranks	Gain slam attack
Death Field	Knowledge (planes) 5 ranks	Exude negative energy that hinders entangling plants and swarms
Flickering Step	Knowledge (planes) 9 ranks	Use <i>dimension door</i> as a spell-like ability
Gloomstorm†	Knowledge (planes) 4 ranks, shadow weapon* class feature	Create new shadow weapons as a free action
Healer's Hands	Heal 1 rank, Knowledge (planes) 1 rank	Treat deadly wounds with the Heal skill more efficiently and more often
Heaven's Light	Knowledge (planes) 1 rank	Shed illuminating halo of light
Hollow Soul	Knowledge (planes) 9 ranks	Function as undead for certain spell effects (including healing spells)
Last Rites	Knowledge (planes) 3 ranks, Knowledge (religion) 3 ranks	Damage haunts or undead that are vulnerable to resurrection with a touch attack
Malleable Form	Knowledge (planes) 7 ranks	Gain compression ability and become harder to grapple or trip
Peace of Mind	Knowledge (planes) 3 ranks	Ignore emotion ^{UM} , fear, or pain ^{UM} effect but be dazed instead

Phasestrike†	Knowledge (planes) 10 ranks	Make a weapon attack as a touch attack
Planar Infusion	Must spend time on another plane	Gain infusion from a plane
Improved Planar Infusion	Planar Infusion*, character level 7th	Gain an improved infusion from a plane
Greater Planar Infusion	Improved Planar Infusion*, Planar Infusion*, character level 13th	Gain a greater infusion from a plane
Primal Bloom	Knowledge (planes) 10 ranks	Cause an area to gain wild magic trait
Shadow's Shroud	Knowledge (planes) 5 ranks	Shroud yourself in shadows to gain opportunity to attempt Stealth checks
Stony Rampart†	Knowledge (planes) 3 ranks	Cause a low stone wall to spring up from the ground
Tidal Swiftiness	Knowledge (planes) 5 ranks	Increase your speed with a tide of water
Tyrant's Rebuke	Knowledge (planes) 5 ranks	Stagger a creature you touch
Wanderer's Fortune	Knowledge (planes) 3 ranks	Gain <i>freedom of movement</i> to escape a grapple or magical restraint
Wind Leaper	Knowledge (planes) 3 ranks	Use wind to bolster your jumps and reduce your weight

Metamagic Feats	Prerequisites	Benefits
Apocalyptic Spell	—	Area affected by spell becomes difficult to move in
Authoritative Spell	—	Spell forbids target from taking certain actions
Blissful Spell	—	Target of spell takes combat penalties or gains bonuses on skills and saves
Crypt Spell	—	Damaging spell hinders resurrection or sickens undead
Stygian Spell	—	Water spell causes memory loss to target
Tumultuous Spell	—	Spell causes a target to move in a random direction

Style Feats	Prerequisites	Benefits
Archon Style†	Combat Expertise, Combat Reflexes, base attack bonus +2 or monk level 1st	Grant bonus to AC to allies against a single opponent's attacks
Archon Diversion†	Archon Style*, Combat Expertise, Combat Reflexes, base attack bonus +4 or monk level 3rd	Redirect an attack from an opponent to yourself to grant an ally an attack of opportunity
Archon Justice†	Archon Diversion*, Archon Style*, Combat Expertise, Combat Reflexes, base attack bonus +8 or monk level 7th	Redirect an attack from an opponent to yourself to grant several allies attacks of opportunity
Azata Style†	Dodge, Mobility, base attack bonus +2	Gain a +1 dodge bonus to AC if you move at least 15 feet
Azata Mischieft	Agile Maneuvers, Azata Style*, Dodge, Mobility, base attack bonus +6	You can trip those whose attacks of opportunity against you miss
Azata Sprint†	Agile Maneuvers, Azata Mischieft*, Azata Style*, Dodge, Mobility, Wind Stance, base attack bonus +10	Your base speed increases by 10 feet and you ignore the first 10 feet of difficult terrain in a round
Demonic Style†	Power Attack, base attack bonus +1	Gain +1 on attacks and +2 on damage rolls on the attack at the end of a charge
Demonic Momentum†	Demonic Style*, Improved Bull Rush, Power Attack, base attack bonus +5	Gain damage bonus based on how far you charge when you bull rush
Demonic Slaughter†	Cleave, Demonic Momentum*, Demonic Style*, Great Cleave, Improved Bull Rush, Power Attack, base attack bonus +9	Use Great Cleave as part of a charge
Diabolic Style†	Combat Reflexes, Improved Unarmed Strike or Weapon Focus, base attack bonus +2 or monk level 1st	Humiliate targets that provoke attacks of opportunity
Diabolic Humiliation†	Combat Reflexes, Diabolic Style*, Vital Strike, Improved Unarmed Strike or Weapon Focus, base attack bonus +8 or monk level 7th	Gain enhanced effects when you use Diabolic Style to humiliate a target
Diabolic Judgment†	Combat Reflexes, Diabolic Humiliation*, Diabolic Style*, Improved Vital Strike, Vital Strike, Improved Unarmed Strike or Weapon Focus, base attack bonus +12 or monk level 11th	Apply Vital Strike on attacks of opportunity

† This is a combat feat, and it can be selected as a brawler^{ACG}, fighter, gunslinger^{UC}, swashbuckler^{ACG}, or warpriest^{ACG} bonus feat.

rounds equal to the spell's original spell level. An apocalyptic spell gains the evil descriptor.

An apocalyptic spell uses a spell slot 1 level higher than the spell's normal spell level. Spells with the good descriptor can't be apocalyptic spells.

Archon Diversion (Combat)

You throw yourself in front of blows meant for allies, giving those allies a chance to strike back against the enemy once they have attacked you.

Prerequisites: Archon Style*; Combat Expertise; Combat Reflexes; base attack bonus +4 or monk level 3rd.

Benefit: The penalty to AC for using Archon Style to grant nearby allies a bonus to AC against a single opponent decreases to -1. Once per round while using Archon Style, when you have at least one hand free or when wielding a shield, you can divert one melee weapon attack targeting an adjacent ally to yourself. After resolving the attack, the ally you protected can make an attack of opportunity against the diverted opponent. You expend no action to divert the attack, but you must be aware of it and must not be flat-footed. You must choose to divert the attack after the opponent has declared the melee attack, but before the attack roll is rolled.

Archon Justice (Combat)

Attacking you during your period of vigilance opens foes up to allies' strikes.

Prerequisites: Archon Diversion*; Archon Style*; Combat Expertise; Combat Reflexes; base attack bonus +8 or monk level 7th.

Benefit: You no longer take a penalty to AC for using Archon Style to grant nearby allies a bonus to AC, and you can activate this effect as a swift action or a move action. Whenever you take damage from an attack you diverted to yourself using Archon Diversion, each ally threatening the attacking creature can make an attack of opportunity against that creature.

Archon Style (Combat, Style)

You protect your allies from harm, even at the cost of your own safety.

Prerequisites: Combat Expertise; Combat Reflexes; base attack bonus +2 or monk level 1st.

Benefit: While using this style, as a move action, you can protect adjacent allies from a single opponent that you currently threaten. This grants adjacent allies a +2 dodge bonus to AC against that opponent's next melee attack (as long as that attack comes before the beginning of your next turn), but causes you to take a -2 penalty to AC against that opponent until your next turn. The dodge bonus against the designated opponent's attacks persists even if your allies move away from you.

Authoritative Spell (Metamagic)

Your magic holds all the intricacies of Axis's idealized laws, enforcing their strictures upon your enemies.

Benefit: You can alter any spell that targets a single creature to become an authoritative spell. When you cast an authoritative spell, choose one of the following activities to prohibit: move closer to you, move away from you, make a melee weapon attack, make a ranged weapon attack, cast an offensive spell, or cast a nonoffensive spell. A creature that is affected by the spell and fails its saving throw against that spell (if the spell allows a saving throw to resist) cannot perform any action of the selected type on its next turn. An authoritative spell gains the lawful descriptor, and the additional effect is a mind-affecting compulsion effect.

An authoritative spell uses a spell slot 2 levels higher than the spell's normal spell level. Spells with the chaotic descriptor can't be authoritative spells.

Axiomatic Discourse (Conduit)

You take inspiration from the greatest debaters and speakers of Axis and weave words with precision, limiting misunderstandings and sharpening comprehension.

Prerequisites: Diplomacy 3 ranks, Knowledge (planes) 3 ranks.

Benefit: You can activate this feat's benefits as part of a Diplomacy check to influence a creature's attitude (before determining the outcome). If you fail the Diplomacy check, the target's attitude towards you does not decrease unless you fail the check by 10 or more. Also, you can attempt a Diplomacy check to influence creatures that do not understand your language, but you take a -4 penalty on the check.

Once per day for every 5 ranks you have in Knowledge (planes), you can attempt a Diplomacy check twice and take the better result.

Azata Mischief (Combat)

You move with uncommon grace that disorients enemies, causing foes that strike at you to overreach and stumble.

Prerequisites: Agile Maneuvers, Azata Style*, Dodge, Mobility, base attack bonus +6.

Benefit: While using Azata Style, whenever an opponent misses you with an attack of opportunity provoked by your movement through its threatened squares, you can attempt a trip combat maneuver against that creature at the end of your turn as a swift action, provided you are still adjacent to the creature when you end your movement for the round. This trip attempt does not provoke attacks of opportunity. You gain a bonus on your combat maneuver check equal to any bonuses to AC you gain against attacks of opportunity provoked by movement (such as that granted by the Mobility feat).

Azata Sprint (Combat)

You move across the battlefield in a blur.

Prerequisites: Agile Maneuvers, Azata Mischievous*, Azata Style*, Dodge, Mobility, Wind Stance, base attack bonus +10.

Benefit: While using Azata Style, your base speed increases by 10 feet and you ignore the movement penalties applied by the first 10 feet of difficult terrain you move through in the round.

Azata Style (Combat, Style)

Your quickness and grace keep you alive.

Prerequisites: Dodge, Mobility, base attack bonus +2.

Benefit: While using this style, during any round in which you move at least 15 feet, you gain a +1 dodge bonus to your AC. This bonus lasts until the beginning of your next turn.

Blazing Aura (Combat, Conduit)

You cover yourself in coils of flame drawn from the Plane of Fire.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As a standard action, you can shroud yourself in fire. Until the end of your turn, whenever a creature makes a successful melee attack against you, that creature takes a number of points of fire damage equal to 1d6 plus half your ranks in Knowledge (planes); attacks made using reach weapons ignore this effect. A creature can halve this fire damage with a successful Reflex save (DC = 10 + half your level + your Constitution modifier).

You can use this feat's benefit a number of times per day equal to your ranks in Knowledge (planes). If you have at least 9 ranks in Knowledge (planes), activating this ability is a move action. If you have at least 15 ranks in Knowledge (planes), you can activate this ability as a move action or a swift action.

Blissful Spell (Metamagic)

The absolute peace of Nirvana infuses your spells, giving pause to foes and granting boldness to allies.

Benefit: You can alter any spell that targets a single creature to become a blissful spell, although the exact effects of the metamagic vary depending on whether the spell is beneficial or offensive. A creature successfully hit by an offensive blissful spell (if the spell requires an attack roll) or that fails its saving throw against an offensive blissful spell takes a -2 penalty on attack rolls and weapon damage rolls for 1 round. A beneficial blissful spell instead grants affected creatures a +2 morale bonus on skill checks and saving throws for 1 round in addition to its normal effects. A blissful spell gains the good descriptor, and the additional effect is a mind-affecting compulsion effect.

A blissful spell uses a spell slot 1 level higher than the spell's normal spell level. Spells with the evil descriptor can't be blissful spells.

Channel Deific Essence

Rather than bringing forth positive or negative energy to heal allies or blast undead, you channel a fraction of your deity's power into yourself.

Prerequisites: Alignment Channel, channel energy 5d6, domain class feature, same alignment as patron deity.

Benefit: As a standard action, you can expend a use of channel energy to select a domain you have. You gain the ability associated with that domain from the *invoke deity* spell (see page 41) for a number of rounds equal to your number of channel energy dice. While this ability is active, taking actions directly opposed to your deity's teachings or alignment causes you to take the penalties listed in *invoke deity* and ends this effect. You can gain only one ability from this feat at a time, and its effects do not stack with *invoke deity*.

If you instead expend two uses of channel energy, you can instead infuse a single willing target within 30 feet with deific essence. The target need not be a worshiper of your deity, but is subject to the same penalties if it takes actions directly opposed to your deity's teachings or alignment.

Chaos Reigns (Conduit)

The Abyss dreams of devastation; the slightest taste of its power is an incitement to bare-fisted violence.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As a swift action, you can allow Abyssal wrath to overtake you. While in this state, you can use one of your hands as a slam natural attack that deals 1d6 points of damage (or 1d4 for Small creatures). A creature that does not have hands can instead use a different part of its body to make this slam attack.

You can use this feat's benefit for a number of minutes per day equal to your ranks in Knowledge (planes). These minutes need not be consecutive, but they must be spent in 1-minute increments.

Crypt Spell (Metamagic)

You can infuse your magic with the unswayable power of the Boneyard, sending foes to face ineluctable judgment.

Benefit: You can enhance any spell that inflicts hit point damage to become a crypt spell. A creature that dies within 1 round of being damaged by a crypt spell is considered to have been killed by a death effect for the purpose of being returned to life. An undead creature damaged by a crypt spell gains the sickened condition for a number of rounds equal to the spell's original spell level; this duration is halved if the undead creature succeeds at its saving throw against the spell. If the spell does not allow a save, the target can attempt a Will save to negate the sickened effect. A crypt spell gains the death descriptor.

A crypt spell uses a spell slot 1 level higher than the spell's normal spell level.

Death Field (Conduit)

The deadly power of the Negative Energy Plane creates a field that snuffs out life forces at the cost of your own vitality.

Prerequisite: Knowledge (planes) 5 ranks.

Benefit: As a move action, you can exude deadly energy from your body. While this death field is in effect, small plants wither and recoil from you, allowing you to ignore the effects of difficult terrain caused by plant life and ignore the effects of spells like *entangle* that compel vegetation to grasp at you, provided the spell's level is 3rd or lower (the death field cannot affect more powerful plant magic).

Any swarm that enters your space takes 1d6 points of negative energy damage; this damage is applied before you are affected by any swarm attacks, so if the damage is enough to destroy the swarm, it does not harm you.

At the end of your turn each round the death field is active, you take 1 point of negative energy damage, and you cannot be healed by positive energy effects while the death field is in place. Magic items and spells that protect against negative energy damage do not protect against this damage, but if you are undead or have negative energy affinity (or a similar ability), the death field instead grants fast healing 1 while it is in effect.

You can use this feat's benefit for a number of rounds per day equal to your ranks in Knowledge (planes). These rounds need not be consecutive. If you have at least 11 ranks in Knowledge (planes), you can activate your death field as a swift action.

Demonic Momentum (Combat)

You slam into foes with devastating force, leaving them vulnerable to your vicious strikes.

Prerequisites: Demonic Style*, Improved Bull Rush, Power Attack, base attack bonus +5.

Benefit: While using Demonic Style, when you successfully bull rush an opponent as part of a charge, you gain a +2 bonus on melee weapon damage rolls against that opponent for every 5 feet it was moved by your bull rush. This bonus lasts until the end of your next turn, and it stacks with the damage bonus granted by Demonic Style.

Demonic Slaughter (Combat)

You punch into your foes' ranks and cut them down.

Prerequisites: Cleave, Demonic Momentum*, Demonic Style*, Great Cleave, Improved Bull Rush, Power Attack, base attack bonus +9.

Benefit: While using Demonic Style, when you successfully bull rush an opponent as part of a charge, you can immediately use Great Cleave as though you had used a standard action to do so. This occurs after the effect of your bull rush is fully resolved. The target of your bull rush must be the target of the first attack you make as part of Great Cleave.

Demonic Style (Combat, Style)

Self-preservation is irrelevant in the face of your fury.

Prerequisites: Power Attack, base attack bonus +1.

Benefit: While using this style, when you use the charge action, the bonus on your attack roll increases by 1 and you deal 2 additional points of damage with melee attacks made as part of the charge.

Special: If you have the rage or bloodrage class feature, you can enter Demonic Style's stance as part of the free action to enter a rage. If you do, the style stance ends when your rage ends.

Diabolic Humiliation (Combat)

Your humiliating strikes decrease a foe's morale.

Prerequisites: Combat Reflexes, Diabolic Style*; Vital Strike; Improved Unarmed Strike or Weapon Focus (unarmed strike); base attack bonus +8 or monk level 7th.

Benefit: When you successfully stagger a foe with an unarmed strike using Diabolic Style, the target becomes further humiliated. The target cannot gain the benefit of any morale bonus for 1 minute after being staggered in this way, and for the duration of that minute, any additional staggered effects it suffers from your attacks of opportunity last for 2 rounds rather than 1. The durations of multiple staggered effects administered in this way stack.

Special: A monk of at least 10th level with this feat can select Improved Vital Strike as a monk bonus feat.

Diabolic Judgment (Combat)

You punish your foes for every opportunity they present.

Prerequisites: Combat Reflexes; Diabolic Humiliation*; Diabolic Style*; Improved Vital Strike; Vital Strike; Improved Unarmed Strike or Weapon Focus (unarmed strike); base attack bonus +12 or monk level 11th.

Benefit: While using Diabolic Style, the first time each round that you successfully hit with an attack of opportunity, you can apply the effects of any Vital Strike feat you have to that attack.

Special: A monk of at least 14th level with this feat can select Greater Vital Strike as a monk bonus feat.

Diabolic Style (Combat, Style)

You utilize combat as an opportunity to inflict humiliation upon those who provoke your attacks of opportunity.

Prerequisites: Combat Reflexes; Improved Unarmed Strike or Weapon Focus (unarmed strike); base attack bonus +2 or monk level 1st.

Benefit: While using this style, you can make an attack of opportunity with an unarmed strike to deliver a humiliating swat to the target. If you hit the target, you inflict 1 point of nonlethal damage and the target must succeed at a Will saving throw (DC = 10 + half your level + your Charisma modifier) or become staggered for 1 round.

Special: A monk of at least 6th level with this feat can select Vital Strike as a monk bonus feat.

Flickering Step (Conduit)

You can appear and disappear in the blink of an eye.

Prerequisite: Knowledge (planes) 9 ranks.

Benefit: You can use *dimension door* as a spell-like ability with a caster level equal to your ranks in Knowledge (planes). You can't teleport a distance greater than twice your base speed in this way, and you must have both line of sight and line of effect to your destination.

You can use this feat's benefit once per day, plus an additional time per day for every 5 ranks you have in Knowledge (planes).

Special: A fighter with this feat treats Dimensional Agility^{UC} and any feat that lists it as a prerequisite as though they were combat feats when selecting fighter bonus feats.

Gloomstorm (Combat, Conduit)

An inexhaustible arsenal lies in the Shadow Plane, waiting to be unleashed.

Prerequisites: Knowledge (planes) 4 ranks, shadow weapon* class feature.

Benefit: As a swift action, you can thin the barriers between yourself and the Shadow Plane, allowing you to create shadow weapons more easily. While this effect is active, you can create new shadow weapons as a free action. This does not increase the number of shadow weapons you can maintain at a single time.

You can use this feat's benefit for a number of rounds per day equal to your ranks in Knowledge (planes). These rounds need not be consecutive.

Grasping Tail

Your tail becomes more useful, and can be used to grab or hold small items.

Prerequisite: You must have a tail.

Benefit: You can use your tail to grab stowed items. While you cannot wield weapons with your tail, you can use it to retrieve small, stowed objects carried on your person as a swift action.

Special: If you have the prehensile tail tiefling racial trait (*Pathfinder RPG Advanced Race Guide* 169), you can use your tail to grab unattended items within 5 feet or stowed objects carried on your person as a swift action; you can hold such objects with your tail, though you cannot manipulate them with it (other than to put them in your hand).

Gravitational Vital Strike (Combat)

You use unusual gravities to adjust your vital strikes.

Prerequisites: Vital Strike; Heavy Gravity Acclimation* or Light Gravity Acclimation*.

Benefit: When using any Vital Strike feat in an area of light or heavy gravity, roll the weapon's damage dice for the attack one additional time. For example, if using Improved Vital Strike, you would roll the weapon's damage dice for the attack four times before adding other damage bonuses, instead of three times. You must have the appropriate prerequisite feat associated with the plane's gravity trait to gain this benefit.

Greater Planar Infusion (Conduit)

You have mastered the powers of another plane.

Prerequisites: Improved Planar Infusion*, Planar Infusion*, character level 13th.

Benefit: Choose a plane for which you've gained an improved infusion via Improved Planar Infusion. You gain that plane's greater infusion as well.

Greater Subjective Slam (Combat)

Your gravitational impact is meteoric, and your ability to use the act of falling devastating.

Prerequisites: Con 15; Wis 15; Subjective Mobility*; Subjective Slam*; base attack bonus +8 or monk level 7th.

Benefit: When using Subjective Slam, you take only a -1 penalty on the combat maneuver check for every 100 feet of falling speed, and the maximum damage for such a slam increases to 12d6.

Healer's Hands (Conduit)

Your healing efforts are bolstered by positive energy.

Prerequisites: Heal 1 rank, Knowledge (planes) 1 rank.

Benefit: You can use the Heal skill to treat deadly wounds as a full-round action. You do not take a penalty for not using a healer's kit when treating deadly wounds this way, and you can do so on a given creature more than once per day. When treating deadly wounds this way, if your result exceeds the DC by 10 or more, add your ranks in Knowledge (planes) to the damage healed. These benefits do not apply to creatures that are not healed by positive energy.

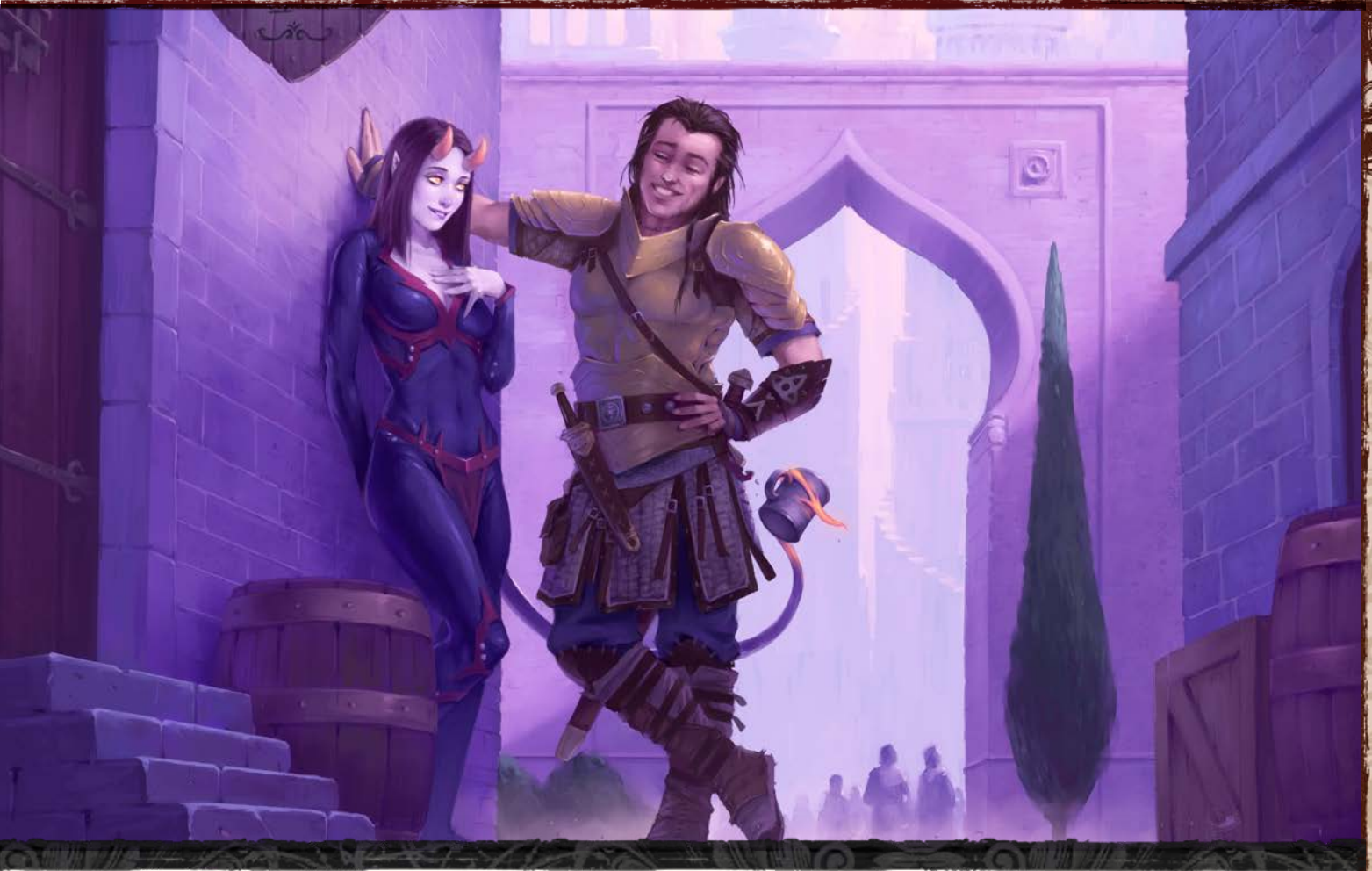
You can use this feat's benefit a number of times per day equal to your ranks in Knowledge (planes).

Heaven's Light (Conduit)

You are a luminous beacon in the darkness, an icon of order and kindness through which the light of Heaven itself can shine, even in the most dreadful of realms.

Prerequisite: Knowledge (planes) 1 rank.

Benefit: As a standard action, you can emit an aura of bright light centered on a glowing halo above or behind your head. The illumination provided is equal in intensity to that of a torch. If you have at least 5 ranks in Knowledge (planes) the illumination is equivalent to that created by a *daylight* spell. If you have at least 15 ranks in Knowledge (planes), the light becomes further infused with Heavenly



power, and each evil creature within 30 feet of you must succeed at a Fortitude save (DC = 10 + half your level + your Charisma modifier) or become sickened by the light for as long as it remains in range plus 1 additional round after leaving the area.

You can use this feat's benefit for a number of rounds per day equal to your ranks in Knowledge (planes). These rounds need not be consecutive.

Heavy Gravity Acclimation

Your muscles work overtime in areas with heavy gravity.

Prerequisite: Str 17 or Endurance.

Benefit: You do not take the normal penalties for being on heavy gravity planes. At the GM's discretion, this effect may apply to certain environments on the Material Plane, such as high-gravity planets. In addition, your Strength is considered to be 4 higher for the purpose of determining your carrying capacity.

Hollow Soul (Conduit)

You can temporarily replace your soul with a fragment of the all-consuming void of Abaddon.

Prerequisite: Knowledge (planes) 9 ranks.

Benefit: As a move action, you can enter a state of emotional and spiritual hollowness. While in this state, you react to positive and negative energy as if you were undead—positive energy harms you, while negative energy heals you. Whenever you are targeted by an effect that specifically affects living creatures or undead creatures, or that affects both in different ways, you have a 50% chance to count as an undead creature rather than a living creature. You are immune to effects that specifically target your soul (such as *trap the soul*). However, while under the effect of this feat, you cannot benefit from beneficial mind-affecting effects, morale bonuses, or bardic performances.

You can use this feat's benefit for a number of minutes per day equal to your ranks in Knowledge (planes). These minutes need not be consecutive, but they must be spent in 1-minute increments.

Improved Planar Infusion (Conduit)

Your connection to the planes has grown stronger.

Prerequisites: Planar Infusion*, character level 7th.

Benefit: Choose a plane you've gained an infusion from via Planar Infusion. You now gain that plane's improved infusion as well.

Improved Plane Shift

You're an expert at traveling the various realms of the Great Beyond via *plane shift*.

Prerequisite: Wizard level 9th.

Benefit: Add *plane shift* to your spell list and to your spellbook as a 5th-level wizard spell. The time required for you to identify a portal's destination is reduced to 1 round. In addition, you automatically identify any plane on which you arrive.

Special: A wizard can select this as a wizard bonus feat.

Normal: *Plane shift* is a 7th-level wizard spell.

Lashing Tail (Combat)

Your tail is either thick and heavy enough to serve as a weapon, or else is adorned with barbs or quills that weaponize its lashing length.

Prerequisites: Grasping Tail*, you must have a tail.

Benefit: You gain a tail slap natural attack that deals damage as appropriate for your size (1d6 points for a Medium creature, or 1d4 points for a small creature). When you first gain this feat, choose bludgeoning, piercing, or slashing; this is the type of damage your tail inflicts, and it cannot be later changed. Due to the inherent awkwardness of attacking with your tail, you can't make a tail slap attack and other natural weapon attacks as part of the same full attack. Treat your tail slap attack as a secondary attack if you also attack with a manufactured weapon as part of a full-attack action.

Last Rites (Conduit)

You offer a path to the Boneyard for the walking dead and restless spirits.

Prerequisites: Knowledge (planes) 3 ranks, Knowledge (religion) 3 ranks.

Benefit: As a standard action, you can make a melee touch attack against any haunt or against an undead creature with the resurrection vulnerability weakness. This touch attack deals 3d6 points of positive energy damage to the undead creature or haunt (ignoring damage reduction and hardness); a creature damaged this way is staggered for 1 round. You must have detected the haunt with a successful skill check or identified the undead creature with a successful Knowledge (religion) check to use this ability.

You can use this feat's benefit once per day, plus an additional time per day for every 5 ranks you have in Knowledge (planes). In addition, the amount of damage you deal with this ability increases by 1d6 for every 5 ranks you have in Knowledge (planes).

Light Gravity Acclimation

A realm's light gravity lets you reach your full potential.

Prerequisites: Dex 13, Acrobatics 3 ranks.

Benefit: Your land speed increases by 10 feet while on a plane with light gravity, and other creatures do not gain a

circumstance bonus on attack rolls against you from light gravity. At the GM's discretion, these effects might apply to certain environments on the Material Plane, such as low-gravity planets. In addition, you gain a +2 bonus on Acrobatics checks; if you have 10 or more ranks in Acrobatics, this bonus increases to +4. This bonus does not stack with that provided by the Acrobatic feat.

Malleable Form (Conduit)

You infuse your body with protoplasm from the Maelstrom.

Prerequisite: Knowledge (planes) 7 ranks.

Benefit: As a full-round action, you can infuse yourself with protoplasm, converting your body and equipment to a semi-gelatinous state. You gain the compression universal monster ability, which allows you to move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing. You also gain a bonus to your CMD against grapple and trip combat maneuvers equal to half your ranks in Knowledge (planes). Due to your form's softness and instability, your attacks with manufactured weapons, natural weapons, and unarmed strikes deal half damage while you are in malleable form. This effect offers no protection against critical hits or precision damage.

You can use this feat's benefit for a number of minutes per day equal to your ranks in Knowledge (planes). These minutes need not be consecutive, but they must be spent in 1-minute increments.

Mischievous Tail

Your tail seems to have a mind of its own.

Prerequisites: Dex 15, Grasping Tail*, you must have a tail.

Benefit: You can use your tail for all purposes as though it were a free hand, though you cannot effectively wield weapons or shields with it (you can still carry such objects with your tail, as long as such an object could also be comfortably carried in a hand normally). In addition, you gain a +2 bonus on disarm and steal^{APG} combat maneuvers and Sleight of Hand checks performed using only your tail, and combat maneuvers performed this way do not provoke attacks of opportunity.

Open Conduit

You can draw forth planar energies with unparalleled ease.

Prerequisite: Knowledge (planes) 5 ranks or outsider with the native subtype.

Benefit: Select a conduit feat you have. When determining the uses per day or the amount of time per day you can use this conduit feat, you are treated as though you had an additional 5 ranks in Knowledge (planes). This does not offer any other benefit or affect other uses of Knowledge (planes).

Special: You can select this feat more than once. Its effects do not stack. Each time you select it, choose another conduit feat to gain its benefits.

Peace of Mind (Conduit)

The blissful peace of Nirvana is never more than a thought away from your mind.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As an immediate action when you fail a saving throw against an emotion^{UM}, fear, or pain^{UM} effect, you can ignore the effect and instead become dazed for an amount of time equal to twice the duration of the original effect. Any nonlethal damage you would have taken from the original effect is reduced to its minimum value (as though a 1 had been rolled on all dice). You cannot activate this ability if you are currently dazed.

You can use this feat's benefit once per day, plus an additional time per day for every 5 ranks you have in Knowledge (planes).

Phasestrike (Combat, Conduit)

You strike through the Ethereal Plane so your weapon phases through obstacles, armor, and even thick hide to strike true.

Prerequisite: Knowledge (planes) 10 ranks.

Benefit: As a move action, you can phase out one manufactured weapon or piece of ammunition you are holding. The next melee attack or thrown ranged attack you make with that weapon before the end of your turn is resolved as a touch attack and ignores cover, but does not ignore armor bonuses from force effects. You can attack through total cover this way, although you must still select the correct square for your target.

You can use this feat's benefit once per day, plus an additional time per day for every 10 ranks you have in Knowledge (planes). This feat does not function on planes that are not coterminous with the Ethereal Plane.

Planar Heritage

You can trace your ancestry to a type of native outsider, even though you yourself are otherwise fully human.

Prerequisite: Human.

Benefit: Choose one type of native outsider (such as ganzi*). You count as both human and that race for any effects related to race. For example, if you choose ganzi, you are considered both a human and a ganzi for the purposes of taking traits, meeting feat prerequisites, determining how spells and magic items affect you, and so on. You must have the requisite physical features to gain certain benefits, as determined by the GM (for example, you cannot gain feats that augment your tail's abilities if you do not actually have a tail).

Special: You cannot select Planar Heritage if you already have an ability or feat (like Racial Heritage^{APC}) that adjusts your heritage in this way.

Planar Infusion (Conduit)

After enduring hardship on another plane, your body, mind, and soul have become infused with that plane's power.

Prerequisite: You must spend a significant amount of time on a plane other than your home plane or the Material Plane. Typically, this amount of time should coincide with an adventure set on that plane, but at the GM's discretion, you can qualify for this feat in other ways, such as by being subjected to a powerful planar effect via the influence of an artifact associated with that plane, being exposed to raw energies from the plane, or even by dying on another plane and being brought back to life in that reality.

Benefit: Your body, mind, or soul gains a benefit of some sort as a result of your infusion with the plane of your choice for which you meet the prerequisite. Details on planar infusions can be found in each plane's Infusion section, as presented in Chapter 3 of this book.

Planar infusions that take actions to activate are supernatural abilities unless they specifically allow for the use of a spell, in which case they are spell-like abilities. Your caster level for spell-like abilities granted by a planar infusion is equal to your Hit Dice (maximum CL 20th). All other planar infusions are extraordinary abilities.

Special: You can take this feat multiple times. Each time you do, you must select another plane for which you qualify. In cases where the specific effects of Planar Infusion are identical, the effects do not stack.

Planar Survivor

Your study of the nature and hazards of a diverse array of planes has prepared you for their dangers.

Prerequisites: Knowledge (planes) 3 ranks, Survival 3 ranks.

Benefit: You gain a +2 bonus on Survival checks on planes other than the Material Plane and a +2 bonus on saving throws against hazards encountered in such environments. If you have 10 or more ranks in Survival, the bonus on Survival checks increases to +4. This bonus does not stack with the bonus granted by the Self-Sufficient feat.

Planewalker's Insight

You are well versed in the lore of the planes and the psychology of their natives.

Benefit: You gain a +2 bonus on Knowledge (planes) checks and on Sense Motive checks against outsiders, and Knowledge (planes) is a class skill for you. If you have 10 or more ranks in either of these skills, the bonus for that skill increases to +4. These bonuses do not stack with those granted by the Alertness or Scholar (*Pathfinder RPG Adventurer's Guide* 125) feats.

Primal Bloom (Conduit)

With a ferocious cry, you call to the First World to render magic unpredictable.

Prerequisite: Knowledge (planes) 10 ranks.

Benefit: As a standard action, you can create a 50-foot-radius spread of primal fey influence centered on yourself.

This area is stationary and lasts for 1 minute. The affected area gains the wild magic planar trait (see page 63), except that the DC of the caster level check increases by 5. If the area already has the wild magic planar trait, the DC of the caster level check increases by 10 instead.

You can use this feat once per day, plus an additional time per day once you have 15 ranks in Knowledge (planes) and three times per day once you have 20 ranks in Knowledge (planes).

Shadow's Shroud (Conduit)

You can camouflage yourself in shadows and gloom.

Prerequisite: Knowledge (planes) 5 ranks.

Benefit: As a swift action, you can shroud yourself in shifting, camouflaging shadow. While shrouded in this fashion, you can attempt Stealth checks as though you had concealment, even in areas of normal or bright light. Creatures that can see normally in supernatural darkness can still see you normally.

You can use this feat's benefit for a number of rounds per day equal to your ranks in Knowledge (planes). These rounds need not be consecutive.

Special: Unlike spells like *shadow walk*, which require you to be on a plane that is coterminous with the Shadow Plane, this feat functions even on planes that do not normally share a border with the Shadow Plane. Like all conduit feats, the effects are suppressed when planar travel is forbidden.

Stony Rampart (Combat, Conduit)

Stone rises up at your command, offering cover to allies.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As a standard action, you can call forth a low wall of unworked stone along any side of a square within 30 feet. This wall is 5 feet long, 3 feet high, 2 inches thick, and acts as a low obstacle (*Pathfinder RPG Core Rulebook* 195), except that it provides only partial cover. A single 5-foot section of stone created by this feat has hardness 8 and 30 hp. You can only have one such wall in existence at a time for every 5 ranks in Knowledge (planes) you have (minimum 1); walls last for a number of rounds equal to your ranks in Knowledge (planes) before crumbling to dust. If you have 10 or more ranks in Knowledge (planes), you can create multiple walls as a single standard action by expending an equivalent number of uses of this ability.

You can use this feat's benefit a number of times per day equal to your ranks in Knowledge (planes).

Stygian Spell (Metamagic)

Stygian spells forsake pure water for the memory-destroying tides of the River Styx.

Benefit: You can enhance any spell with the water descriptor that targets at least one creature to become a Stygian spell. Any creature successfully hit by a Stygian spell (if the spell requires an attack roll) or that fails its

saving throw against a Stygian spell must succeed at a Will save (using the save DC of the original spell) or suffer the fugue lesser madness (*Pathfinder RPG Horror Adventures* 184) in addition to the spell's normal effects. If the attack is a confirmed critical hit or the original saving throw result is a natural 1, the creature must instead succeed at a Will save (again using the same DC) or suffer the amnesia greater madness (*Horror Adventures* 186). Madness gained this way lasts indefinitely, but can be treated using the normal methods for curing madness. This is a mind-affecting effect, and creatures native to the River Styx are immune to it.

A spell modified by this feat gains the evil descriptor. A Stygian spell uses a spell slot 2 levels higher than the spell's normal spell level. Spells with the good descriptor can't be Stygian spells.

Subjective Mobility

You are master of your own gravity in planar realms where gravity is subjective.

Prerequisite: Wis 13.

Benefit: You automatically succeed at Wisdom checks to set a new direction of gravity. When you set a new direction of gravity, you can reduce your falling speed by up to two-thirds (to a minimum of 50 feet on the first round and 100 feet per round thereafter) or increase it to a maximum of twice normal (300 feet on the first round and 600 feet per round thereafter). These effects only apply on planes with subjective directional gravity.

Subjective Slam (Combat)

When in control of gravity, you can use your momentum to cause brutal impacts, transforming the very act of falling into a devastating weapon.

Prerequisites: Con 13; Wis 13; Subjective Mobility*; base attack bonus +4 or monk level 3rd.

Benefit: While on a plane with subjective directional gravity, you halve all damage you take from impacts (such as falling damage). While on such a plane, if your "fall" would cause you to collide with a creature or object, you can slam into it with devastating force as a standard action. You must succeed at a touch attack to slam a creature or object, with a cumulative -1 penalty for every 50 feet of your current falling speed; at the GM's discretion, you can automatically hit vast objects such as walls. A creature or object hit by this slam takes 1d6 points of bludgeoning damage for every 50 feet of current falling speed, to a maximum of 6d6, and begins falling at your current speed according to your current subjective directional gravity.

Tempting Bargain

By going against traditional teachings and summoner practices, you have secured the service of an outsider

whose morality differs wildly from your own, but you must endure its constant temptations or attempts to redeem you.

Prerequisite: Unchained summoner level 1st, eidolon class feature.

Benefit: You can select an eidolon of any alignment, even if its alignment is more than one step away from your own. Your eidolon never refuses your call as a result of the differences between your respective alignments, though it still can refuse to follow commands that are against its ethos or alignment.

Each time you gain a summoner level, you must attempt a Will saving throw (DC = 10 + half your eidolon's Hit Dice + your eidolon's Charisma modifier). On a failure, your alignment permanently shifts one step closer to that of your eidolon. Modifiers that are not permanent can't be applied on this saving throw.

Special: If your alignment becomes the same as that of your eidolon, you can immediately replace this feat with any other feat you would have qualified for at 1st level. The feat you choose for this must be one approved by the GM, depending on the nature of your eidolon and its influence over you.

Tidal Swiftswiftness (Conduit)

A surge of churning, rushing water from the Plane of Water drives you swiftly across the ground, even in the most arid or frigid of regions. This magically conjured water does not last long once it surges to enhance your speed, but its appearance can certainly astound those unaccustomed to such sights.

Prerequisite: Knowledge (planes) 5 ranks.

Benefit: As a standard action, you can call forth a tide of water that flows around your feet and enhances your speed, as per *slipstream*^{APC}.

You can use this feat's benefit for a number of minutes per day equal to your ranks in Knowledge (planes). These minutes need not be consecutive, but they must be spent in 1-minute increments.

Tumultuous Spell (Metamagic)

You can pour the churning chaos of the Maelstrom into your magic, causing foes to scatter unpredictably, pushed apart in random directions as the unknowable whims of chaos itself, bringing with it strange and unexpected sounds and flashes of unnatural color.

Benefit: You can enhance any spell that targets a single creature to become a tumultuous spell. A creature hit by a tumultuous spell (if the spell requires an attack roll) or that fails its saving throw against a tumultuous spell immediately moves 1d4x5 feet in a random direction. This movement does not provoke attacks of opportunity. If this movement would force a creature into a solid object

or another creature, the movement ends harmlessly just before impact.

A tumultuous spell uses a spell slot 1 level higher than the spell's normal spell level. Spells with the lawful descriptor can't be tumultuous spells.

Tyrant's Rebuke (Conduit)

By decree of Asmodeus, Hell is a place antithetical to free will; wielding its power humbles foes and renders them vulnerable to your commands. Those who you target with a pointed rebuke feel as if the disdain of Hell itself has turned its attention to their acts.

Prerequisite: Knowledge (planes) 5 ranks.

Benefit: As a standard action, you can make a melee touch attack. A creature successfully hit by this touch attack must succeed at a Will save (DC = 10 + half your level + your Charisma modifier) or be staggered until the end of your next turn. If you use Tyrant's Rebuke on a creature that is already staggered by this effect and it fails its Will save, it takes 1d4 points of Charisma damage in addition to being staggered.

You can use this feat once per day for every 5 ranks you have in Knowledge (planes).

Wanderer's Fortune (Conduit)

The promise of Elysium's freedom liberates you from all forms of restraint, allowing you to move as you will and to avoid numerous kinds of restraints that would otherwise vex a traveler or explorer.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As a swift action, you gain the benefits of *freedom of movement* until the end of your turn or until you benefit from the effects to escape a grapple or magical restraint, whichever comes first.

You can use this feat's benefit once per day, plus an additional time per day for every 5 ranks you have in Knowledge (planes).

Wind Leaper (Conduit)

Energies from the Plane of Air ease your movements and let you make mighty leaps.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As a swift action, you can wrap your body in airy energies. This reduces your effective weight by half. While this ability is active, you gain a circumstance bonus on Acrobatics checks equal to half your ranks in Knowledge (planes), you are always treated as having a running start when attempting Acrobatics checks to jump, and your Acrobatics checks to high jump are treated as long jumps for the purpose of determining the DC.

You can use this feat's benefit for a number of rounds per day equal to your ranks in Knowledge (planes). These rounds need not be consecutive.

SPELLS

Magic infuses every part of the Great Beyond, be it the overwhelming presence of divinities, raw magical power coursing through reality, the works of powerful outsiders, or the influence of planar travelers and adventurers. While there is plenty of action to be found throughout the Great Beyond for non-spellcasters, the use of at least a little magic is all but required in a planar campaign, if only to enable travel between the planes or protect the travelers from a plane's hostile environs. The spells presented on the following pages all have ties to one or more of the planes of the Great Beyond, and at the GM's discretion, discovering them may require travel to obscure planar sites.

SPELL LISTS

The following lists summarize the new spells presented in this book, arranged by class and level. A superscript "F" or "M" appearing at the end of the spell's name in the spell list denotes a focus or material component not normally included in a spell component pouch.

Order of Presentation: These lists present the spells in alphabetical order by name, except where a spell's name begins with "lesser," "greater," or "mass," in which case it is alphabetized under the second word of the spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word "level" in the short spell descriptions that follow always refers to caster level.

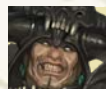
Creatures and Characters: "Creature" and "character" are used synonymously in the short descriptions.



ALCHEMIST FORMULAE

3rd-Level Alchemist Formulae

Infuse Self^M: Assume the form of a native outsider.



ANTIPALADIN SPELLS

4th-Level Antipaladin Spells

Hasten Judgment^M: Quicken a soul's journey to judgment—hampering resurrection or weakening undead foes.

Invoke Deity^{F,M}: Infuse yourself with the powers of your deity's planar realm.

Speak with Soul: Hold an extended conversation with a soul.



BARD SPELLS

1st-Level Bard Spells

Songbird: Conjure music from a good-aligned plane.

2nd-Level Bard Spells

Diminish Resistance: Weaken a creature's energy resistance.

3rd-Level Bard Spells

Infuse Self^M: Assume the form of a native outsider.



BLOODRAGER SPELLS

3rd-Level Bloodrager Spells

Infuse Self: Assume the form of a native outsider.



CLERIC SPELLS

1st-Level Cleric Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

Positive Pulse: Energy harms undead or bolsters the living.

Songbird: Conjure music from a good-aligned plane.

2nd-Level Cleric Spells

Diminish Resistance: Weaken a creature's energy resistance.

3rd-Level Cleric Spells

Homeward Bound: Return a creature to its home plane.

4th-Level Cleric Spells

Ardor's Onslaught: The power of conviction assaults neutral foes.

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

5th-Level Cleric Spells

Commune with Plane: Learn about local planar terrain.

Dispel Balance: You are protected from neutral creatures.

Hasten Judgment^M: Quicken a soul's journey to judgment—hampering resurrection or weakening undead foes.

6th-Level Cleric Spells

Invoke Deity^{F,M}: Infuse yourself with the powers of your deity's planar realm.

Speak with Soul: Hold an extended conversation with a soul.

7th-Level Cleric Spells

Arbitrament: Harms creatures of extreme alignments.

Bestow Planar Infusion III: Grant a target the effects of a greater planar infusion.

8th-Level Cleric Spells

Counterbalancing Aura^F: Targets gain +4 to AC and saves; resist attacks and spells from neutral creatures.

Quintessence Mastery^F: Exercise limited control over the quintessence of an Outer Plane, creating or shaping terrain.

Soulseeker^{FM}: Determine a soul's location.

Speak with Soul: Hold an extended conversation with a soul.

9th-Level Cleric Spells

Judgment Undone: Restores a petitioner to its mortal life.



DRUID SPELLS

5th-Level Druid Spells

Hasten Judgment^M: Quicken a soul's journey to judgment—hampering resurrection or weakening undead foes.



INQUISITOR SPELLS

1st-Level Inquisitor Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

Positive Pulse: Energy harms undead or bolsters the living.

2nd-Level Inquisitor Spells

Diminish Resistance: Weaken a creature's energy resistance.

4th-Level Inquisitor Spells

Ardor's Onslaught: Power of conviction harms neutral foes.

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

Hasten Judgment^M: Quicken a soul's journey to judgment—hampering resurrection or weakening undead foes.

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

5th-Level Inquisitor Spells

Dispel Balance: You are protected from neutral creatures.

6th-Level Inquisitor Spells

Arbitrament: Harms creatures of extreme alignments.

Invoke Deity^{FM}: Infuse yourself with the powers of your deity's planar realm.



MAGUS SPELLS

1st-Level Magus Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

2nd-Level Magus Spells

Diminish Resistance: Weaken a creature's resistance to one type of energy.

3rd-Level Magus Spells

Infuse Self^M: Assume the form of a native outsider and gain some of its advantages.

4th-Level Magus Spells

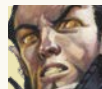
Anywhere But Here: Transport yourself and willing creatures to a random planar destination.

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

Shadow Invasion^F: Create an area of darkness that strengthens shadow spells and attracts kytons.

5th-Level Magus Spells

Ether Step: Step briefly into the Ethereal Plane to avoid attacks and dangers that would otherwise harm you.



MEDIUM SPELLS

1st-Level Medium Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

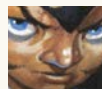
4th-Level Medium Spells

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

Invoke Deity^{FM}: Infuse yourself with the powers of your deity's planar realm.

Soulseeker^{FM}: Determine a soul's location.

Speak with Soul: Hold an extended conversation with a soul.



MESMERIST SPELLS

1st-Level Mesmerist Spells

Songbird: Conjure music from a good-aligned plane.

2nd-Level Mesmerist Spells

Diminish Resistance: Weaken a creature's resistance to one type of energy.



OCCULTIST SPELLS

1st-Level Occultist Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

4th-Level Occultist Spells

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

6th-Level Occultist Spells

Invoke Deity^{FM}: Infuse yourself with the powers of your deity's planar realm.

Soulseeker^{FM}: Determine a soul's location.



PALADIN SPELLS

1st-Level Paladin Spells

Positive Pulse: Energy harms undead or bolsters the living.

Songbird: Conjure music from a good-aligned plane.

3rd-Level Paladin Spells

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

4th-Level Paladin Spells

Invoke Deity^{FM}: Infuse yourself with the powers of your deity's planar realm.

Speak with Soul: Hold an extended conversation with a soul.



PSYCHIC SPELLS

1st-Level Psychic Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

Songbird: Conjure music from a good-aligned plane.

2nd-Level Psychic Spells

Diminish Resistance: Weaken a creature's energy resistance.

4th-Level Psychic Spells

Anywhere But Here: Transport yourself and willing creatures to a random planar destination.

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

5th-Level Psychic Spells

Commune with Plane: Learn about local planar terrain.

7th-Level Psychic Spells

Bestow Planar Infusion III: Grant a target the effects of a greater planar infusion.

9th-Level Psychic Spells

Judgment Undone^{FM}: Restores a petitioner to its mortal life.



RANGER SPELLS

4th-Level Ranger Spells

Commune with Plane: Learn about local planar terrain.

Invoke Deity^{FM}: Infuse yourself with the powers of your deity's planar realm.



SHAMAN SPELLS

1st-Level Shaman Spells

Positive Pulse: Energy harms undead or bolsters the living.

4th-Level Shaman Spells

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

6th-Level Shaman Spells

Speak with Soul: Hold an extended conversation with a soul.

8th-Level Shaman Spells

Soulseeker^{FM}: Determine a soul's location.

9th-Level Shaman Spells

Judgment Undone^{FM}: Restores a willing petitioner to its mortal life.



SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

Positive Pulse: Energy harms undead or bolsters the living.

Songbird: Conjure music from a good-aligned plane.

2nd-Level Sorcerer/Wizard Spells

Diminish Resistance: Weaken a creature's resistance to one type of energy.

3rd-Level Sorcerer/Wizard Spells

Infuse Self^{FM}: Assume the form of a native outsider.

4th-Level Sorcerer/Wizard Spells

Anywhere But Here: Transport yourself and willing creatures to a random planar destination.

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

Homeward Bound: Return a creature to its home plane.

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

Shadow Invasion^F: Create an area of darkness that strengthens shadow spells and attracts kytons.

6th-Level Sorcerer/Wizard Spells

Step: Step briefly into the Ethereal Plane to avoid attacks and dangers that would otherwise harm you.

Hasten Judgment^M: Quicken a soul's journey to judgment—hampering resurrection or weakening undead foes.

7th-Level Sorcerer/Wizard Spells

Bestow Planar Infusion III: Grant a target the effects of a greater planar infusion.

8th-Level Sorcerer/Wizard Spells

Quintessence Mastery^{FM}: Exercise limited control over the quintessence of an Outer Plane, creating or shaping terrain.



SPIRITUALIST SPELLS

1st-Level Spiritualist Spells

Positive Pulse: Energy harms undead or bolsters the living.

4th-Level Spiritualist Spells

Hasten Judgment^M: Quicken a soul's journey to judgment.

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

6th-Level Spiritualist Spells

Soulseeker^{FM}: Determine a soul's location.

Speak with Soul: Hold an extended conversation with a soul.



SUMMONER SPELLS

1st-Level Summoner Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

Positive Pulse: Energy harms undead or bolsters the living.

3rd-Level Summoner Spells

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

4th-Level Summoner Spells

Anywhere But Here: Transport yourself and willing creatures to a random planar destination.

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

Shadow Invasion: Create an area of darkness that strengthens shadow spells and attracts kytons.

5th-Level Summoner Spells

Commune with Plane: Learn about local planar terrain.

Ether Step: Step momentarily into the Ethereal Plane to avoid attacks and dangers that would otherwise harm you.



WITCH SPELLS

1st-Level Witch Spells

Bestow Planar Infusion I: Grant a target the effects of a planar infusion.

Positive Pulse: Energy harms undead or bolsters the living.

2nd-Level Witch Spells

Diminish Resistance: Weaken a creature's resistance to one type of energy.

4th-Level Witch Spells

Anywhere But Here: Transport yourself and willing creatures to a random planar destination.

Bestow Planar Infusion II: Grant a target the effects of an improved planar infusion.

Positive Pulse, Greater: A large pulse of positive energy damages undead and bolsters living creatures.

5th-Level Witch Spells

Commune with Plane: Learn about local planar terrain.

Hasten Judgment^M: Quicken a soul's journey to judgment—hampering resurrection or weakening undead foes.

6th-Level Witch Spells

Invoke Deity^{FM}: Infuse yourself with the powers of your deity's planar realm.

7th-Level Witch Spells

Bestow Planar Infusion III: Grant a target the effects of a greater planar infusion.

8th-Level Witch Spells

Quintessence Mastery^F: Exercise limited control over the quintessence of an Outer Plane, creating or shaping terrain.

Soulseeker^{FM}: Determine a soul's location.



ANYWHERE BUT HERE

School conjuration (teleportation); **Level** magus 4, psychic 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 standard action

Components V

Range touch

Target you and up to four willing creatures, none of whom can be on their home plane

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** no
This spell functions similarly to *plane shift*, but instead of transporting the targets to a destination near an intended location on a specific plane, *anywhere but here* transports affected creatures to a random plane. A creature can be affected by *anywhere but here* only if it is currently not on its home plane (although targets can, by chance, end up traveling to their home plane as a result of this spell). Subjects always appear in a location that is not inherently harmful, but the exact destination is otherwise random. The specific plane is determined by the table below; the location on the destination plane where the transported creatures arrive is completely subject to the GM's whim.

d%	Planar Destination
1-7	Abyss
8-14	Abaddon
15-20	Hell
21-24	Shadow Plane
25-28	First World
29-35	Maelstrom
36-42	Boneyard
43-49	Axis
50-56	Ethereal Plane
57-63	Elysium
64-70	Nirvana
71-77	Heaven
78-84	Astral Plane
85-90	Random demiplane
91-95	Material Plane (random world)
96-100	GM's choice

A creature that is transported by *anywhere but here* cannot be affected by a subsequent casting of *anywhere but here* for 24 hours afterward (but can be affected normally by other forms of planar travel).

ARBITRAMENT

School evocation [sonic]; **Level** cleric 7, inquisitor 6

Casting Time 1 standard action

Components V

Range 40 ft.

Target non-neutral creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will partial, see text; **Spell Resistance** yes

All chaotic evil, chaotic good, lawful evil, and lawful good creatures within the area of this spell suffer the following conditions, based on their Hit Dice.

Hit Dice	Effect
Equal to caster level	Sickened
Up to caster level - 1	Sickened, staggered
Up to caster level - 5	Nauseated, sickened, staggered
Up to caster level - 10	Killed, nauseated, sickened, staggered

The effects are concurrent. A creature can attempt a Will save to reduce or negate the effects. If subject to multiple effects, the creature rolls once and applies the result to each effect.

Sickened: The creature is sickened for 1d4 rounds (Will negates).

Staggered: The creature is staggered for 2d4 rounds, or for 1d4 rounds on a successful Will save.

Nauseated: The creature is nauseated for 1d10 minutes, or for 1d4 rounds on a successful Will save.

Killed: Living creatures die, and undead creatures are destroyed. On a successful Will save, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, all chaotic evil, chaotic good, lawful evil, and lawful good extraplanar creatures within the area are banished to their home planes (Will negates, at a -4 penalty). Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *arbitrament*.

Creatures whose Hit Dice exceed your caster level are unaffected by *arbitrament*.

ARDOR'S ONSLAUGHT

School evocation; **Level** cleric 4, inquisitor 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous or 1d6 rounds; see text

Saving Throw Will partial, see text; **Spell Resistance** yes

You unleash the power of zealous conviction to smite your enemies with a burst of pulsing metallic energy. Only creatures with a neutral alignment component are harmed by the spell.

The spell deals 1d8 points of damage per 2 caster levels (maximum 5d8) to creatures whose alignment is neutral with no other alignment components (with the exception of neutral outsiders, who take 1d6 points of damage per caster level,

maximum 10d6). Neutral outsiders are also nauseated for 1d6 rounds. A creature can attempt a Will save to halve the damage and negate the nauseated effect.

The spell deals half damage against creatures that are chaotic neutral, lawful neutral, neutral evil, or neutral good, and such targets are not nauseated. On a successful Will save, such a creature reduces the damage to one-quarter the damage rolled.

BESTOW PLANAR INFUSION I

School evocation; **Level** cleric 1, inquisitor 1, magus 1, medium 1, occultist 1, psychic 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

This spell draws upon the latent planar energy of the caster's surroundings, allowing her to temporarily infuse a creature with the plane's power. The touched creature gains that plane's basic infusion for the spell's duration. This spell has no effect if cast on the Material Plane, and it ends as soon as the spell's target leaves the plane with which it has been infused. Details on planar infusions can be found in each plane's Infusion section, as presented in Chapter 3 of this book.

Once a creature gains the benefits of *bestow planar infusion I*, it remains attuned to that plane for 24 hours. Additional castings of *bestow planar infusion I* during this time bestow the same infusion that was granted by the initial casting that day. Planar infusions that can be used a limited number of times per day are not refreshed by multiple castings of *bestow planar infusion I*.

BESTOW PLANAR INFUSION II

School evocation; **Level** cleric 4, inquisitor 4, magus 4, medium 4, occultist 4, psychic 4, sorcerer/wizard 4, summoner 4, witch 4

This functions as *bestow planar infusion I*, except that the touched creature gains the improved infusion of the current plane.

BESTOW PLANAR INFUSION III

School evocation; **Level** cleric 7, psychic 7, sorcerer/wizard 7, witch 7

This functions as *bestow planar infusion I*, except that the touched creature gains the greater infusion of the current plane.

COMMUNE WITH PLANE

School divination; **Level** cleric 5, psychic 5, ranger 4, summoner 5, witch 5

Casting Time 10 minutes

Components V, S

Duration instantaneous

You become one with the plane around you, attaining knowledge of the surrounding territory. You instantly gain knowledge of as

many as three facts from among the following subjects: areas with different planar traits, the layout and topography of local terrain, local divine influences, planar phenomena, portals between planes, presence of creatures native to the plane, presence of powerful nonnative creatures, the general state of the plane, or valuable planar substances.

On standard planes, the spell operates with a radius of 1 mile per caster level. On demiplanes, the spell is less powerful, and its radius is limited to 100 feet per caster level. This spell has no effect when cast on the Material Plane.

COUNTERBALANCING AURA

School abjuration; **Level** cleric 8

Casting Time 1 standard action

Components V, S, F (a set of scales worth 500 gp)

Range 20 ft.

Target one creature/level in a 20-ft.-radius burst centered on you

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

An oscillating bronze glow surrounds the targets, protecting them from attacks, granting them resistance to spells cast by neutral creatures, and sickening or nauseating neutral creatures that strike the targets. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saving throws. This benefit applies against all attacks and effects, not just attacks by neutral creatures.

Second, a warded creature gains spell resistance 23 against spells cast by chaotic neutral, lawful neutral, neutral evil, and neutral good creatures, and spell resistance 27 against spells cast by neutral creatures with no other alignment components.

Third, the spell protects warded creatures from possession and influence by such creatures (otherwise as *protection from evil*).

Finally, if a chaotic neutral, lawful neutral, neutral evil, or neutral good creature successfully hits a warded creature with a melee attack, the attacker is sickened for 1d6 rounds (Fortitude negates). If a neutral creature successfully hits a warded creature with a melee attack, the attacker is instead nauseated for 1d6 rounds (Fortitude negates).

DIMINISH RESISTANCE

School transmutation; **Level** bard 2, cleric 2, inquisitor 2, magus 2, mesmerist 2, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a pinch of coarse sand)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You weaken a creature's resistance against one energy type you select: acid, cold, electricity, fire, or sonic. The creature's resistance to that energy type decreases by 5 (minimum 0), plus an additional 5 for every 5 caster levels beyond 3rd (to a maximum of 20 at 18th level).

DISPEL BALANCE

School abjuration; **Level** cleric 5, inquisitor 5

Casting Time 1 standard action

Components V, S, DF

Range touch

Target you and a touched, neutral creature from another plane, or you and an enchantment on a touched creature or object

Duration 1 round/level or until discharged, whichever comes first

Saving Throw see text; **Spell Resistance** see text

Pulsing bronze energy surrounds you, bestowing three effects.

First, you gain a +3 deflection bonus to AC against attacks by chaotic neutral, lawful neutral, neutral evil, and neutral good creatures. Against attacks by creatures whose alignment is neutral with no other alignment components, this deflection bonus is instead +5.

Second, upon making a successful melee touch attack against a creature from another plane with a neutral component to its alignment, you can banish that creature back to its home plane. The creature's spell resistance applies to this attempt, and the creature can negate this effect with a successful Will save. If the creature's alignment is neutral with no other alignment components, the creature takes a -2 penalty on this saving throw. This use discharges and ends the spell.

Third, with a touch, you can automatically dispel any one enchantment spell cast by a creature with a neutral component to its alignment. Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel balance*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

ETHER STEP

School transmutation; **Level** magus 5, sorcerer/wizard 6, summoner 5

Casting Time 1 immediate action

Components S

Range personal

Target you

Duration see text

You step into the Ethereal Plane long enough to dodge a blow or confound a spell; you must cast *ether step* after you are targeted by an attack or effect but before you learn the results of the attack or effect. This spell functions as *ethereal jaunt*, except that you become ethereal until the beginning of your next turn. On the turn after you cast this spell and return to your starting point, you can take only move actions or free actions.

HASTEN JUDGMENT

School necromancy (curse^{UM}); **Level** antipaladin 4, cleric 5, druid 5, inquisitor 4, sorcerer/wizard 6, spiritualist 4, witch 5

Casting Time 1 standard action

Components V, S, M (2 silver pieces)

Range touch

Target one living or corporeal undead creature

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

This potent curse weighs upon the target's soul, hastening a living creature's journey to the Boneyard upon death or weakening an undead creature's animating force. A living creature that dies during the spell's duration cannot be affected by *breath of life* or similar effects, and the period during which attempts to restore the target to life can succeed is reduced to 1 hour/level (for *raise dead*), 1 day/level (for *resurrection*), or 10 days/level (for *true resurrection*). *Reincarnate* and similar effects work normally on a creature killed under this spell's effects.

An undead creature affected by this spell cannot gain temporary hit points, and any existing channel resistance the undead may have is reduced by half as long as the curse persists.

Creatures whose souls are separate from their bodies (such as liches) or are merged with their bodies (such as non-native outsiders) are unaffected by *hasten judgment*.

HOMeward BOUND

School abjuration; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 minute

Components V, S

Range touch

Target one willing extraplanar creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell functions as *dismissal*, except as noted above.

INFUSE SELF

School transmutation (polymorph); **Level** alchemist 3, bard 3, bloodrager 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 10 minutes/level (D)

When you cast this spell, you assume the form of a native outsider from the following list: aasimar, aphorite (see page 224), duskwalker (see page 230), fetchling^{B2}, ganzi (see page 234), ifrit^{B2}, oread^{B2}, shabti^{B5}, sulji^{B3}, sylph^{B2}, tiefling, or undine^{B2}. You gain a +2 size bonus to one physical ability score of your choice. If the race has resistance to one or more energy types, you gain energy resistance 5 to your choice of one of those types. If the race gains a racial bonus on saving throws or skills, you gain those bonuses. If the race has darkvision or low-light vision, you gain those qualities.

INVOKE DEITY

School transmutation [see text]; **Level** antipaladin 4, cleric 6, inquisitor 6, medium 4, occultist 6, paladin 4, ranger 4, witch 6

Casting Time 1 round

Components V, S, M (incense worth 1,000 gp), F (a bejeweled holy symbol of your patron deity worth 2,500 gp)

Range personal

Target you

Duration 10 minutes/level

By holding aloft a holy symbol and calling your deity's name, you take on an aspect of that divinity. When you cast this spell, choose a domain offered by your deity. You gain that domain's benefits from the list below, along with the listed physical changes; abilities that allow a saving throw use this spell's DC. At any point during the duration of this spell, you can change which domain benefit you gain by concentrating for 1 round—this provokes attacks of opportunity and reduces the remaining duration of the spell by 10 minutes. If you have less than 10 minutes of the spell's duration remaining, you cannot change the selected domain in this way. If you change your domain, all ongoing effects from your previously chosen domain end.

You must worship a single divinity in order to cast this spell, even if you do not normally cast divine spells. If you perform an action that blatantly violates your deity's precepts while under this spell's effects, *invoke deity* immediately ends and you are stunned for a number of rounds equal to your Hit Dice. *Invoke deity* has the same alignment descriptors ([chaotic], [evil], [good], or [lawful]) as your deity's alignment. If an ability duplicates a spell, it functions as that spell heightened to a level equal to your *invoke deity* spell.

Air: You become wispy and translucent. You gain a fly speed of 60 feet with perfect maneuverability, or you increase your current fly speed by 30 feet—whichever results in a faster speed. While flying, you gain a +1 dodge bonus to your AC.

Animal: Your form becomes bestial with animalistic features. You gain low-light vision, scent, a +6 natural armor bonus, and a bite attack that deals damage as normal for a creature of your size. If you already have a bite attack, the damage increases as if you increased one size category. You can use *speak with animals* at will.

Artifice: Parts of your body are replaced by pistons and gears. You can be affected by spells that specifically affect constructs (such as *make whole*). You are immune to bleed, disease, and poison effects, and you gain a +4 bonus on saving throws against death effects, mind-affecting effects, and necromancy effects.

Chaos: Your flesh churns and swirls chaotically. You are immune to additional damage from critical hits and precision damage (such as sneak attack damage), and weapons you wield count as chaotic for the purpose of overcoming damage reduction.

Charm: You become overwhelmingly attractive and persuasive. You gain a +6 enhancement bonus to Charisma.

Community: Your voice echoes with the sound of multitudes. Select a number of creatures within 30 feet equal to your level divided by three—you gain the effects of *status* and *telepathic bond* with those creatures.

Darkness: Your eyes become solid black orbs. You become immune to blindness and can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Death: Your flesh becomes pallid. You are healed by both positive and negative energy, are immune to energy drain and

death effects, and automatically stabilize when reduced below 0 hit points.

Destruction: The air around you crackles. You gain a +2 bonus on damage rolls with two-handed melee weapons. Spells you cast that cause hit point damage have their save DCs (if any) increased by 1. You gain a +4 bonus on Strength checks to break objects, and you ignore the first 5 points of hardness any object has when you attack it with a melee weapon.

Earth: Your flesh becomes stony. You gain DR 10/bludgeoning and are immune to petrification effects.

Evil: Your appearance becomes corrupted and fiendish. You automatically confirm critical hits, and weapons you wield count as evil for the purpose of overcoming damage reduction.

Fire: Your hair ignites into flames. You are immune to fire. As a standard action once per minute, you can fire a ray of flame, as per *scorching ray* (limit one ray).

Glory: Your countenance becomes stern and implacable, and your wrath devastates the undead. You gain the benefits of *heroism* and *protection from evil*, and your first successful attack each round against an undead target deals an additional 1d6 points of positive energy damage.

Good: Your appearance becomes pristine and angelic. You are immune to fear and compulsion effects, and weapons you wield count as good for the purpose of overcoming damage reduction.

Healing: Your appearance becomes hale and hearty. You gain fast healing 3, and your spells and class features that restore hit points each restore an additional 1d8 hit points.

Knowledge: You are surrounded by the sound of numerous turning pages. You gain a +6 enhancement bonus to Intelligence.

Law: A haze of mathematical symbols hovers around you. You are immune to hostile transmutation effects and all confusion effects, and weapons you wield count as lawful for the purpose of overcoming damage reduction.

Liberation: Your form becomes lithe and flexible. You gain a +6 enhancement bonus to Dexterity.

Luck: The faint sound of tinkling bells plays around you. You gain a +1 luck bonus to your Armor Class and on attack rolls, ability checks, saving throws, and skill checks. As an immediate action, you can force a single creature within 10 feet to reroll a single d20 it just rolled—you must use this ability before the results of the d20 roll are known. Each time you use this ability, the remaining duration of *invoke deity* decreases by 10 minutes, and you can't use this ability if you have less than 10 minutes remaining of the spell's duration.

Madness: Your voice takes on an eerie, grating quality. As a standard action, you can inflict madness on a creature within 30 feet; that creature must succeed at a Will save or become confused for 1d4 rounds. You cannot target a creature more than once a minute with this effect.

Magic: You shimmer with magical power. You gain spell resistance equal to 11 + your caster level against hostile spells.

Nobility: Your voice becomes resonant and imperious. As a move action, you can issue one order to a single creature

within 30 feet. This effect functions as if you had cast the spell *command*.

Plant: Your appearance becomes plantlike, with leafy hair and green skin. You become immune to paralysis, poison, polymorph effects, sleep effects, and stunning.

Protection: An aura of protective energy surrounds you. Select three of the following spells: *delay poison*, *false life*, *mage armor*, *protection from chaos*, *protection from evil*, *protection from good*, *protection from law*, *resist energy*, *shield*, or *shield of faith*; you gain the protective benefits of those spells.

Repose: Your eyes become pure, bleak white. You gain a +6 enhancement bonus to Wisdom.

Rune: Your skin is marked with runic tattoos. Your presence does not trigger the effects of *glyphs of warding*, symbol spells, and similar effects unless you choose to, and you are immune to their harmful effects. You can use *read magic* at will and can resolve the effects of scrolls using your own caster level rather than the scroll's caster level.

Scalykind⁶⁶: Your flesh becomes squamous, and your mouth grows venomous fangs. You gain a bite attack that deals damage as normal for a creature of your size; if you already have a bite attack, the damage increases as if you had increased one size category. Each creature you bite must succeed at a Fortitude save or become sickened for 1d4 rounds (or if already sickened, staggered for 1 round); this is a poison effect.

Strength: Your body visibly ripples with muscle. You gain a +6 enhancement bonus to Strength.

Sun: Your form blazes with solar light. You are immune to blindness, the dazzled condition, and all effects generated by powerful light (such as *searing light*, *sunray*, or the blinding light of a shining child⁶²), and you radiate light as the *daylight* spell. Creatures that are harmed or hindered by sunlight take a –2 penalty on attack rolls against you, and you gain a +2 bonus on saving throws against effects originating from such creatures.

Travel: Faint afterimages trail behind you when you move. You gain a +6 enhancement bonus to Constitution.

Trickery: Your appearance changes as you desire (as *veil*, except affecting only yourself). Changing your appearance is a swift action. You gain a +4 bonus on Bluff, Disguise, Sleight of Hand, and Stealth checks.

Void⁶⁶: Your clothes and hair seem to float about you, as if you were adrift in a weightless environment. You are immune to cold damage and no longer need to breathe. You can exist comfortably in the depths of outer space.

War: You are surrounded by the sounds of battle. You gain a +2 insight bonus on attack rolls with your deity's favored weapon and deal an additional 1d6 points of damage with your deity's favored weapon each time you hit a foe. You can use your deity's favored weapon as a divine focus or holy symbol.

Water: You gain gills, webbed fingers, and other ichthyic features. You gain a swim speed of 40 feet, can breathe water, and ignore the usual penalties on weapon attack and damage rolls from fighting underwater.

Weather: Your hair and clothing are constantly wind-tossed, and you crackle with electricity. You do not take penalties or damage or suffer from reduced visibility or other effects due to natural weather. You are immune to electricity damage, and your *call lightning* and *call lightning storm* spells and effects always function as though called outdoors in stormy weather.

JUDGMENT UNDONE

School necromancy; **Level** cleric 9, psychic 9, shaman 9
Casting Time 10 minutes
Components V, S, M (diamonds worth 50,000 gp), F (see text)
Range touch
Target one willing petitioner
Duration instantaneous
Saving Throw none; **Spell Resistance** no
 This powerful, elaborate, and risky spell undoes Pharasma's judgment, returning a willing petitioner to its mortal life. This spell must be cast on the plane to which the petitioner was sent, and the petitioner must be present for the entire casting. In addition, the caster must provide a specific object that the petitioner valued deeply in its mortal life as a focus for the spell. This is different for every petitioner and usually requires research to discover, although those who knew the petitioner well in life can often identify the item easily. At the completion of the spell's casting, the petitioner returns to the mortal form it had as a young adult, with all of its memories and class levels (or equivalent statistics) intact.

The casting of *judgment undone* is not without risk. The servants of Pharasma vigilantly watch for perversions of the order of fate and death, though it can take time for them to pinpoint disruptions when they occur. After 1d6+5 minutes from the beginning of this spell's 10-minute casting time, an olethros⁸⁶ appears within 50 feet of the caster; this psychopomp demands the caster cease casting the spell immediately and attacks if its request is ignored. The psychopomp never attempts to harm the petitioner unless *judgment undone* has already been successfully cast by the time the psychopomp arrives, in which case it attempts to eliminate the returned mortal as well. If the caster and returned mortal are no longer present, the olethros does what she can to track both down and exact judgment—how successful she may be depends on the GM's discretion.

The caster of *judgment undone* can pause the spell's casting for up to 1 minute without causing the spell to fail. During this time, the caster does not need to concentrate on *judgment undone* and can act normally and cast other spells without disrupting the spell, but if she does not begin casting again before this 1-minute window elapses, the spell fails.

It is possible to cast *judgment undone* without incurring the wrath of a psychopomp, but doing so requires the caster to first visit the Boneyard and seek out a powerful agent of Pharasma to gain permission to restore the petitioner to its mortal life. The details and difficulty of this task are subject to the GM's discretion, but at the very least should involve a significant

expenditure of time and resources. The granting of permission to cast *judgment undone* is an excellent reward for a quest given to a party of adventurers from a powerful psychopomp. If the PCs exceed expectations in fulfilling this quest, it's not unheard of for the psychopomp to not only grant permission for the spell's casting, but to also provide the diamonds needed for the spell's material component, information about the required focus, or even both. Worshipers of Pharasma who cast this spell without securing permission in this manner are considered to have grossly violated Pharasma's code of conduct.

POSITIVE PULSE

School necromancy; **Level** cleric 1, inquisitor 1, paladin 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-radius burst
Duration instantaneous plus 1 round (see text)
Saving Throw Will negates or Will negates (harmless); see text; **Spell Resistance** yes

This spell causes a wave of positive energy to spread from a point you designate, damaging foes vulnerable to positive energy and bolstering living creatures. Each creature damaged by positive energy in the area (such as undead) must succeed at a Will save or take 1d6 points of damage, plus 1 point for every 2 caster levels (maximum +5). Haunts manifesting in the spell's area also take this damage.

This spell does not heal creatures healed by positive energy; such creatures instead gain a +2 bonus on saving throws against death effects, energy drain, negative energy, and effects directly caused by haunts. This bonus lasts for 1 round.

POSITIVE PULSE, GREATER

School necromancy; **Level** cleric 4, inquisitor 4, paladin 3, shaman 4, sorcerer/wizard 4, spiritualist 4, summoner 3, witch 4
Area 15-ft.-radius burst

This spell functions like *positive pulse*, except that the damage dealt increases to 3d6 plus your caster level, and the bonus on saving throws increases to +8.

QUINTESSENCE MASTERY

School transmutation; **Level** cleric 8, sorcerer/wizard 8, witch 8
Casting Time 1 round or 4 hours; see text
Components V, S, F (a staff crafted from the chosen plane's material worth 2,500 gp)
Range personal or up to 10 10-ft. cubes/level (5)
Effect control over a plane's terrain and traits
Duration 1 hour/level or 1 day/level; see text

This spell grants the caster limited control over the quintessence of an Outer Plane. The control granted by *quintessence mastery*

can take one of two forms, depending on the version of the spell cast. Both versions can be cast only on one of the nine Outer Planes, for it is these planes, not the Transitive or Inner Planes, that are comprised of quintessence.

Planewarp: This allows the caster to create various objects or effects. When this spell is cast, you can replicate a number of effects from one or more of the following spells: *control water*, *diminish plants*, *fog cloud*, *major creation*, *move earth*, *plant growth*, *secure shelter*, *soften earth and stone*, *spike growth*, *spike stones*, *stone shape*, *transmute mud to rock*, *transmute rock to mud*, *wall of stone*, or *wall of thorns*. The total spell levels of effects to be created must not exceed 8. For example, you could use this spell to replicate the effects of *fog cloud*, *secure shelter*, and *soften earth and stone* (since these three spells have levels that add up to 8) or *diminish plants* and *spike stones* (since these two spells have levels that add up to 7), but not *move earth* and *plant growth* (since these two spells have levels that add up to 9). If a spell appears on different spell lists at different levels, use the lowest level—*control water*, for example, counts as a 4th-level spell even though it's a 6th-level spell for sorcerers and wizards. This list need not be exhaustive; at the GM's discretion, this list may be expanded to include similar spells from other sources or similarly themed effects that do not mimic specific spells. This version of the spell has a casting time of 1 round and lasts for 1 hour per caster level or until its effects are expended.

Shape Realm: This functions similarly to *create demiplane*^{UM}, except that it alters an equivalent area of the plane the caster is on rather than creating a self-contained realm on the Astral or Ethereal Plane. You cannot grant the affected area an alignment or essence trait opposed by the plane's traits (such as granting the lawful-aligned trait to a portion of Elysium), and the area is not self-contained. At the GM's discretion, additional restrictions beyond those listed in the *create demiplane* spell may limit this spell's effects, and additional options for customizing the affected area may be available. This version of the spell has a casting time of 4 hours and lasts for 1 day per caster level. This version of *quintessence mastery* can be made permanent in the same way and for the same cost as *create demiplane*. This version of *quintessence mastery* does not function within the boundaries of a divine realm.

SHADOW INVASION

School conjuration (summoning); **Level** magus 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, F (a masterwork piercing or slashing weapon)

Range 30 ft.

Area 30-ft. radius emanation centered on you

Duration 1 round/level (D); see text

Saving Throw none; **Spell Resistance** no

Using a slashing motion with the spell's focus as part of the casting of *shadow invasion*, you cut open a rift to the Plane of Shadow that fills a 30-foot area with shadowy energies. This area

is stationary and becomes dark and gloomy, reducing the light level by one step (as *darkness*). Certain spells are enhanced within the area; spells of the shadow subschool that have reduced effects when disbelieved (such as *shadow evocation*) have their reduced effects increased by 20% (to a maximum of 90%) when determining their effects on targets within the area of *shadow invasion*.

In addition, the rift created by *shadow invasion* has a chance of attracting attention from the other side, and the spell can be inverted to bring these watchers through. When *shadow invasion* is dismissed as a standard action, there is a chance that a single evangelist kyton (*Pathfinder RPG Bestiary* 185) will be summoned under the caster's command (as per *summon monster V*). This chance is 5% for every full round that *shadow invasion* was active. If the caster level of *shadow invasion* is 16th or greater, this effect summons an interlocutor^{B3} kyton instead. A kyton summoned this way remains for a number of rounds equal to what the remaining duration of *shadow invasion* would have been had it not been dismissed. Successfully summoning a kyton this way is a lawful and evil act, as though casting a spell with the lawful and evil descriptors.

SONGBIRD

School conjuration (good); **Level** bard 1, cleric 1, mesmerist 1, paladin 1, psychic 1, sorcerer/wizard 1

Casting Time 1 swift action

Components S

Range personal

Target you

Duration 1 round

You conjure uplifting music from the wilds of Elysium, Heaven, or Nirvana to bolster other musical activities.

If you cast *songbird* during the same round in which you attempt a Perform check, *songbird* acts as accompaniment and grants a +3 bonus on that Perform check.

If you cast *songbird* in the same round in which you activate a bardic performance, that round of bardic performance does not count against your total rounds of bardic performance available for the day.

If you cast *songbird* in the same round in which you cast a spell with the sonic descriptor, that spell's save DC increases by 1.

SOULSEEKER

School divination; **Level** cleric 8, medium 4, occultist 6, shaman 8, spiritualist 6, witch 8

Casting Time 1 hour

Components V, S, M (incense worth 250 gp), F (see text)

Range unlimited

Target one soul

Duration instantaneous or 1 hour/level

Saving Throw Will negates (see text); **Spell Resistance** no

You identify the stage of a given soul's judgment, or determine its fate post-judgment. You must either unambiguously identify



the soul you seek or use the skull of the body the soul vacated as a focus. If the subject does not share your alignment, the soul can attempt a Will save to resist this spell's effects as if it were still alive. If the subject is still alive or its soul has been destroyed, this spell fails without providing any information.

If the soul has not yet been judged and moved on to its final reward or punishment, *soulseeker* provides an estimate of its location; in most cases, this is somewhere in the River of Souls or the Boneyard. While this may assist in physically traveling to the soul's location, especially in cases involving effects such as *soul bind* or a devourer's devour soul ability, the spell's primary purpose is to identify how long the subject has been dead (and what form of life-restoring magic is necessary). If the soul has already been judged, *soulseeker* instead identifies the plane to which the soul has been sent as a petitioner and the petitioner's general location on that plane (such as "Elysium, beneath the boughs of the Witchwood").

If *soulseeker* is cast on the same plane on which the soul's new petitioner form currently exists, it guides you along the shortest, most direct physical route to the petitioner, as described in *find the path*. In this case, the spell's duration is 1 hour per level.

SPEAK WITH SOUL

School necromancy; **Level** antipaladin 4, cleric 6, medium 4, paladin 4, shaman 6, spiritualist 6

Casting Time 1 minute

Components V, S, M (a drop of candle wax)

Range 10 ft.

Target see text

Duration 1 minute/level (D)

Saving Throw Will negates; see text; **Spell Resistance** no

You commune with the soul of a dead creature. To cast this spell, you must be at the soul's place of death or be in the soul's presence, whether it is contained in a receptacle, powers an intelligent magic item, or other possibilities. The soul can attempt a Will save to resist the spell as if it were alive.

A soul contacted this way can speak normally in any language it knows. Unlike *speak with dead* and similar spells, you are not limited to asking questions and can engage in normal conversation with the soul (and vice versa). The soul isn't an undead creature and isn't compelled to speak or be truthful. Generally, the soul only knows what it knew in life, although souls that persisted with awareness of their surroundings after death may have more to offer.

MAGIC ITEMS

The following magic items are divided into the categories outlined in *Pathfinder RPG Ultimate Equipment*, so you can use them with the treasure generator detailed in that book. If you're running a planar adventure, consider either using items from this book before rolling randomly on the treasure generator, or adding these items to the treasure generator.

ARMOR SPECIAL ABILITIES

These armor special abilities help protect those who would explore the Great Beyond. See the Armor section starting on page 461 of the *Pathfinder RPG Core Rulebook* for the rules regarding magic armor.

TABLE 1-3: ARMOR SPECIAL ABILITIES

+1 Armor Special Ability	Base Price ¹
<i>Billowing</i>	+1 bonus
<i>Cocooning</i>	+1 bonus
+3 Armor Special Ability	Base Price ¹
<i>Cotraveling</i> ²	+3 bonus
<i>Shadow blending</i>	+3 bonus

¹ Add to the enhancement bonus of the armor to determine the total price.

² This special ability can also be applied to shields.

BILLOWING		PRICE +1 bonus
SLOT none	CL 3rd	WEIGHT —
AURA faint conjuration		

Billowing armor constantly creates a cushion of elemental air around the wearer. The wearer is immune to additional damage from constriction and damage from being buried, although he gains no protection from suffocation. When the wearer falls more than 20 feet, he can attempt a DC 15 Fly skill check as an immediate action to reduce his falling damage by half.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>cushioning bands</i> ^{UM} , <i>feather fall</i>	

COCOONING		PRICE +1 bonus
SLOT none	CL 9th	WEIGHT —
AURA moderate transmutation		

Cocooning armor protects the wearer against planar hazards when she is defenseless, enveloping her in a thin, protective membrane. If the wearer falls unconscious on a plane other than her native plane, the armor grants her immunity to the harmful environmental effects of that plane, including toxicity, extreme temperatures, negative energy, and lack of air. This immunity lasts for as long as she remains unconscious.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>planar adaptation</i> ^{APG}	

COTRavelING		PRICE +3 bonus
SLOT none	CL 14th	WEIGHT —
AURA strong conjuration		

Cotraveling armor is decorated with the embroidered image of a five-armed spiral. While the armor is worn, the wearer can touch a willing creature and attune that creature to one of the five arms; once an arm is attuned, it glows faintly with what appears to be starlight. Once per day as a free action (even if it is not the wearer's turn) when the wearer is sent to another plane by a spell or effect, he can activate the armor to allow all creatures attuned to it to accompany him, provided the attuned creature is within 30 feet. If an attuned creature is willing, it travels along with the character, arriving with that character on the destination plane at the same relative distance from the wearer as when the wearer used this ability (or as close to it as possible, given the nature of the new plane). Once used, all five arms of the spiral deactivate, even if not all of the attuned characters were willing or able to accompany the traveler to the new destination, and the wearer must wait 24 hours before attuning new creatures to the spiral.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, <i>plane shift</i>	

SHADOW BLENDING		PRICE +2 bonus
SLOT none	CL 11th	WEIGHT —
AURA moderate illusion		

Shadow blending armor is drab and mutes any colors in its wearer's attire into dull grays. Attacks against the wearer in dim light have a 40% miss chance instead of the normal 20%. This ability does not grant total concealment; it only increases the miss chance. If the armor also has the *shadow, improved shadow*, or *greater shadow* armor special ability, the miss chance increases to 50%.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, <i>shadow walk</i>	

SPECIFIC ARMOR

The following suits of armor offer unique and potent boons to aid those who travel the planes. Magic armors can have either abilities that need to be activated to function, or those that work passively and constantly.

TABLE 1-4: SPECIFIC ARMORS

Greater Medium Armor	Price
<i>Breastplate of the planes</i>	11,350 gp
Lesser Major Armor	Price
<i>Gug hide</i>	22,165 gp
<i>Purgatory's cowl</i>	24,175 gp
Greater Major Armor	Price
<i>Coruscating raiment</i>	63,150 gp

BREASTPLATE OF THE PLANES		PRICE
		11,350 GP
SLOT armor	CL 15th	WEIGHT 30 lbs.
AURA strong evocation		

This sturdy, unadorned breastplate has a +1 enhancement bonus on the Material Plane. On any Elemental Plane, or against attacks made by creatures native to any Elemental Plane, its enhancement bonus increases to +2. On the Astral Plane or the Ethereal Plane, or against attacks made by creatures native to either of those planes, its enhancement bonus increases to +3. On any other plane, or against attacks made by any outsider, its enhancement bonus increases to +4.

CONSTRUCTION REQUIREMENTS	COST 5,580 GP
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Craft Magic Arms and Armor, *plane shift*

CORUSCATING RAIMENT		PRICE
		63,150 GP
SLOT armor	CL 13th	WEIGHT 50 lbs.
AURA strong transmutation		

Originally crafted by jyoti armorsmiths of the Positive Energy Plane, this gleaming suit of +1 *radiant*^{UE} *full plate* has a mirrorlike sheen that reflects even tiny sparks of light into brilliant ribbons of blazing color. Its ability to shine as brightly as a torch cannot be suppressed unless the wearer is in magical darkness. Once per day as an immediate action while charging, the wearer can transform her body into brilliant light. The wearer becomes incorporeal until she arrives at the end of her charge and makes her physical attacks, and she can charge through any creatures and obstacles that do not hinder incorporeal creatures (although she must have line of sight to her target when she begins her charge, as normal).

CONSTRUCTION REQUIREMENTS	COST 32,400 GP
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Craft Magic Arms and Armor, *sunburst*

GUG HIDE		PRICE
		22,165 GP
SLOT armor	CL 13th	WEIGHT 25 lbs.
AURA strong abjuration and transmutation		

This grotesque suit of +1 *hide armor* is stitched together from the hides of gugs from the underworld of the Dreamlands and the nightmare realm of Leng. The wearer of a suit of *gug hide* gains the benefits of Leng's basic infusion when in an underground environment. Once per day as a standard action, the wearer can cause his arms to each split into two arms at the elbow, each bearing a furred hand like that of a horrid subterranean gug. The wearer must designate one hand as his primary hand; all others are considered off hands. He can use any of his hands for other purposes that require free hands. A user who has Two Weapon Fighting is treated as if he had Multi-Weapon Fighting while these extra arms are activated. This ability lasts for 10 minutes and has no effect if the wearer already has more than two arms.

CONSTRUCTION REQUIREMENTS	COST 11,165 GP
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Craft Magic Arms and Armor, *alter self*, *limited wish*

PURGATORY'S COWL		PRICE
		24,175 GP
SLOT armor	CL 11th	WEIGHT 30 lbs.
AURA moderate abjuration and necromancy		

This tattered suit of +1 *deathless*^{UE} *studded leather* has a black leather hood attached to the neck. Although the face of the hood is open and doesn't impair the wearer's senses, the wearer's face is always hidden in deep shadow regardless of the ambient light level. Once per day as an immediate action, when the wearer reduces an undead creature to 0 or fewer hit points, the wearer can draw upon the departed creature's essence to gain treat her level as 2 higher spells and spell-like abilities with the death descriptor and spells and spell-like



abilities from the Death and Repose domains. This effect lasts for 1 hour.

CONSTRUCTION REQUIREMENTS	COST 12,175 GP
Craft Magic Arms and Armor, <i>death ward, undeath to death</i>	

WEAPON SPECIAL ABILITIES

The following weapon special abilities are particularly useful for those facing planar threats or traveling the Great Beyond. See the Weapons section starting on pages 467 of the *Core Rulebook* for the rules regarding magic weapons.

TABLE 1-5: WEAPON SPECIAL ABILITIES

+1 Weapon Special Ability	Base Price†
<i>Unaligned</i>	+1 bonus
+2 Weapon Special Ability	Base Price†
<i>Planestriking</i>	+2 bonus

† Add to the enhancement bonus of the weapon to determine the total price.

PLANESTRIKING		PRICE
		+2 bonus
SLOT none	CL 9th	WEIGHT —
AURA moderate abjuration		

A *planestrking* weapon functions as a *planar*^{UE} weapon, ignoring up to 5 points of damage reduction when used against an outsider. In addition, when the wielder of a *planestrking* weapon is on a plane other than his home plane, his *planestrking* weapon ignores up to 10 points of damage reduction when used against outsiders native to the plane.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>dismissal</i>	

UNALIGNED		PRICE
		+1 bonus
SLOT none	CL 5th	WEIGHT —
AURA faint abjuration		

Typically forged by aeons or other creatures that eschew commonly held structures of morality, *unaligned* weapons quell the effects of extreme alignments on the wielder. The wielder counts her Hit Dice as 4 lower than her actual total HD when someone attempts to detect her alignment using *detect chaos*, *detect evil*, *detect good*, *detect law*, or similar spells or effects. Furthermore, if the wielder is an outsider and is targeted by a spell or effect with an alignment descriptor that deals additional damage to or has an additional effect on outsiders (such as *holy smite*), she adds a bonus equal to the *unaligned* weapon's enhancement bonus on saving throws she attempts against that spell or effect. Finally, the wielder takes no penalties on her Charisma-, Intelligence-, or Wisdom-based checks from a plane's mildly aligned or strongly aligned traits, regardless of her actual alignment.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>undetectable alignment</i>	

SPECIFIC WEAPONS

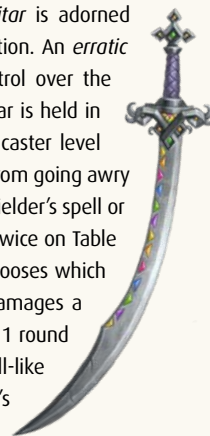
The following weapons are particularly well suited for planar travelers. Magic weapons can have either abilities that need to be activated to function, or those that work passively and constantly.

TABLE 1-6: SPECIFIC WEAPONS

Lesser Minor Specific Weapons	Price
<i>Mephit-head arrow</i>	200 gp
Greater Medium Specific Weapons	Price
<i>Shard of Cocytus</i>	16,302 gp
<i>Erratic blade</i>	22,315 gp

ERRATIC BLADE		PRICE
		22,315 GP
SLOT weapon	CL 11th	WEIGHT 4 lbs.
AURA moderate abjuration and transmutation		

The blade of this +1 *transformative*^{UE} *scimitar* is adorned with gemstones that shift in size and coloration. An *erratic blade* provides the wielder with some control over the fickle nature of wild magic. While the scimitar is held in the hand, the wielder gains a +2 bonus on caster level checks to prevent a spell or spell-like ability from going awry because of a plane's wild magic trait. If the wielder's spell or spell-like ability goes awry anyway, he rolls twice on Table 2-1: Wild Magic Effects (see page 63) and chooses which result occurs. Also, when an *erratic blade* damages a creature, that creature takes a -4 penalty for 1 round on caster level checks to prevent a spell or spell-like ability from going awry because of a plane's wild magic trait. The effects of multiple hits from an *erratic blade* don't stack.



CONSTRUCTION REQUIREMENTS	COST 11,315 GP
Craft Magic Arms and Armor, <i>antimagic field, major creation</i>	

MEPHIT-HEAD ARROW		PRICE
		200 GP
SLOT weapon	CL 3rd	WEIGHT 4 lbs.
AURA faint evocation		

The steel head of this masterwork arrow is sculpted to look like a leering mephit. If a *mephit-head arrow* hits, it sprays elemental energy in a 15-foot cone that must originate from the target creature (including the creature struck) and expand in the direction the arrow was fired. The damage dealt depends on the type of *mephit-head arrow*, as detailed below. A successful DC 13 Reflex save halves the cone's damage and negates any additional effect.

Air Mephit: A blast of wind-borne grit deals 1d8 points of slashing damage.

Dust or Salt Mephit: A spray of fine grit or coarse salt crystals deals 1d4 points of slashing damage and sickens targets in the cone for 3 rounds.

Earth Mephit: A shower of gravel deals 1d8 points of bludgeoning damage.

Fire or Magma Mephit: A cone of flames or spray of magma deals 1d8 points of fire damage.

Ice Mephit: Shards of ice deal 1d4 points of cold damage and sicken targets in the cone for 3 rounds.

Ooze Mephit: A wave of slime deals 1d4 points of acid damage and sickens targets in the cone for 3 rounds.

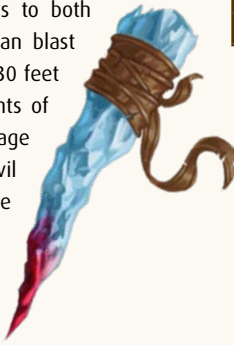
Steam Mephit: A plume of steam deals 1d4 points of fire damage and sickens targets in the cone for 3 rounds.

Water Mephit: A spray of acid deals 1d8 points of acid damage.

CONSTRUCTION REQUIREMENTS	COST 100 GP
Craft Magic Arms and Armor, <i>elemental touch</i> ^{APG}	

SHARD OF COCYTUS		PRICE 16,302 GP
SLOT weapon	CL 7th	WEIGHT 1 lb.
AURA moderate evocation		

Appearing as a bloodstained icicle with a worn leather handle, this +1 *frost dagger* is impervious to both cold and fire. Once per day, the dagger can blast forth a ray of hellfrost at any target within 30 feet as a ranged touch attack, dealing 4d6 points of damage. This hellfrost deals half cold damage and half damage from unholy energy. Evil creatures and creatures with the evil subtype take no damage from this unholy energy; good creatures and those with the good subtype take double the usual damage. *Protection from evil* and similar effects protect against the damage from the ray's unholy energy. If the *shard of Cocytus* is used to deliver a coup de grace against a good creature, it recovers its ray of hellfrost ability for the day.



CONSTRUCTION REQUIREMENTS	COST 8,302 GP
Craft Magic Arms and Armor, <i>unholy ice</i> ^{UM}	

RINGS

These rings carry potent effects associated with the Great Beyond. Anyone can use a ring, but a character can gain the benefits of only two magic rings at a time.

TABLE 1-7: RINGS

Greater Minor Ring	Price
<i>Ring of planar focus</i>	4,000 gp
Lesser Medium Ring	Price
<i>Soul tether ring</i>	8,000 gp
<i>Ring of entropy and order</i>	16,200 gp

RING OF ENTROPY AND ORDER		PRICE 16,200 GP
SLOT ring	CL 10th	WEIGHT —
AURA moderate abjuration		

This gold ring resembles tiny angel wings folded around a clear crystal. Once per day, the wearer can target herself with

a *protection from chaos* or *protection from law* effect that lasts for 10 minutes. However, if the wearer uses the *ring of entropy and order* to gain protection from chaos while on a plane with the mildly chaos-aligned or strongly chaos-aligned trait, or to gain protection from law while on a plane with the mildly law-aligned or strongly law-aligned trait, the effect instead lasts for 1 hour. If the wearer fails a saving throw against a charm or compulsion effect while on a plane with the mildly chaos-aligned, mildly law-aligned, strongly chaos-aligned, or strongly law-aligned traits, she can activate the effect as an immediate action.

CONSTRUCTION REQUIREMENTS	COST 8,100 GP
Forge Ring, <i>contingency</i> , <i>protection from chaos</i> , <i>protection from law</i>	

RING OF PLANAR FOCUS		PRICE 4,000 GP
SLOT ring	CL 15th	WEIGHT —
AURA strong divination		

This large silver ring has a massive setting for a cloudy white crystal about an inch in diameter.

Once per week as a standard action, the wearer can tap the ring with a forked rod attuned to a specific plane (the focus for a *plane shift* spell). When tapped, the crystal transforms into a rough topographical map of the plane in question for 1 minute. The wearer can manipulate the crystal to focus on a single specific location within the plane, although the topographical elements remain rough and display only large or well-known features around the desired location. If the wearer has been to that location personally, she can focus the crystal on the location in 1 full round. Otherwise, she can attempt a DC 15 Knowledge (planes) check to focus on a location of her choice as a full-round action. This location must be a public or well-known area, such as a public plaza in the Common Quarter in the City of Brass. Obscure locations (such as Calistria's private Garden of Hidden Fruits) or locations controlled by a divinity cannot be focused on—in all cases, the GM has final say on whether a region can be focused upon.



If the wearer casts *plane shift* to travel to the focused location while the map is active, she arrives without error at the site, rather than 5d% miles away. Once a *ring of planar focus* is used to aid a casting of *plane shift*, it becomes inactive for 24 hours.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Forge Ring, <i>discern location</i>	

SOULTETHER RING		PRICE 8,000 GP
SLOT ring	CL 17th	WEIGHT —
AURA strong necromancy		

When the wearer of this delicate platinum ring dies, his soul remains adrift in the River of Souls and does not proceed to



its final judgment in the Boneyard. Until the *soultether ring* is removed from the corpse, the time limit for restoring the creature to life via spells such as *raise dead* or *resurrection* is suspended. This ring has no effect if it is placed upon a corpse; it must be worn at the time the creature dies to tether its soul. Psychopomps and other followers of Pharasma consider *soultether rings* to be sacrilegious, and the creatures destroy the rings whenever possible.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Forge Ring; <i>soul bind</i> or <i>true resurrection</i>	

RODS

Rods are scepter-like devices that have unique magical powers and usually do not have any charges. Anyone can use a rod (though metamagic rods have no effect when used by creatures that cannot cast spells). Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower. Other forms of magic rods have widely varying uses, but unless otherwise noted, you must be holding a rod to use its abilities.

APOCALYPTIC METAMAGIC ROD		PRICE varies
SLOT none	CL 17th	WEIGHT 5 lbs.
Lesser apocalyptic metamagic rod		3,000 GP
Apocalyptic metamagic rod		11,000 GP
Greater apocalyptic metamagic rod		24,500 GP
AURA strong (no school)		

The wielder of this metamagic rod can cast up to three spells per day that blast terrain as though using the Apocalyptic Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser apocalyptic metamagic rod	1,500 GP
Apocalyptic metamagic rod	5,500 GP
Greater apocalyptic metamagic rod	12,250 GP

Craft Rod, Apocalyptic Spell*

AUTHORITATIVE METAMAGIC ROD		PRICE varies
SLOT none	CL 17th	WEIGHT 5 lbs.
Lesser authoritative metamagic rod		3,000 GP
Greater authoritative metamagic rod		11,000 GP
Authoritative metamagic rod		24,500 GP
AURA strong (no school)		

The wielder of this metamagic rod can cast up to three spells per day that constrain the targets as though using the Authoritative Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser authoritative metamagic rod	1,500 GP
Authoritative metamagic rod	5,500 GP
Greater authoritative metamagic rod	12,250 GP

Craft Rod, Authoritative Spell*

BLISSFUL METAMAGIC ROD		PRICE varies
SLOT none	CL 17th	WEIGHT 5 lbs.
Lesser blissful metamagic rod		3,000 GP
Blissful metamagic rod		11,000 GP
Greater blissful metamagic rod		24,500 GP
AURA strong (no school)		

The wielder of this metamagic rod can cast up to three spells per day that enliven or pacify targets as though using the Blissful Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser blissful metamagic rod	1,500 GP
Blissful metamagic rod	5,500 GP
Greater blissful metamagic rod	12,250 GP

Craft Rod, Blissful Spell*

CRYPT METAMAGIC ROD		PRICE varies
SLOT none	CL 17th	WEIGHT 5 lbs.
Lesser crypt metamagic rod		3,000 GP
Crypt metamagic rod		11,000 GP
Greater crypt metamagic rod		24,500 GP
AURA strong (no school)		

The wielder of this metamagic rod can cast up to three spells per day that condemn the targets as though using the Crypt Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser crypt metamagic rod	1,500 GP
Crypt metamagic rod	5,500 GP
Greater crypt metamagic rod	12,250 GP

Craft Rod, Crypt Spell*

FORKED ROD		PRICE 50,000 GP
SLOT none	CL 9th	WEIGHT 3 lbs.
AURA moderate divination		

This bifurcated mithral rod resembles an oversized tuning fork. The *forked rod* acts as a focus for *plane shift*, but the plane to which it is attuned to can be adjusted as a standard action—a *forked rod* can be attuned to any plane that a common tuning fork (see page 85) can be attuned to. Once per day, a *forked rod* can be used to cast *plane shift* to the plane it is currently attuned to. Three times per day as a standard action, the user can attack a creature or object with a *forked rod* as if it were a +1 *light mace*. On a hit, the *forked rod* deals no damage, but affects the target with *dimensional anchor* for 9 minutes. As long as a target is affected in this way, the

TABLE 1-8: RODS

Lesser Medium Rods	Price
<i>Apocalyptic metamagic rod, lesser</i>	3,000 gp
<i>Authoritative metamagic rod, lesser</i>	3,000 gp
<i>Blissful metamagic rod, lesser</i>	3,000 gp
<i>Crypt metamagic rod, lesser</i>	3,000 gp
<i>Tumultuous metamagic rod, lesser</i>	3,000 gp
<i>Stygian metamagic rod, lesser</i>	9,000 gp
<i>Apocalyptic metamagic rod</i>	11,000 gp
<i>Authoritative metamagic rod</i>	11,000 gp
<i>Blissful metamagic rod</i>	11,000 gp
<i>Crypt metamagic rod</i>	11,000 gp
<i>Tumultuous metamagic rod</i>	11,000 gp
Lesser Major Rods	Price
<i>Apocalyptic metamagic rod, greater</i>	24,500 gp
<i>Authoritative metamagic rod, greater</i>	24,500 gp
<i>Blissful metamagic rod, greater</i>	24,500 gp
<i>Crypt metamagic rod, greater</i>	24,500 gp
<i>Tumultuous metamagic rod, greater</i>	24,500 gp
<i>Rod of vicious ghosts</i>	26,000 gp
<i>Stygian metamagic rod</i>	32,500 gp
Greater Major Rods	Price
<i>Forked rod</i>	50,000 gp
<i>Stygian metamagic rod, greater</i>	73,000 gp

forked rod is inert and cannot be used to cast *plane shift*, as a focus for *plane shift*, or to affect another target with *dimensional anchor*.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
Craft Rod, <i>dimensional anchor</i> , <i>plane shift</i>	

ROD OF VICIOUS GHOSTS		PRICE 26,000 GP
SLOT none	CL 13th	WEIGHT 1 lb.
AURA strong evocation		

Foreshadowing runes flow like shadows across the surface of this mithral rod. Up to three times per day while on the Ethereal Plane, the wielder of this short rod can affect creatures on the Material Plane with spells and spell-like abilities with the force descriptor. After using this ability, the wielder glows faintly and can be seen by creatures on the Material Plane and the Ethereal Plane. This glowing effect lasts for 1 minute and is otherwise identical to *faerie fire*.

CONSTRUCTION REQUIREMENTS	COST 13,000 GP
Craft Rod, <i>ethereal jaunt</i>	

STYGIAN METAMAGIC ROD		PRICE varies
SLOT none	CL 17th	WEIGHT 1 lb.
Lesser Stygian metamagic rod		9,000 GP
Stygian metamagic rod		32,500 GP
Greater Stygian metamagic rod		73,000 GP
AURA strong (no school)		

The wielder of this metamagic rod can cast up to three spells per day that suppress memories as though using the Stygian Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser Stygian metamagic rod	4,500 GP
Stygian metamagic rod	16,250 GP
Greater Stygian metamagic rod	36,500 GP
Craft Rod, Stygian Spell*	

TUMULTUOUS METAMAGIC ROD		PRICE varies
SLOT none	CL 17th	WEIGHT 5 lbs.
Lesser tumultuous metamagic rod		3,000 gp
Tumultuous metamagic rod		11,000 gp
Greater tumultuous metamagic rod		24,500 gp
AURA strong (no school)		

The wielder of this metamagic rod can cast up to three spells per day that scatter the targets as though using the Tumultuous Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser tumultuous metamagic rod	1,500 GP
Tumultuous metamagic rod	5,500 GP
Greater tumultuous metamagic rod	12,250 GP

Craft Rod, Tumultuous Spell*

WONDROUS ITEMS

Wondrous items are diverse in nature. Some must be worn in a specific magic item slot in order to work, while others must merely be owned and utilized to take effect. “Wondrous item” is a catchall category for anything that doesn’t fall into another group such as staves or weapons. Anyone can use a wondrous item unless the item specifies otherwise. There are two main categories of wondrous items: slotted and slotless. Slotted items take up a magic item slot and must be worn by those who want to benefit from them.

TABLE 1-9: WONDROUS ITEMS

Lesser Minor Item	Price
<i>Planar strap</i>	500 gp
<i>Protean cloak +1</i>	500 gp
<i>Lens of otherworldly answers</i>	1,150 gp
<i>Briar bomb</i>	1,250 gp
<i>Featherlight compass</i>	1,500 gp
<i>Protean cloak +2</i>	2,000 gp
<i>Crepuscular trinket</i>	2,500 gp
Greater Minor Item	Price
<i>Homebound timepiece</i>	4,000 gp
<i>Protean cloak +3</i>	4,500 gp
<i>Soul scribe quill</i>	4,500 gp
Lesser Medium Item	Price
<i>Protean cloak +4</i>	8,000 gp
<i>Anointed holy symbol</i>	10,000 gp
<i>Mask of the rabbit prince</i>	12,000 gp
<i>Portal-finding gloves</i>	12,500 gp
<i>Protean cloak +5</i>	12,500 gp
<i>Astralabe</i>	16,000 gp
<i>Planar keystone</i>	16,200 gp

Greater Medium Item

	Price
<i>Boots of planar grounding</i>	25,000 gp
<i>Lintel stone</i>	26,000 gp

Lesser Major Item

	Price
<i>Mask of the far traveler</i>	38,000 gp

ANOINTED HOLY SYMBOL

SLOT none	CL 7th	PRICE 10,000 GP	WEIGHT 1 lb.
AURA moderate evocation			

This hollow holy symbol includes a reservoir meant to contain a dose of holy water. When the reservoir is filled on the home plane of its corresponding deity with a dose of holy water as a full-round action, the symbol becomes charged with additional power. Each time a filled *anointed holy symbol* is used to channel energy, the user can use the standard form of channel energy or use variant channeling (*Pathfinder RPG Ultimate Magic* 29) based on one aspect of her deity’s portfolio, selected each time the *anointed holy symbol* is used. The user cannot apply more than one variant channeling ability to her channeled energy at one time. An *anointed holy symbol* remains charged for 3 days, after which time the holy water within is consumed and the reservoir is empty again.



Anointed unholy symbols also exist for evil deities; they must be filled with unholy water to function but otherwise operate just as an *anointed holy symbol*.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *consecrate*

ASTRALABE

SLOT none	CL 8th	PRICE 16,000 GP	WEIGHT 3 lbs.
AURA moderate divination			

An *astralabe* is essentially an extraplanar compass: a device that explorers of the planes can use to orient themselves in realms without shared cardinal directions or physical laws. The device creates an abstraction of north, east, south, and west, as well as up, down, in, out, back, forward, past, future, and a variety of other directions that can prove helpful in navigating the planes. Despite diverse cosmetic differences, *astralabes* share a uniform internal design and, by and large, give consistent, shared directions. As such, many—if not most—planar cartographers utilize *astralabes* when creating maps, allowing travelers to navigate lands without magnetic poles or with malleable terrains as though there were one consistent north. The device keeps a constant orientation, but it does not adjust or circumvent hazards or show particular paths. Any creature not on the Material Plane who employs an *astralabe* while attempting a Knowledge, Survival, or similar skill check to navigate gains a +4 bonus on that check.

Additionally, an *astralabe* can aid a traveler in preparing to travel to another plane. The device can read emanations from portals, gates, and other connections between the planes and display them upon its surface. These displays can be interpreted with a successful Knowledge (planes) check. A user must typically succeed at a DC 25 Knowledge (planes) check to correctly read an *astralabe*, though demiplanes and stranger realms might require a higher DC or yield inconclusive results. Those who succeed learn the name of the plane beyond the portal, though not the portal's exact location upon that plane—it doesn't reveal tiers, layers, or subrealms, in the case of planes divided into multiple parts. Those who fail the check are unable to tell what plane lies beyond. Those who fail the check by 10 or more incorrectly identify what plane lies beyond, with the details of this misinformation determined by the GM.

Astralabes generally don't function on the Material Plane, shutting down and emanating an aura of only faint divination. However, should one be brought within 20 feet of a portal or similar passage to another plane, it becomes active for as long as it remains nearby. An *astralabe* operates continuously while on any plane other than the Material Plane.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>know direction</i> , cannot be created on the Material Plane	

BOOTS OF PLANAR GROUNDING		PRICE 25,000 GP
SLOT feet	CL 5th	WEIGHT —
AURA faint abjuration		

These heavy, iron-soled boots link the wearer with the plane she is on. The wearer always counts as being on her home plane, regardless of the plane she is on, and she never gains the extraplanar subtype.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP
Craft Wondrous Item, <i>dimensional anchor</i>	

BRIAR BOMB		PRICE 1,250 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint conjuration		



Often crafted by denizens of the First World, this pinecone shaped knot of briars can be thrown as a splash weapon with a range increment of 10 feet. The area within a 20-foot radius of where the *briar bomb* lands erupts with thick, thorny brambles (hardness 5, hp 15) that hinder creatures in the area. The briars extend to 20 feet high, so long as there is vertical space for this growth. The briars do not block vision, but they provide cover against attacks made through them.

A creature moving through the briars takes 1d4 points of piercing damage for every 5 feet of movement through the area. In addition, each creature trying to move through

the briars must succeed at a DC 20 Reflex save or become entangled in place. Entangled creatures can break free of the briars as a full-round action with a successful DC 20 Strength check or Escape Artist check. A creature trapped in the briars can opt to remain motionless in order to avoid taking any more damage. A creature can try to pick its way slowly through a field of briars without taking damage or risking entanglement by attempting a Dexterity check as a full-round action. For every 5 points by which the result exceeds 10, the creature can move 5 feet (up to its normal speed).

Once a *briar bomb* is thrown, it is destroyed.

CONSTRUCTION REQUIREMENTS	COST 625 GP
Craft Wondrous Item, <i>entangle</i> , <i>plant growth</i>	

CREPUSCULAR TRINKET		PRICE 4,000 GP
SLOT neck	CL 5th	WEIGHT —
AURA faint abjuration		

This simple necklace contains an hourglass-shaped pendant with one black half and one white half. Once per day, the wearer can speak a command word to gain spell resistance 15 against spells and spell-like abilities with the light or shadow^{UM} descriptors, as well as spells and spell-like abilities of the shadow subschool. This effect lasts for 1 minute.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>dancing lights</i> , <i>darkness</i>	

FEATHERLIGHT COMPASS		PRICE 1,500 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint divination		

This compass's components are so fine that it is practically weightless. When held in the hand in an area of subjective directional gravity, the bearer automatically succeeds at Wisdom checks to change direction and can increase or decrease his falling speed by 30 feet during the first round after he changes his subjective gravitational direction.

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item, <i>know direction</i>	

HOMEBOUND TIMEPIECE		PRICE 4,000 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint divination		

This complicated brass chronometer can be wound only while on the Material Plane. Attempts to wind a *homebound timepiece* on any other plane simply fail, with the winding pin spinning and turning without effect. Winding a *homebound timepiece* is an arduous process that requires 10 minutes, but it thereafter keeps accurate time for the next 10 days, as time passes on the Material Plane. If a *homebound*



timepiece is taken to a plane with the erratic time or flowing time traits, it speeds up or slows down as necessary to accurately measure the passage of relative time on the Material Plane (for example, if it is taken to a plane where 1 day is equal to 1 round on the Material Plane, the timepiece slows down considerably and functions for nearly 40 years). If the *homebound timepiece* is taken to a plane with the timeless trait, it is immediately but harmlessly unwound.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>divination</i>	

LENS OF OTHERWORLDLY ANSWERS		PRICE 1,150 GP
SLOT none	CL 13th	WEIGHT 1/2 lb.
AURA strong divination		

This multifaceted prism acts as an aid in concentration. It can be used as a focus for the read aura occult skill unlock (*Pathfinder RPG Occult Adventures* 197) to reduce the time needed to read an aura from 10 minutes to 5 minutes. When held by psychic creatures, a *lens of otherworldly answers* emits light in a small area, increasing the light level in a 10-foot-radius by one step (darkness becomes dim light, and dim light becomes normal light). The lens cannot increase the light level above normal light. The color of the light produced varies according to the psychic creature's predominant emotional state at the time (*Occult Adventures*, 199), defaulting to soft white light in the case of no significant emotional state.

In addition, the owner gains special insight into questions asked and answers received from inscrutable planar powers. When expended as an additional material component when casting *contact other plane* (which causes the lens to crumble into valueless shards of crystal) the owner can attempt a Charisma check, Intelligence check, or Wisdom check (instead of being able to attempt only an Intelligence check) to avoid the Intelligence and Charisma drain risked by the spell. In addition, the owner subtracts 1d10 from the percentage roll (to a minimum of 1) for determining whether a contacted entity tells the truth, doesn't know, lies, or provides a random answer. If the owner is on the same plane as the entity being contacted, she subtracts an additional 1d10 from the percentage roll.

CONSTRUCTION REQUIREMENTS	COST 575 GP
Craft Wondrous Item, <i>contact other plane</i>	

LINTEL STONE		PRICE 26,000 GP
SLOT none	CL 11th	WEIGHT 12 lbs.
AURA moderate conjuration		

This heavy granite brick has no effect until it is held at the top of a door, window, or similar portal and touched with a forked metal rod attuned to serve as the focus component for a *plane shift* spell as a standard action. Once activated in this manner, the *lintel stone* remains affixed to the portal, in defiance of gravity, and cannot be removed for 1 minute. During this time,

creatures stepping through the opening must succeed at a DC 17 Will save or be shunted to the plane to which the metal rod is attuned. All travelers appear in the same location, stepping out of another portal somewhere on the destination plane (which might be a constructed doorway or a natural arch, as befits the destination plane). Unlike with *plane shift*, the creature activating a *lintel stone* has no control over the arrival point on the destination plane, although the portal is usually in a similar area (such as an urban one, if activated in a city). One minute after activation, the *lintel stone* disappears, reappearing among the possessions of the creature that activated it, regardless of the current location or plane of that creature. A *lintel stone* can be activated once per day.

CONSTRUCTION REQUIREMENTS	COST 13,000 GP
Craft Wondrous Item, <i>plane shift</i>	

MASK OF THE FAR TRAVELER		PRICE 38,000 GP
SLOT head	CL 7th	WEIGHT 1/2 lb.
AURA moderate transmutation		

This leather half-mask covers the wearer's nose and mouth, obscuring her lip movements but not her voice. Creatures that are on their native plane and have a language understand all words spoken by the wearer, as though her words were spoken in the listening creature's native tongue. In addition, because the mask replicates local idioms efficiently and skillfully, the wearer gains a +5 competence bonus on Diplomacy checks and on Bluff checks to tell a lie. A *mask of the far traveler* does not function on the Material Plane.

CONSTRUCTION REQUIREMENTS	COST 19,000 GP
Craft Wondrous Item, <i>tongues</i>	

MASK OF THE RABBIT PRINCE		PRICE 12,000 GP
SLOT head	CL 3rd	WEIGHT 1/2 lb.
AURA faint transmutation		

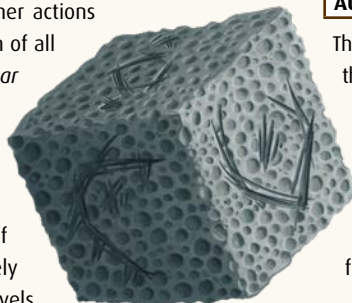
This colorful mask evokes the image of the Rabbit Prince from the Harrowed Realm. It covers the top half of the wearer's face and depicts the countenance of a resolute rabbit complete with large, floppy felt ears. Despite its apparently fragile construction, the mask is as tough as iron (hardness 10). The *mask of the rabbit prince* imparts reckless bravado, granting the wearer a +2 morale bonus on initiative checks and on saving throws against fear effects. In addition, the wearer always counts as having a running start when attempting Acrobatics checks to jump.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, <i>jump</i> , <i>remove fear</i>	

PLANAR KEYSTONE		PRICE 16,200 GP
SLOT none	CL 17th	WEIGHT 2 lbs.
AURA strong conjuration		

A *planar keystone* is a small cube etched with runes. Each *planar*

keystone is attuned to a specific site on a particular plane—this site must be determined when the *planar keystone* is created and cannot be changed at a later date. Anyone examining the etched patterns can determine the plane and location with a successful DC 20 Knowledge (planes) check. Once per day, up to eight intelligent creatures within 20 feet of the *planar keystone* can concentrate upon its etched patterns for 1 minute. This concentration is tenuous; if any of the creatures are attacked or pause to take other actions during this time, the concentration of all participants is broken and the *planar keystone's* use for that day is lost. At the end of this time, all creatures concentrating on the *planar keystone* are transported to the *planar keystone's* site as if via *plane shift*, but arriving precisely on target. The *planar keystone* travels with the creatures—it is not left behind in the process.



CONSTRUCTION REQUIREMENTS	COST 8,100 GP
Craft Wondrous Item, <i>gate</i>	

PLANAR STRAP		PRICE 500 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint transmutation		

When this worn leather strap is tied around the grip of a weapon, the weapon becomes immune to the harmful environmental effects of a plane, such as heat or acidity. This does not protect the weapon against non-environmental energy effects; although it would apply to the ambient fire damage caused by being on the Plane of Fire, it would not apply to damage caused by a *fireball* spell. If the weapon is destroyed, the *planar strap* is destroyed with it. It is a full-round action to tie or untie a strap. You can only have one *planar strap* applied to a weapon at a time.

CONSTRUCTION REQUIREMENTS	COST 250 GP
Craft Wondrous Item, <i>planar adaptation</i> ^{APG}	

PORTAL-FINDING GLOVES		PRICE 12,500 GP
SLOT none	CL 5th	WEIGHT —
AURA faint divination		

These tight-fitting, black leather gloves have reinforced fingertips marked with arcane sigils. The gloves prickle slightly when in the presence of portals to other planes. The wearer gains a +5 bonus on Perception and Knowledge (planes) checks to identify portals and planar connections and can automatically learn where such connections lead by touching the portal or a connected area (such as a wall) within 10 feet of it.

CONSTRUCTION REQUIREMENTS	COST 6,250 GP
Craft Wondrous Item, <i>detect magic</i> , <i>divination</i>	

PROTEAN CLOAK		PRICE varies
SLOT shoulders	CL 5th	WEIGHT 1 lb.
+1 bonus		500 GP
+2 bonus		2,000 GP
+3 bonus		4,500 GP
+4 bonus		8,000 GP
+5 bonus		12,500 GP
AURA faint abjuration		

These multihued cloaks are as mutable as the proteans that inspired them. The typical *protean cloak* appears to be crafted from the hide of a naunet protean, but regardless of their apparent source, all *protean cloaks* shimmer and flicker with a riot of color. While the material feels scaly and rugose to the touch, a *protean cloak* flows like silk and does not hinder mobility.

A *protean cloak* provides a +1 to +5 resistance bonus on a single type of saving throw (typically Will saving throws). Once per day as a standard action, the wearer can change the type of saving throw that receives this bonus; the cloak then provides its bonus on the new type of saving throw until its type is changed again. If a *protean cloak* is unattended for more than 24 hours, the resistance bonus it applies automatically reverts back to Will saves.



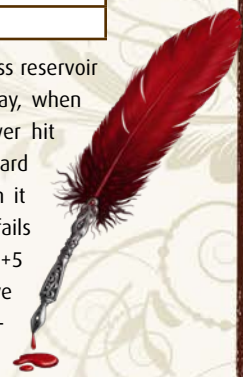
CONSTRUCTION REQUIREMENTS	COST varies
+1 bonus	250 GP
+2 bonus	1,000 GP
+3 bonus	2,250 GP
+4 bonus	4,000 GP
+5 bonus	6,250 GP

Craft Wondrous Item, *entropic shield*, *resistance*, creator must be chaotic, creator's caster level must be at least three times the cloak's bonus

SOUL SCRIBE QUILL		PRICE 4,500 GP
SLOT none	CL 5th	WEIGHT —
AURA faint necromancy		

This elaborate red and black quill contains an endless reservoir of red ink that resembles fresh blood. Once per day, when within 5 feet of a living creature with –1 or fewer hit points, the bearer can activate this quill as a standard action by scribing a short sentence in the air with it describing the dying creature's death. If the victim fails a DC 15 Will save, it dies, and the bearer gains a +5 profane bonus on Bluff, Diplomacy, and Sense Motive checks, a +1 profane bonus to caster level for spell-like abilities, and a +2 enhancement bonus to Charisma for 10 minutes per Hit Die of the victim.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Wondrous Item, <i>death knell</i> , <i>honeyed tongue</i> ^{APG}	





2 RUNNING PLANAR ADVENTURES



The world around them had already begun to fade. The river's shore stank as the Styx bloomed into reality, and a bank of mossy rocks became giant skulls that watched from long-dead eye sockets. The stars were gone—only the moon's light remained above, and even it was fading swiftly.

Alahazra paused on the rickety pier while the others boarded the skiff that had materialized out of the mists, somber silence hanging over them. A trip into the swamps of Abaddon lay ahead, and the oracle wanted at least one last look at life before she followed.



Reality is not the constant a rational creature might like to think it is. Even on different worlds of the Material Plane, fundamental aspects of life vary—planets can have lower or higher gravity, atmospheres that are poisonous for most species to breathe, or other deviations from what might be considered normal.

These deviations expand greatly when traveling in the Great Beyond, for as you leave the Material Plane, you leave behind many of the constants of our reality. Each and every plane defines its own reality, and in some cases this reality is far from stable on its own. Aspects like the nature of gravity, the flow of time, and the size and shape of the region can vary wildly. On some planes, not even the gods can effect change, while on others, thoughts spring to truth and reality itself is alive. Even philosophical ideals like good or evil or the underlying nature of magic itself can become warped or physically manifest in such outlandish regions.

There are seven categories of traits that summarize the nature of reality within each realm of existence: gravity, time, realm, structural, essence, alignment, and magic.

GRAVITY TRAITS

The direction of gravity's pull may be unexpected, and it might even change directions on the plane.

Normal Gravity

Most planes have gravity similar to that of the Material Plane, either in that the plane consists of planets with their own gravitational fields or in that the plane consists of a single domain where “down” is always in the same direction: toward the ground. On these planes, the usual rules for physical ability scores, carrying capacity, and encumbrance apply.

Heavy Gravity

The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, Acrobatics, Climb, Ride, and Swim checks incur a -2 penalty, as do all attack rolls. Item weights are effectively doubled, which might affect a character's encumbrance or speed. Weapon ranges are halved. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity

The gravity on a plane with this trait is less intense than on the Material Plane. Characters on a plane with the light gravity trait take a +2 circumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh half as much, and weapon ranges double. These advantages apply to travelers from other planes as well as natives. Falling characters on a light gravity plane take only 1d4 points of damage for each 10 feet fallen (to a maximum of 20d4).

No Gravity

Individuals on a plane with this trait merely float in space, unless other effects provide a direction for gravity's pull. Flight is the most common mode of transport here.

Objective Directional Gravity

The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may pull toward any solid object, at an angle to the surface of the plane (creating a plane that appears to consist entirely of an unending mountainside, for example), or even upward.

Subjective Directional Gravity

The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull for herself. Such a plane has no gravity for unattended objects and nonsentient creatures.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" below their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. An individual falls 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. To stop, a character must change the designated "down" direction to counteract her fall, reducing her falling speed by one step (from 300 feet to 150 feet, or from 150 feet to 0 feet) each round.

Setting a new direction of gravity takes a free action and requires a successful DC 16 Wisdom check; a character can attempt this check once per round. A character who fails this Wisdom check receives a +6 bonus on subsequent checks until she succeeds.

TIME TRAITS

The passage of time is always subjective for the viewer. This subjectivity applies to various planes: travelers may discover that they gain or lose time while moving between planes, but from their point of view, time always passes normally.

Normal Time

This is the baseline for time flow, and describes the passage of time on the Material Plane; 1 hour on a plane with normal time equals 1 hour on the Material Plane.

Erratic Time

Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between such planes and any others. To creatures present on such a plane, time flows normally and the shifts are unnoticed. The following is provided as an example of how time on a plane with erratic time might compare to time on the Material Plane.

d%	Time on Material Plane	Time on Erratic Time Plane
1-10	1 day	1 round
11-40	1 day	1 hour
41-60	1 day	1 day
61-90	1 hour	1 day
91-100	1 round	1 day

Flowing Time

On some planes, the flow of time is consistently faster or slower. An individual may spend a year on such a plane and then return to the Material Plane to find that only 6 seconds have elapsed. When indicating how time works on planes with flowing time, the Material Plane's flow of time is listed first, followed by the flow in the other plane.

Timeless

On planes with this trait, time still passes but the effects of time are diminished. How the timeless trait affects certain activities or conditions such as hunger, thirst, aging, afflictions, and healing varies from plane to plane. The danger of a timeless plane is that once an individual leaves such a plane for one where time flows normally, conditions such as hunger and aging apply retroactively. If a plane is timeless with respect to magic, any spell cast with a duration other than instantaneous is permanent until dispelled.

REALM TRAITS

Planes come in a variety of sizes and shapes. Many planes are so large that they may as well be infinite in size, while others (particularly in the case of demiplanes) can be quite small. Regardless of a plane's size and shape, it conforms to one of three realm traits.

Finite

A plane with this trait has defined edges or borders. These borders may adjoin other planes or may be hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Immeasurable

Planes with this trait might seem to go on forever, and indeed many are so vast that, for all practical purposes, their size is infinite. The Material Plane consists of the entire universe—an expanse so truly vast in scope that it is close

enough to being immeasurable to qualify for this trait. Similarly, while the Outer Sphere has a static size, it is so unimaginably vast that it cannot be measured or traversed without powerful magic.

Unbounded

On planes with this trait, the borders wrap in on themselves, depositing a traveler who voyages too far onto the other side of the map. Unbounded planes can be spheres, cubes, tori, or flat expanses with magical edges that teleport the traveler to the opposite edge when she crosses them.

STRUCTURAL TRAITS

The underlying rules of reality that govern how the denizens and landscape of a plane function are described by a plane's structural traits. Regardless of the nature of a plane's structural traits, all planes can be altered on a whim by a deity's will to a certain extent; this ability to change reality is greatest within the boundaries of a deity's planar realm. Demigods have a lesser ability to effect such change and are limited to changing only their own planar realms. See Divine Power on page 70 for more details.

Lasting Structure

On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. Anyone can change the immediate environment as a result of tangible effort.

Morphic Structure

A plane with morphic structure behaves similarly to a plane with a lasting structure, but its realities and physicality can be changed with ease even by nondivine beings. When a plane has morphic structure, additional details for how that manifests are provided in the entry.

Sentient Structure

These planes respond to a single entity's thoughts—those of the plane itself. Travelers might find the plane's landscape changing as a result of what the plane thinks of the travelers, becoming either more or less hospitable depending on its reaction. The influence of a deity or demigod can sometimes supersede the plane's whims, but in most cases a sentient plane constantly works to erode and transform such unwanted intrusions into its structure.

Static Structure

Static planes are unchanging, or they reset once change occurs. Visitors cannot affect living residents of the plane or objects that the denizens carry in any lasting way. Spells that would affect the plane or its denizens have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain

in effect, however. Even moving an unattended object within a static plane requires a successful DC 16 Strength check. Particularly heavy objects may be impossible to move. Often, a plane with the static trait has a duration listed—this is the amount of time that any change can persist before the plane's reality resets.

ESSENCE TRAITS

Four basic elements (air, earth, fire, and water) and two types of energy (positive and negative) combine in various ways to make up reality. Note that some planes have no elemental or energy traits; such traits are noted in a plane's description only when they are present.

Mixed Essence

The Material Plane is the classic example of a mixed essence plane—here, reality is composed of a mixture of all forms of essence. In certain places, one form of essence might be more dominant than others, but overall they appear in this plane in relatively equal measures.

On the Outer Planes, a different form of mixed essence composes reality: quintessence. This material forms the basis for all matter and life on the Outer Planes, and it is tied to the nature of the soul itself. See the River of Souls on pages 64–69 for more information about quintessence. Note that when quintessence duplicates another essence (such as earth or fire), effects that interact with that essence function as expected.

Air-Dominant

Consisting mostly of open space, planes with this trait have just a few bits of floating stone or other solid matter. They usually have a breathable atmosphere, though such a plane may include regions of acidic or toxic gas.

Earth-Dominant

Planes with this trait are mostly solid. Visitors who need to breathe run the risk of suffocation if they don't reach a cavern or other pocket of breathable air within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (at a rate of 5 feet per full-round action spent digging).

Fire-Dominant

Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated.

Unprotected flammable materials catch fire almost immediately, and individuals wearing unprotected flammable clothing catch on fire. In addition, all individuals take 3d10 points of fire damage each round while on a



fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes, while those that are made of water take 6d10 points of fire damage from the plane each round, rather than 3d10.

Water-Dominant

Planes with this trait are mostly liquid. Visitors who can't breathe in water or reach a pocket of air likely drown. Creatures of the fire subtype are extremely uncomfortable on water-dominant planes, and those made of fire take 1d10 points of damage each round while on a water-dominant plane.

Negative-Dominant

Planes with this trait drain the life out of travelers who tread upon them. They tend to be lonely, haunted planes, drained of color, devoid of plant and animal life, and filled with winds bearing the soft moans of those who died within them. *Death ward* provides protection from a negative-dominant plane as long as the effect lasts, regardless of the strength of that plane's negative dominant trait.

On minor negative-dominant planes, living creatures take 1d6 points of negative energy damage per round. When this damage reduces a creature to 0 hit points or below, the creature crumbles into ash. Undead on a minor negative-dominant plane instead gain fast healing 2 (this does not stack with existing fast healing an undead already has).

Major negative-dominant planes are even more dangerous to the living. Each round, a living creature on such a plane must succeed at a DC 25 Fortitude save or incur a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain and becomes a wraith. Undead on a negative-dominant plane gain fast healing 5 (this does not stack with any existing fast healing an undead already has).

Positive-Dominant

Planes with this trait are characterized by an abundance of life. Like for negative-dominant planes, the strength of the positive-dominant trait can be either minor or major.

A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a

result of the positive energy infusing the plane. All living individuals in a positive-dominant plane gain fast healing 2. Undead instead take 1d6 points of positive energy damage per round, and at 0 hit points they crumble to ash.

A creature on a major positive-dominant plane must succeed at a DC 15 Fortitude save or be blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants living creatures fast healing 5. In addition, living creatures at full hit points gain 5 additional temporary hit points per round that last until 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature that gains temporary hit points in this way must attempt a DC 20 Fortitude save each round that its



temporary hit points exceed its normal maximum hit point total. Failure results in the creature exploding in a riot of energy, which kills it. Undead on a major positive-dominant plane take 3d6 points of positive energy damage per round and are staggered during each round they take this damage.

ALIGNMENT TRAITS

Some planes have a predisposition toward a certain alignment. Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane with alignment traits can have a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident. Many planes have no alignment traits; these traits are noted in a plane's description only when they are present.

No plane can be both good-aligned and evil-aligned, nor can any plane be both law-aligned and chaos-aligned.

Mildly Aligned

Creatures who have an alignment opposite that of a mildly aligned plane take a -2 penalty on all Charisma-based checks. A mildly neutral-aligned plane applies no penalties.

Strongly Aligned

On strongly aligned planes, a -2 penalty applies on the Intelligence-, Wisdom-, and Charisma-based checks of all creatures not of the plane's alignment. The penalties for the moral and ethical components of the alignment trait stack.

A strongly neutral-aligned plane stands in opposition to or in careful balance between all moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes impose a -2 penalty on the Intelligence-, Wisdom-, and Charisma-based checks of any creature that isn't neutral. The penalty is applied separately for neutrality with respect to law and chaos and for neutrality with respect to good and evil; therefore chaotic neutral, lawful neutral, neutral evil, and neutral good creatures take a -2 penalty, and chaotic evil, chaotic good, lawful evil, and lawful good creatures take a -4 penalty.

MAGIC TRAITS

A plane's magic trait describes how magic works on that plane compared to how it works on the Material Plane (which has the normal magic trait). Particular locations on a plane, such as those under the direct control of deities, may be pockets where a different magic trait applies. Natives of a plane are typically aware of which spells and spell-like abilities are affected by the magic traits of their plane, but planar travelers may have to discover this on their own.

TABLE 2-1: WILD MAGIC EFFECTS

d%	Effect
1-19	The spell rebounds on its caster with normal effect. If the spell cannot affect the caster, it simply fails.
20-23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per caster level.
24-27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time, the targets are blinded and must succeed at concentration checks (DC = 15 + spell level) to cast spells.
28-31	The spell affects a random target or area. Randomly determine a target from among those in range of the spell or center the spell at a random place within range of the spell. To generate the direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate the range randomly, roll 3d6 and multiply the result by 5 feet for close-range spells, 20 feet for medium-range spells, or 80 feet for long-range spells.
32-35	The spell functions normally, but no material components are consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). If the spell is cast from an item, the item does not lose charges. The effect does not count against an item's or spell-like ability's use limit.
36-39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a heal spell.
40-43	The spell does not function. Instead, a <i>deeper darkness</i> effect and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44-47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48-51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52-59	Nothing happens. The spell does not function. Any material components are used up, the spell or spell slot is used up, an item the spell is cast from loses charges, and the effect counts against an item's or spell-like ability's use limit.
60-71	Nothing happens. The spell does not function, but no material components are consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). If the spell is cast from an item, the item does not lose charges. The effect does not count against an item's or spell-like ability's use limit.
72-98	The spell functions normally.
99-100	The spell functions strongly. Targets take a -2 penalty on saving throws against the spell. The spell has the maximum possible effect, as if cast with the Maximize Spell feat. If the spell is already maximized with this feat, there is no further effect.

Normal Magic

This trait means that all spells and supernatural abilities function as written.

Dead Magic

These planes have no magic at all. A plane with the dead magic trait functions in all respects as if affected by an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic plane, and a spellcaster cannot cast *plane shift* or another spell to move in or out. The only exceptions to the "no magic" rule are permanent planar portals, which still function normally.

Enhanced Magic

Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane. If a spell is enhanced, it functions as if its caster level were 2 higher than normal.

Impeded Magic

Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell. To cast an impeded spell, the caster must attempt a concentration check (DC = 20 + the

level of the spell). On a failed check, the spell does not function but is still lost as a prepared spell or spell slot. On a success, the spell functions normally.

Limited Magic

Planes with this trait permit the use of only those spells and spell-like abilities that meet particular qualifications. Magic can be limited to effects from certain schools or subschools, effects with certain descriptors, or effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply fail.

Wild Magic

On a plane with the wild magic trait, spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must attempt a caster level check (DC = 15 + the level of the spell or spell-like ability) for the magic to function normally. Failure means that something strange happens; roll d% and consult Table 2-1: Wild Magic Effects. At the GM's discretion, other effects than those listed on this table may be possible.

RIVER OF SOULS

No greater question vexes the living than the mystery of death. Yet no sooner does a soul pass the border between life and death and glimpse the answer than the mystery reveals itself to be a part of a far vaster enigma. For to the dead, the greatest riddle of existence is life.

These mysteries of existence are at once the best- and worst-kept secrets in the entire multiverse. Beyond the guesswork of evangelists there sprawls a vast and vital truth, a cycle of creation and dissolution responsible not only for every life, but also every death, and the endless transitions between the two. It is a cycle as old as existence, responsible for the stability of the planes themselves. It is nothing less than the pulse of the living multiverse, the answer to the questions that haunt both the living and the dead. All are destined to travel this mysterious route at the end and the beginning of their existence. Among the planes it is called the River of Souls, and all who live will someday journey upon its endless course.

TERMINOLOGY

For the purposes of this discussion, certain terms take on specific meanings, sometimes uncharacteristic to their wider use. These terms are used in impossibly broad contexts and are fraught with exceptions, but the following philosophical definitions apply to the vast majority of circumstances and do not change or undermine existing rules.

Death

The point at which a mortal's soul vacates its body and joins the River of Souls.

Mortal

Any being that hasn't yet been judged by Pharasma since receiving a soul. Not being mortal does not necessarily make one immortal.

Petitioner

Once a mortal soul has been judged and sent on to its final reward, it may become an outsider known as a petitioner. The process of becoming a petitioner wipes away personality and memory from the soul, and in time a petitioner could ascend to a higher form of outsider life; gradually merge with the structure of the plane; or be destroyed by peril, misadventure, or predators. When a petitioner dies in this way, its body decays away, its energy recycled back into the quintessence of the plane.

Quintessence

A philosophically aligned material that makes up the Outer Planes. It has infinite potential for shape and state and is

reactive to prevailing beliefs. It can recreate any material known to the Material Plane, and can react and change as though alive, though it has no innate intelligence. When merged with a soul, quintessence takes on the alignment of that soul and becomes an outsider, its shape typically following specific planar templates.

River of Souls and the Antipode

The cycle of life and death, whose best-known length is the procession of recently deceased souls traveling from the Material Plane's innumerable worlds to the Boneyard of the Outer Planes. Another, less-well documented "river" carries the recycled energies of planar quintessence back to the Positive Energy plane—this river is known as the Antipode.

Soul

An invisible metaphysical energy that provides motivating force to mortal beings. Over the course of a mortal's life, sentience, experience, and outside influences might realign a soul's innate neutrality toward extremes of law, chaos, good, or evil. Souls retain the personality and memories of a mortal life for a period, though these fade over time and through transitions into other states.

WHAT HAPPENS WHEN A MORTAL DIES?

Mortals who have experienced death often describe the experience as a feeling of floating or lifting, being drawn toward a misty ribbon of light, or being swept along in an indistinct crowd. Some remember glimpses of unfamiliar faces and bits of conversations with strangers, accompanied by a sense of timelessness. But even those returned to life after centuries have little sense of what they were doing or how they occupied themselves during that time. The bodiless state following death proves difficult for most mortals to comprehend, much less accurately report on. Metaphysically, though, what happens upon a mortal's death is not so vague.

Death severs the connection between a mortal's body and soul. The body becomes inert material, while the soul manifests nearby upon the Ethereal Plane, either invisibly or as just one more indistinct form in that ghostly realm. In most cases, the unfettered soul departs the body, proceeding upon the legs of its journey along the River of Souls most discussed by scholars and theologians.

Eventually this progression reaches the Boneyard, the plane of absolute neutrality. There, psychopomps and emissaries from the various planes ensure that the newly arrived dead make their way toward the courts of the goddess Pharasma. Each in turn, souls have the deeds of their lives scrutinized, considered, and recorded by the goddess's servants. Those with clear destinations in the afterlife, such as those devoted to specific deities or clearly aligned with



a particular plane, are sorted by lesser courts and directed toward their eternal fates. Higher courts judge souls with peculiar fates or less certain destinations, while Pharasma herself sits in judgment over the most extraordinary cases. Eventually each soul is directed through one of countless gates, emerging within its new home in the afterlife.

HOW DOES PHARASMA JUDGE SOULS?

Although the death goddess keeps her own counsel regarding the sorting of souls, eons of examples suggest two primary factors that influence her judgments: faith and conviction.

Souls who have devoted themselves to deities typically pass through Pharasma’s court swiftly. If a soul is a true devotee, agents of the deity and Pharasma’s servants direct it to its patron’s realm. The plane in question typically matches the deity’s alignment, though there are exceptions.

Some souls aren’t spoken for by deities, though. Rather than going to the realms of specific divinities, the spirits of animists, polytheists, agnostics, and others who don’t

worship specific divinities are sent to planes best matching their individual alignments and philosophies. The more virtuous souls often find their ways to the good-aligned planes, while wicked souls are sent to evil planes. This isn’t a reward or punishment, but rather an organizing of like souls. Wherever they’re sent, these souls become petitioners and are left to experience existence among those who share similar beliefs.

A soul’s judgment is not always so obvious, though. In some cases a soul’s alignment radically differs from that of the deity it worships. In such cases, Pharasma and her servants employ visions from the soul’s mortal life and the powers of the Boneyard’s courts to determine the greatest influences on the individual’s life. Pharasma employs diverse agents to investigate a soul whose fate has come into question, and agents of the opposing deities or planes also make arguments and present evidence in Pharasma’s courts. The goddess or her greater agents then rule on the soul’s proper destination, after which the soul is typically directed to either a deity’s realm or a plane of like-minded individuals.

River of Souls



In most such cases, the soul's destination is unsurprising, based on the evidence presented. Yet despite Pharasma's countless judgments, the goddess still occasionally makes rulings inscrutable to other beings. Whether she condemns a good-aligned soul to the Abyss or sends a neutral soul wandering the planes, the goddess's rulings are her own, and few dare dispute them.

In her capacity as the goddess of fate, Pharasma knows which souls are and aren't done with life, including those destined to be called back to the Material Plane via magic. These souls are not judged or transformed into petitioners. Rather, they're left to wait in the Boneyard until resurrected and allowed to progress toward their true deaths.

WHAT HAPPENS AFTER A SOUL IS JUDGED?

Upon departing Pharasma's realm, a judged soul emerges onto its new home plane, its memories and personality from its days as a mortal wiped clean. On the lawful planes of Axis, Heaven, and Hell, these souls tend most often to appear at particular entry points, whereupon they undergo

additional sorting. Those sent to the neutral-aligned planes of Abaddon or Nirvana appear at the fringes and are allowed to find their own paths toward the plane's more populous lands. Souls bound for the chaotic planes of the Abyss, Elysium, or the Maelstrom can appear in or near any of those lands' disparate realms, and are left to contend with the plane's inhabitants as they will. If the soul is a worshiper of a particular deity, it might arrive in the deity's realm, or that deity might have servants assigned to shepherd newly arrived souls to her realm from other parts of the plane.

Regardless of a soul's final destination, upon receiving Pharasma's judgment, it finds itself changed. No longer a mortal being, the soul has become a petitioner, a true native of the plane it now inhabits. Petitioners are outsiders, and as they've begun new lives, they can no longer be returned to life by mortal magic.

Once transformed into a petitioner, a soul regains a physical body, though not necessarily one similar to that which it had in life. The Outer Planes are realms of philosophy rather than physicality, and the petitioner's body is formed from quintessence charged with the fundamental

tenets of its new home plane. Many petitioners appear as humanoids or vague shapes with only general similarities to their mortal bodies. Some planes subject petitioners to more radical transformations, like reconstitution into animalistic forms, script-covered humanoids, or maggot-like larvae. The prevailing philosophical forces of a plane itself determine the particulars of this form, with indirect influence based on the soul's personality and experiences. In some cases (typically when the soul worshiped a deity who maintains a realm not on the Outer Planes) souls are sent "inward" rather than "outward" to form petitioners on planes like the Shadow Plane, the Elemental Planes, or even in certain cases the Material Plane.

Once a soul takes up residence upon a plane as a petitioner, its existence is largely determined by the strictures and leaders of that realm. On lawful planes, a petitioner might be directed toward some labor, responsibility, or torment. On chaotic planes, they are often left to do as they will. Good-aligned planes are usually hospitable to petitioners, while evil-aligned planes are dangerous places where petitioners occupy the lowest rungs of vast hierarchies—or food chains.

Not all souls leave the Boneyard, though. Perfectly neutral souls are allowed to seek peace and equilibrium in the solitude of the plane, while worshipers of Pharasma remain in the goddess's court, directing new arrivals from the Material Plane and serving psychopomp ushers. Yet despite the endless work of the Boneyard and its inhabitants, the plane serves other unique functions as well, as described on page 68 in *What Souls Don't Leave the Boneyard?*

ARE PETITIONERS IMMORTAL?

Many philosophies claim that a soul's journey ends upon reaching the afterlife, that Pharasma metes out eternal rewards and punishments. In truth, the goddess neither rewards nor punishes, and her verdicts are far from eternal.

The existence of a petitioner varies dramatically from plane to plane. The details vary as widely as petitioners' appearances, but most can expect to eventually face one of two fates: absorption or ascension. Although exceptions exist, like the potential for some beings to reincarnate, these cases prove exceedingly rare.

For a typical petitioner, no matter how long it survives, it cannot last forever. Some petitioners are destroyed, whether by planar forces or violent natives. Being formed of living quintessence aligned with the plane it now calls home, a petitioner's body and soul form a single unit. Should a petitioner be destroyed, no soul is released, and it gradually deteriorates into quintessence, which is absorbed by the surrounding plane.

Others have ages of new experiences. Gradually, though, petitioners lose their grip on individuality. The few lingering memories of their mortal lives, if any, fade quickly to vague shadows and half-remembered dreams, growing ever more

inconsequential over the span of millennia. Across vast gulfs of time, even the wonders of the planes become commonplace, and boredom inevitably sets in. Many petitioners meet their ends pursuing new sensations, while others turn increasingly inward. Eventually, some petitioners just find a place to settle and never move again. Slowly, the quintessence of these individuals merges with their home, suffusing the plane with their experiences and vital force.

But dissolution isn't the only fate possible for petitioners. Some might become higher forms of outsiders. Whether by the will of powerful planar beings, natural processes of a plane itself, or other exceptional causes, such a petitioner might be reborn and reforged. The methods of this rebirth vary between planes and beings, in terms of whether the process takes instants or ages, what sorts and how many souls are required to make such a transition, and so on. For example, in Nirvana, petitioners who achieve enlightenment might become agathions, while in the Abyss, larvae guilty of specific sins might be remade into specific breeds of demon. Regardless of how they're created, these outsiders are true children of the planes, and any memory of a mortal existence is typically wiped away. These beings are sentient embodiments of their realms' alignment, ethics, ideals, and objectives. Well suited to life upon the planes, such outsiders rarely lose interest in existence, and might live for vast spans, potentially growing in power or taking on new forms over the passage of ages.

Ultimately, though, the fate of the vast majority of outsiders is the same as that of petitioners. Though sacrifice or violence, all such beings are eventually destroyed. At that point, their signature quintessence is released to contribute to the power of their home planes.

WHERE DO SOULS COME FROM?

Many planar scholars claim that souls come from the Positive Energy Plane. While this isn't strictly incorrect, the truth proves more complex.

Amid the searing light and unbridled energy of the Positive Energy Plane drift sparks of formless, unaligned quintessence. Over time, the plane infuses this unaligned planar force with its vigor and potential, creating what are, in effect, unaligned souls, devoid of all will or sentience.

Gradually, at focal points and planar vertices, these souls seep from the Positive Energy Plane into the realms beyond. Many pass first through the riotous expanse of the First World, sparking new growth, giving rise to radical changes, and sparking the creation of fey beings in their passage. (Fey prove somewhat exceptional in the manner in which they come into being, as, instead of being vessels that attract souls, their forms result from soul energy becoming mired amid the energies of the First World.)

Eventually, souls breach the Material Plane and drift throughout the overlying Ethereal Plane, gravitating toward

worlds already rich with life. On the Material Plane they imbue empty vessels suited to host them. When and how a soul enters a burgeoning mortal body remains a topic of debate, but by the time a creature can exist independently from a parent, it typically has a soul.

Souls are not created upon the Positive Energy Plane out of nothing, though. While the plane serves as the starting point of a soul's journey, a soul's existence is a cyclical process—and this cycle begins for one soul at the end of another soul's journey.

Upon an outsider's destruction—whether it be a petitioner naturally merging with a plane or the violent end of another planar native—its quintessence returns to its home plane. This transference of energies might be an immediate or a gradual process, depending on where the being's existence ended. Beings of specific alignments destroyed away from their home planes have their energy released into the multiverse. While such energy gravitates toward the properly aligned plane, more often than not it becomes lost in the Maelstrom. In the cases when an outsider's existence ends on a plane of matching alignment, its quintessence infuses the plane in a manner similar to corpses on the Material Plane returning their nutrients to the soil. In this way, the plane is supplied with new quintessence, along with new ideas and beliefs from the evolving multiplanar zeitgeist.

At the same time that the Outer Planes are growing in this manner, they're also being consumed. The Maelstrom endlessly erodes the shores of other planes, breaking off quintessence by minute grains and vast bergs. This unfettered quintessence gradually drifts away, joining the eternal storm that is the Maelstrom. Like a great stomach, the Maelstrom then breaks down quintessence, shattering bonds, scouring residual memories, and purifying the essence of the Outer Planes back into unaligned potentiality. This insubstantial, purified quintessence follows the reckless courses of the Maelstrom to a nexus within that realm, a column of shimmering energy known as the Antipode. Guarded by legions of aeons, this focal point collects the unaligned spiritual potentiality of the Outer Planes and sends it streaming back out into the Inner Planes, where it accumulates within the Positive Energy Plane like the grains of sand around which pearls form.

Imbued with the fundamentals of life but no philosophical alignment or predisposition, this potentiality starts the cycle anew. Through this course, the wills of mortals indirectly renovate and reshape the multiverse.

WHAT SOULS DON'T LEAVE THE BONEYARD?

As the plane of absolute neutrality and the realm of the goddess Pharasma, the Boneyard serves as the destination of many neutral-aligned souls and those who worship the

goddess of death. Upon becoming petitioners, many find places of quiet peace or serve in Pharasma's courts. But two other groups never leave once they arrive at the Spire: dissident souls and failed souls.

The former not only unwaveringly believe that deities are unworthy of worship, but also actively refuse to participate in the cycle of souls. Their rejection goes beyond mere atheism or impiety, being a deliberate rejection of the metaphysical order. When given the chance to become petitioners and pass on to other realms, such dissidents actively refuse. Many mortal philosophies teach that all atheist souls meet this end, but in truth, most atheists and agnostics whose souls are judged can experience the full range of afterlives just as adherents of any other belief system do, passing on to the Outer Planes best aligned with their convictions.

Failed souls could be considered spiritually stillborn. Whatever potential these souls carried onto the Material Plane was never stirred. They lived without convictions, passed through life without direction, and carried nothing with them in their passage. With no faith or passion to direct them to other planes and no will to further the Boneyard's endless work, these souls are the flotsam of the River of Souls. Pharasma determines whether such souls were not afforded opportunity enough to amass their own beliefs, or if they were fundamentally incapable of doing so. If she judges the case to be the latter, she has nowhere to send such souls.

For both groups, the results are the same. These souls are not transformed into petitioners; instead they are escorted into the Graveyard of Souls beyond Pharasma's court where they can forget and be forgotten. There, these lost souls wander until they find crypts and crevices where they can eternally brood on the failings of reality. Either willingly or because they lack the capacity to care, these dissenting and broken souls then spend eons gradually dissipating, forever excluded from future travel along the River of Souls. Eventually their memories fade, their personalities dull, and nothing remains but a handful of eternally stagnant quintessence. The spire the Boneyard perches upon is entirely composed of this soul debris, and is threaded through by vast crypts and catacombs. These morbid structures once crisscrossed the plane's surface, but are continually forced deeper and built on top of by the continual flow of new arrivals; over fathomless eons, the residue of hollow souls contributes to the Spire's imperceptible but relentless growth. Within the vast cemetery-seas and the depthless crypts below wind archives of dwindling souls and the hidden bastions of psychopomp ushers. Whole legions of these psychopomps guard the Graveyard of Souls, as many sinister powers upon the planes would eagerly prey upon even such failed and fragmentary souls.

IS DEATH ALWAYS THE SAME?

While the forces that guide the multiverse are nearly impossible to resist, the path of every soul is not necessarily the same. Many belief systems inaccurately represent the experience of the deceased, but countless mortals cleave to these philosophies nonetheless. Some mortals believe their souls aren't free until they receive a proper burial. Some cultures say the soul has different parts with distinct postmortem functions. Some believe they personally have a purpose to fulfill before they pass on. Still others don't believe in souls at all, expecting dissolution after death.

For most, these beliefs are peripheral to their greater being and don't affect their souls' greater journey. Yet for some, these beliefs are strong enough to temporarily divert their travels upon the River of Souls. Fixated on some aspect of life, such souls become temporarily stuck near the Material Plane. Some are vaguely conscious of certain details in the world, usually their bodies or individuals of particular importance, and linger near them upon the Ethereal Plane. Others follow paths outlined by their philosophies to eventual reincarnation. Still others loiter in wait for something to draw them back to life. But time weighs upon all souls. As passions and ties to the mortal world dull, most of these soul eventually slip away to join the River of Souls.

Fey also have an exceptional relationship with souls, being outgrowths of the First World clinging to young souls slipping from the Positive Energy Plane. When fey are destroyed on the First World, their souls are not lost. Instead, they resurrect as new beings there. On the Material Plane, though, fey are cut off from the generative power of the First World. When slain on the Material Plane, fey souls can be resurrected and returned to life, like any mortal. If they aren't, however, they are drawn into the River of Souls like any other mortals, and their quintessence is lost from the First World. Fey visiting the Material Plane who understand this process prove more guarded and evasive than they do on their home plane.

The most dangerous lingering souls become haunts or undead. Typically these souls were traumatized in the final moments of life, imbuing them with enough anger, confusion, or self-centered purpose to resist the pull to journey on. Such strong emotions allow them to influence the forces of negative energy acting on their deceased bodies. This might allow them to reinhabit their corpses, rising as types of undead creatures corresponding to the circumstances of their deaths. Others don't reconnect with their bodies, either being too spiritually weak to do so—thus creating haunts—or manipulating negative energy into new insubstantial forms as incorporeal undead like ghosts or spectres. But even undeath is only a temporary

diversion from the River of Souls. Inevitably, time and exterior forces act upon such delinquent souls, drawing them along their intended paths. The process might take millennia, but such gulfs of time mean little amid the greater workings of the multiverse.



ROLE OF THE DIVINE

The concept of free will hangs at the fundamental core of all living beings, even the choice to have faith in the gods or not. Whenever deities meddle directly in mortal affairs, they damage this agency and erode the concept of free will—what is the point of being able to make your own choices, after all, if an entity infinitely more powerful than you can simply ignore those choices and alter reality at its whim?

The gods understand the nature of this conundrum far better than any of us mortals can, and their greater understanding of these paradoxes is a large part of what causes them to move in their proverbial “mysterious ways.” Still, mortals are often driven to ask the question, “Why do the gods allow bad things to happen?”

The simplest explanation for this paradox is to equate divine intervention to an arms race. Were there one divinity, there would be none to question its actions or oppose its needs, but this is not the nature of the Great Beyond. Countless gods, demigods, and quasi deities exist, each of which has interests spread throughout the multiverse and across all Material Plane worlds. This means that every god, even the most secluded or nonconfrontational, has competitors at best and enemies at worst. When a god takes direct action in a world, that god’s opposing forces take note and react. The resulting arms race, with opposing deities taking increasingly overwhelming actions to counter each other, can swiftly spiral out of control and destroy entire worlds, at which point all the hard work of creation is, in effect, undone.

And so the gods follow a largely self-imposed ban on direct interaction with the Material Plane. They leave their concerns and agendas in the capable hands of their faithful and allow their churches to represent the deity’s interests and decide their own fates. It should be noted that this element of self-imposed non-intervention does not extend equally to the ranks of demigods. These entities, while powerful, can be defeated by the mortals whose lives they manipulate, and they do well to keep that possible fate, however unlikely, in mind.

DIVINE POWER

There are three levels of power among the divine, although divinities of all levels wield vast power, especially when compared to a lowly mortal.

Deity

The most powerful category among the divine are full-fledged deities. These divinities exist beyond the concept of rules, do not have stat blocks, and thus cannot be slain in simple combat. A deity can change reality, undo any mortal

magic, restore or snuff out life, or do any other thing required for the story you wish to tell.

Deities grant their clerics access to five domains.

Demigod

Unlike a deity, a demigod is represented in game with statistics, ranging in power from CR 26 to CR 30. Archdevils, demon lords, empyreal lords, and Great Old Ones are all examples of demigods. A demigod who controls a planar realm can effect physical change in that realm by thought, but such changes are not instantaneous. Beyond the reach of its realm, a demigod must rely upon its own abilities and magic to effect such changes.

Demigods grant their clerics access to four domains.

Quasi Deity

Quasi deities are the least powerful of the divine, and the most eclectic in their nature. A quasi deity has a stat block, and can be of any CR (although the vast majority lie in the CR 21–25 range). Nascent demon lords, the malebranche, and qlipthoth lords are all examples of quasi deities, as are creatures like deep one elders^{B5}, conqueror worms^{B6}, and green men^{B6}, who have the ability to grant spells to clerics. Mythic characters who take the divine source path ability are also quasi deities.

Quasi deities have no inborn ability to shape and alter reality by thought alone, even if they somehow gain control of a planar realm, and must rely upon their own abilities and magic to effect changes of this nature.

A quasi deity grants from one to four domains to its clerics.

DIVINE INTERVENTION

In the Pathfinder Roleplaying Game, elements of divine intervention occur when the GM steps in to change the flow of play, be it by arbitrarily assigning die roll results, reversing entire events, or even changing the nature of in-game reality, if only for a split second. The effects of a divine intervention are not bound by rules, and you can justify any sudden reversal of fortune or adjustment to reality you wish by categorizing it as divine intervention.

This is a tool you should use only rarely—if ever—in your game. The best reason to allow divine intervention in your game is when there is no other option for party survival and you and your players wish to continue the campaign. In such cases, divine intervention can not only allow the game to continue but can instill in the characters and players alike a feeling of gratitude for the sudden unexpected salvation.

Take care to not remove the threat of failure from your game, of course—if the players come to expect you to save their characters each and every time they fail, the suspense of the game will fade. As a general rule, divine intervention should only occur once per player per campaign, but of



course you can alter this frequency as you wish to suit the preference of your table.

DIVINE GIFTS

The gods do not need to wait for mortals to call upon them for aid to grant boons. At times, when a character performs a particularly devout act or completes a legendary crusade, that character's deity may choose to reward her with a divine gift.

The timing and frequency in which divine gifts are granted is left strictly to the discretion of the GM. They can be given to a particularly devout worshiper in a time of need. They might be granted upon the completion of a significant quest that furthers the faith. Or they might be rewards given in return for a significant sacrifice made in a deity's name or dedication shown to the deity. A divine gift can be granted to any creature, even to a follower of a different deity or to a creature who does not worship the divine at all. The only restriction is that a creature must be sapient in order to receive a divine gift, for a creature always has the option to refuse the gift if it so wishes—the freedom to accept or reject such a gift is part of the nature of

this boon. However, at the GM's discretion, rejecting a divine gift from a deity you worship (or accepting a divine gift from a rival deity) may have repercussions.

Divine gifts can be of any power level, but the example gifts presented in the following section focusing upon the core pantheon are all on par with effects that could be granted by a *miracle* spell—feel free to adjust this power level as you prefer for your home campaign. At your discretion, you can allow divine spellcasters to duplicate the effects of a divine gift (as appropriate for their deity) by casting *miracle* themselves.

FAITH AND THE DIVINE

Divinities have immense power and can intervene in the lives of mortal worshipers to grant miraculous boons. They can raise up realms and create life on a whim. What use, therefore, do divinities have for mortal life at all?

One use lies in the nature of the fundamental building block of the Outer Planes—quintessence. As detailed in *The River of Souls* (see pages 64–69), when a mortal dies, the soul eventually merges with the material of another plane (usually

after spending time as a petitioner or outsider), expanding the plane's size and counterbalancing its erosion by the Maelstrom. Thus, the very existence of the Outer Planes depends on the constant influx of souls. When a deity's religion is widespread on the Material Plane, her realm reaps direct benefits in the form of more petitioners, which can, in time, increase the overall size of the planar realm.

But there's an even more important role that mortals play: they provide faith. When a mortal has faith in a divinity, that power increasingly ties that mortal's fate and soul to that divinity. The divinity does not directly gain power from this interaction—a deity with only one or even no worshipers can be as powerful as a deity with trillions of worshipers. A religion that is powerful and widespread, however, can expand a divinity's influence in ways that the divinity cannot, due to the fact that the divine do not directly interfere in the affairs of mortals. A deity who has legions of worshipers

will see her religion spread, and that spread of faith will directly translate into an increase of souls into her realm. Deities with few or no worshipers will, over time, see their realms eaten away by the Maelstrom, their armies dwindle, and their standing among the divine fade. Faith can meet a divinity's emotional needs as well, be it the need for a self-centered deity to feel his ego bolstered, an extroverted deity to feel accepted and popular, a power-hungry deity to feel feared, or a benevolent deity to bask in the love of her children and family.

Some deities have no interest in faith. These divinities may seek widespread destruction (such as Rovagug, whose realm is also his prison, and who would be released into the Multiverse upon its destruction) or exist as a manifestation of the fact that all things must end (such as Groetus, whose "realm" consists of his own body high above the Boneyard). And then there are the Outer Gods—divinities whose very existence predates the concept of existence as mortals understand it. Divinities like Azathoth, Shub-Niggurath, and Yog-Sothoth are incalculably ancient, and they exist outside of the boundaries and restrictions of faith, souls, and the concept of quintessence entirely. Mortals still worship them, yet the Outer Gods have little interest in such worship, and in many cases these alien divinities may not even comprehend the concept of faith at all. Among the Outer Gods, only Nyarlathotep's pursuit of faith provides a singular, ominous, and unnerving exception to this rule.

DEIFIC REALMS

A divinity gains authority over a portion of a plane in one of two ways. The first is via simple conquest. Such conflicts may involve vast armies, clever traps, devious espionage, political subterfuge, or any combination thereof. Whatever form it takes, the resulting battles and confrontations are always the stuff of legend.

Conflict-based conquests are only rarely carried out by lawful or good divinities. The planes are vast, and for every realm currently ruled by a divinity, there are thousands, if not millions, more locations spread throughout the plane ripe for the picking. Thus, the most common method by which a divinity claims a realm on the planes is by challenging the plane itself. The divinity selects the realm it wishes to be its own, then exerts its will upon that realm and reshapes it to suit its needs. The more closely aligned a divinity is with the plane and the type of region it has chosen, the more quickly that territory transforms into a realm suited for rule.



ROVAGUG

While a demigod's power within its realm is immense, a deity's is nigh absolute. Yet even in deities' realms, the concepts of free will and noninterference remain. Just as a divinity leaves its worshipers free to express their faith and set their own fates as they wish, it also does not oversee and police every facet of life in its realm. This means that non-worshippers, or even enemies of a faith, can travel through a deity's planar realm without fear of immediate reprisal. A paladin among a group of adventurers on a mission into Lamashtu's realm in the Abyss will likely feel unwelcome and meet strong resistance from that region's denizens, but would not need to fear direct punishment from Lamashtu herself. Likewise, a devil-worshipping priest who infiltrates an enclave of azatas in Cayden Cailean's realm in Elysium to chase down an escaped petitioner from the pits of Hell would not be immediately crushed by the offended god. Only in the most significant of incursions or when a divinity is directly called out or confronted will a deity or demigod take note—and even then, the most common response would be to send a powerful minion to handle the situation.

THE CORE PANTHEON

The most significant deities of the Inner Sea region are the 20 presented in the *Pathfinder RPG Core Rulebook*. In a setting of your own design, the most powerful and prominent deities are entirely up to you. Regardless of which deities hold sway in your setting, you should take the time to design and detail your chosen pantheon of gods and goddesses, both as individuals and as a group. The following section summarizes this information for each deity in the core pantheon, to provide players of characters (and GMs of NPCs) who worship one of these deities more information for roleplaying.

Reading a Deity Stat Block

Each of the core pantheon's deities are presented below in stat block format for ease of reference.

Name and Title: The deity's name and its common title.

Alignment, Gender, and Areas of Concern: The gender of a deity is indicated by use of "god" or "goddess" in this entry. A deity's areas of concern represent those aspects of reality in which it has the most interest and influence.

Realm: This entry gives the name of the deity's realm, followed by the plane on which that realm is located.

Allies: This entry lists deities among the core pantheon who have allied with the god or goddess in question.

Relations: If the deity is related in some way to another deity of the core pantheon, that information is presented here. Although many deities are related to deities or demigods outside the core pantheon, those relationships are not listed in this book. A special relationship that deserves additional clarification is "ascended sibling." Three of the core deities (Cayden Cailean, Iomedae, and Norgorber) ascended from mortality via a harrowing quest known as the

Test of the *Starstone*, and while these three deities are often at odds, they share an unshakable bond in that all three became deities in the same way.

Enemies: This entry lists deities among the core pantheon who are active enemies to the god or goddess in question.

Symbol: A description of the deity's symbol.

Temples: This describes typical places of worship.

Sacred Animal: With the exception of Gozreh (whose faith holds all animals as sacred), each of the core deities' faiths holds a specific animal as particularly sacred. A deity's sacred animal often appears with the deity in artistic depictions, and some are kept as pets or guardians on temple grounds.

Sacred Colors: With the exception of Shelyn (whose faith sees beauty and sacred significance in all colors), worshipers of the core pantheon typically associate two colors as sacred for each deity. These colors are typically incorporated into holy raiment or clothing worn by worshipers.

Holy Days: The days listed here are held as particularly sacred by the faith, and reasons for each day's significance to the faith along with the time of year at which the holy day occurs are listed in parentheses. Most faiths maintain several less important or regional holy days as well, but these are not listed here. These dates are listed using real-world days and months to avoid confusion. The names of days and months can vary in your campaign, as they do in the world of Golarion.

Domains, Subdomains: The domains and subdomains the deity grants to its clerics are listed here. Full rules on subdomains can be found on page 86 of the *Pathfinder RPG Advanced Player's Guide*.

Favored Weapon: This lists the deity's favored weapon.

Worshippers: The worshipers listed here are the most common agents of the deity in question, but this list is not exhaustive. Because all 20 faiths count clerics, inquisitors, oracles, and warpriests among their worshipers, these four classes are not listed so as to avoid repetition.

Minions: As opposed to those that typically worship the deity, minions are the outsider races that often serve the deity. A deity's minions can often be encountered in temples and other places sacred to the deity, but more often they enter play when a worshiper of the deity calls upon one of the minions using magic like *summon monster* or *planar ally*.

Herald: This lists the name of the deity's herald. A deity's herald is a unique creature who serves as a messenger and emissary. Heralds are typically CR 15 with 18 or fewer Hit Dice, making them available via *greater planar ally* (Rovagug's herald, the Tarrasque, is a significant exception to this rule). Full statistics and additional information for each deific herald appear in *Pathfinder Campaign Setting: Inner Sea Gods*.

Divine Gift: These gifts are thematically appropriate boons the deity might grant, but are certainly not the only types of gifts the deity might hand out. Unless otherwise noted, any abilities granted by a divine gift can be used only once per gift.



ABADAR Master of the First Vault

LN god of cities, law, merchants, and wealth

DIVINITY

Realm Aktun, Axis (see page 175)

Allies Asmodeus, Erastil, Iomedae, Irori, Shelyn, Torag

Enemies Lamashtu, Norgorber, Rovagug

RELIGION

Symbol golden key

Temples banks, cathedrals, courthouses

Sacred Animal monkey

Sacred Colors gold and silver

Holy Days Market's Door (blessing of the fall marketplace and the year's harvest trade, first day markets receive goods from the fall harvest), Taxfest (annual collection of city taxes followed by public feast with civic leaders, date varies by city)

THE FAITHFUL

Domains Earth, Law, Nobility, Protection, Travel

Subdomains Defense, Inevitable, Leadership, Martyr, Metal, Trade

Favored Weapon light crossbow

Worshippers architects, bankers, cavaliers, city guards, dwarves, halflings, judges, lawyers, merchants, monks, paladins, samurai, wizards

Minions archons, axiomiites^{B2}, inevitables^{B2}

Herald Lawgiver (a massive golden golem-like creature)

Divine Gift The character gains the ability to cast *word of recall* as a spell-like ability (CL 20th). This version of *word of recall* can transport the caster across planar boundaries, but it still doesn't function in areas that bar teleportation effects. When a character gains this gift, the GM designates as the spell's sanctuary a specific temple of Abadar located in a city of at least 1,000 inhabitants.



ASMODEUS Prince of Darkness

LE god of contracts, pride, slavery, and tyranny

DIVINITY

Realm Nessus, Hell (see page 194)

Allies Abadar

Enemies Cayden Cailean, Iomedae, Irori, Lamashtu, Rovagug, Sarenrae, Shelyn

RELIGION

Symbol red pentagram

Temples cathedrals, libraries

Sacred Animal serpent

Sacred Colors black and red

Holy Days none (but many worshippers celebrate on holidays sacred to good deities in ways intended to blaspheme)

THE FAITHFUL

Domains Evil, Fire, Law, Magic, Trickery

Subdomains Arcane, Ash, Deception, Devil, Divine, Smoke

Favored Weapon heavy mace

Worshippers alchemists, arcanists, bigots, bullies, cavaliers, corrupt nobles, diabolists, magi, mesmerists, occultists, rogues, slavers, slayers, soldiers, sorcerers, summoners, witches, wizards

Minions cerberi^{B3}, devils (including archdevils^{B6}), hell hounds

Herald Basileus (a corrupted, angel-like creature)

Divine Gift Asmodeus grants the service of a devil to aid in a specific task (which can last no longer than 9 nights). The type of devil is generally one whose CR is equal to the character's level (or in the case of an NPC, the character's CR).



CALISTRIA The Savored Sting

CN goddess of lust, revenge, and trickery

DIVINITY

Realm Gardens of Deceit and Delight, Elysium (see page 170)

Allies Cayden Cailean, Desna, Norgorber, Shelyn

Relations Cayden Cailean (intermittent lover)

Enemies Rovagug

RELIGION

Symbol three daggers touching at the pommel with points out

Temples brothels, churches, hideouts, mansions, taverns

Sacred Animal wasp

Sacred Colors black and yellow

Holy Days none (individual temples have their own holidays to commemorate significant acts of revenge or trickery)

THE FAITHFUL

Domains Chaos, Charm, Knowledge, Luck, Trickery

Subdomains Azata, Curse, Deception, Lust, Memory, Thievery

Favored Weapon whip

Worshippers antipaladins, avengers, bards, elves, gunslingers, hedonists, investigators, rangers, rogues, slayers, swashbucklers, vigilantes

Minions azatas, chaos beasts^{B2}, empusas (see page 232), fey, giant wasps, valkyries^{B3}

Herald Menotherian (a bear-sized wasp)

Divine Gift The character can cast quickened *dominate person* (CL 20th). If the target is someone whom the character seeks revenge against for a past humiliation or injury visited on her, she can increase the save DC of this spell-like ability by an amount equal to her Charisma modifier.



CAYDEN CAILEAN The Drunken Hero

CG god of ale, bravery, freedom, and wine

DIVINITY

Realm Hero's Heart, Elysium (see page 170)

Allies Calistria, Desna, Sarenrae, Shelyn, Torag

Relations Calistria (intermittent lover), Iomedae (ascended sister), Norgorber (ascended brother)

Enemies Asmodeus, Norgorber

RELIGION

Symbol tankard

Temples alehouses, breweries, taverns

Sacred Animal hound

Sacred Colors silver and tan

Holy Days Ascension Day (drinking celebration of Cayden Cailean's ascension to godhood, December 11), First Brewing (community tasting of the year's brewing, typically 1 month after harvest time), Merrymead (sharing of stories and drinks around a fire or during pub crawls, February 2)

THE FAITHFUL

Domains Chaos, Charm, Good, Strength, Travel

Subdomains Azata, Exploration, Ferocity, Love, Lust, Resolve

Favored Weapon rapier

Worshippers adventurers, alchemists, barbarians, bards, bartenders, bloodragers, brawlers, drunkards, fighters, gunslingers, half-elves, rebels, rogues, skalds, swashbucklers, vigilantes

Minions azatas, fey

Herald Thais (a five-winged woman)

Divine Gift When the character is affected by an effect that *freedom* can prevent, he can immediately avoid that effect. He must choose to use this gift the instant the effect occurs; if he opts not to use the gift to avoid such a fate, he can save it for use against a future immobilization effect, but he cannot use it to escape the ongoing effect he chose not to avoid.



DESNA Song of the Spheres

CG goddess of dreams, luck, stars, and travelers

DIVINITY

Realm Cynosure (see page 211) and Sevenfold

Cynosure, Elysium (see page 171)

Allies Calistria, Cayden Cailean, Gozreh, Sarenrae, Shelyn

Relations Sarenrae (lover), Shelyn (lover)

Enemies Lamashtu, Rovagug, Zon-Kuthon

RELIGION

Symbol butterfly with two stars, a sun, and a moon on its wings

Temples hilltops, observatories, standing stones, towers

Sacred Animal butterfly

Sacred Colors blue and white

Holy Days Ritual of Stardust (night of song, bonfires, and sharing of love and friendship; summer and winter solstices), Swallowtail Festival (day of feasting, storytelling, and public release of a wagonload of butterflies; autumnal equinox)

THE FAITHFUL

Domains Chaos, Good, Liberation, Luck, Travel

Subdomains Azata, Curse, Exploration, Fate, Freedom, Revolution

Favored Weapon starknife

Worshippers astronomers, barbarians, bards, dreamers, elves, explorers, gamblers, mediums, psychics, rangers, rogues, shamans, shifters, sorcerers, travelers, witches

Minions aliens, azatas

Herald Night Monarch (a huge mothlike creature)

Divine Gift The character gains 20 luck points that can be spent at any time as a free action to increase the rolled result of a single d20 roll on a one-to-one basis. This ability can be used as many times as the character wishes as long as she retains luck points to spend, but only once per roll. These luck points can be spent after the result of the roll is determined, but must be spent immediately or the opportunity to adjust the luck of that roll is lost.



ERASTIL Old Deadeye

LG god of family, farming, hunting, and trade

DIVINITY

Realm Summerlands, Heaven (see page 159)

Allies Abadar, Gozreh, Shelyn, Torag

Enemies Urgathoa



DESNA

OTHER DIVINITIES

Hundreds of other deities, demigods, and quasi deities reside in the Great Beyond, be they members of pantheons like archdevils, the Eldest, empyreal lords, or deities less prominent in the Inner Sea region. When these deities and demigods are mentioned elsewhere in this book, contextual information is provided to give a brief indication as to their roles, but if you're looking for more information on these other divinities, check out the following books published by Paizo.

Pathfinder Campaign Setting: Chronicle of the Righteous:

Focuses on empyreal lords.

Pathfinder Campaign Setting: Dragon Empires Gazetteer:

Information on the deities worshiped across the continent of Tian-Xia, on the opposite side of the world from Golarion's Inner Sea region.

Pathfinder Campaign Setting: The First World, Realm of the Fey: Provides information on the Eldest.

Pathfinder Campaign Setting: Inner Sea Faiths: Provides information on the less prominent divinities of the Inner Sea region, including Achaekek, Alseta, Apsu, Besmara, Brigh, Dahak, Ghlaunder, Groetus, Gyronna, Hanspur, Kurgess, Milani, Naderi, Sivanah, and Zyphus.

Pathfinder Campaign Setting: Inner Sea Gods: Focuses on the deities of the core pantheon, but provides some additional information about many other divinities as well.

Pathfinder Campaign Setting: Planes of Power: Provides information on the elemental lords.

Pathfinder RPG Book of the Damned: Focuses on archdevils, demon lords, and the Horsemen of the Apocalypse.

RELIGION

Symbol bow and arrow

Temples barns, fallow fields, hunting lodges, longhouses, town halls, village squares

Sacred Animal stag

Sacred Colors brown and green

Holy Days Archerfeast (a day of feasting and good-natured competitions, July 3rd)

THE FAITHFUL

Domains Animal, Community, Good, Law, Plant

Subdomains Archon, Family, Feather, Fur, Growth, Home

Favored Weapon longbow

Worshippers farmers, fighters, halflings, hunters, paladins, rangers, settlers, shifters, skalds, spiritualists, traders, trappers

Minions archons, plant creatures, wild animals

Herald The Grim White Stag (a stag of flesh and plant matter)

Divine Gift The character gains three *greater slaying arrows*.

The designated creatures for each of these three arrows is determined by the GM. The magic of these *greater slaying arrows* vanishes if they are sold, but they can be given to

others in trade for goods or as a gift. If a worshiper of Erastil fires one of these *greater slaying arrows* and misses, the arrow vanishes and a *slaying arrow* of the same type appears in the gifted character's quiver. If this regular *slaying arrow* is then fired, only to miss its target, it has a 50% chance to be lost, as normal.



GORUM Our Lord in Iron

CN god of battle, strength, and weapons

DIVINITY

Realm Clashing Shore, Elysium (see page 169)

Allies none

Enemies Norgorber, Urgathoa

RELIGION

Symbol sword impaling a mountain

Temples armories, battlefields, fortresses

Sacred Animal rhinoceros

Sacred Colors gray and red

Holy Days none (some worshipers denote impromptu holy days)

THE FAITHFUL

Domains Chaos, Destruction, Glory, Strength, War

Subdomains Blood, Ferocity, Protean, Rage, Resolve, Tactics

Favored Weapon greatsword

Worshippers barbarians, bloodragers, brawlers, cavaliers, fighters, half-orcs, mercenaries, skalds, smiths, soldiers

Minions giants, proteans, valkyries

Herald First Blade (a giant, armor-clad creature)

Divine Gift Gorum grants a permanent +1 untyped bonus to Strength.



GOZREH The Wind and the Waves

N goddess/god of nature, the sea, and weather

DIVINITY

Realm nomadic, Material Plane

Allies Desna, Erastil

Enemies Rovagug, Urgathoa

RELIGION

Symbol dripping leaf

Temples areas of great natural beauty, lighthouses, mills, standing stones, windmills

Sacred Animal all

Sacred Colors blue and green

Holy Days Currentseve (a daylong fast in anticipation of the new year and prayer for safe passage on the water, April 7th), Firstbloom (celebration of the coming spring with dances and fertility rites, vernal equinox)

THE FAITHFUL

Domains Air, Animal, Plant, Water, Weather

Subdomains Cloud, Decay, Growth, Oceans, Seasons, Wind

Favored Weapon trident

Worshippers druids, gnomes, hermits, hunters, explorers, kineticists, rangers, shamans, shifters, sorcerers, survivalists, witches

Minions animals, elementals, plant creatures

Herald Personification of Fury (an amalgamation of all four types of elemental)

Divine Gift The recipient gains the ability to call down nature's wrath by casting one of the following spells as a spell-like ability (CL 20th): *earthquake*, *storm of vengeance*, *tsunami*^{APG}, or *whirlwind*.



IOMEDAE The Inheritor

LG goddess of honor, justice, rulership, and valor

DIVINITY

Realm Swordhome, Heaven (see page 159)

Allies Abadar, Sarenrae, Torag

Relations Cayden Cailean (ascended brother), Norgorber (ascended brother)

Enemies Asmodeus, Norgorber, Lamashtu

RELIGION

Symbol sword and sun

Temples castles, cathedrals, churches

Sacred Animal lion

Sacred Colors red and white

Holy Days Armasse (a day devoted to the training of new soldiers and studying history, August 16th), Ascendance Day (a day of singing and forgiving old grievances in honor of Iomedae's divine ascension, October 6th), Remembrance Moon (somber celebration of those who fought in past crusades, first full moon of May)

THE FAITHFUL

Domains Glory, Good, Law, Sun, War

Subdomains Archon, Day, Heroism, Honor, Light, Tactics

Favored Weapon longsword

Worshippers aristocrats, cavaliers, crusaders, fighters, knights, judges, mediums, monks, paladins, rulers, soldiers

Minions angels, archons, lammasus^{B3}

Herald Hand of the Inquisitor (a golden-skinned angel)

Divine Gift By spending 10 minutes in prayer to Iomedae (this may take place during daily preparation of spells), a character can activate a *holy aura* or *shield of law* effect on himself (CL 20th) that lasts for the next 12 hours.



IRORI Master of Masters

LN god of history, knowledge, and self-perfection

DIVINITY

Realm Serene Circle, Axis (see page 176)

Allies Abadar

Enemies Asmodeus, Norgorber

RELIGION

Symbol blue hand

Temples dojos, fighting academies, libraries, monasteries

Sacred Animal snail

Sacred Colors blue and white

Holy Days various regional holidays

THE FAITHFUL

Domains Healing, Knowledge, Law, Rune, Strength

Subdomains Inevitable, Language, Memory, Resolve, Restoration, Thought

Favored Weapon unarmed strike

Worshippers arcanists, bards, brawlers, hermits, historians,



IOMEDAE

investigators, kineticists, martial artists, mesmerists, monks, paladins, psychics, samurai, scholars, wizards

Minions aeons^{B2}, guardian nagas, inevitables^{B2}

Herald the Old Man (an elderly but spry human)

Divine Gift Irori grants a permanent +1 untyped bonus to Constitution.



LAMASHTU The Mother of Monsters

CE goddess of madness, monsters, and nightmares

DIVINITY

Realm Kurnugia, the Abyss (see page 206)

Allies none

Enemies Abadar, Asmodeus, Desna, Iomedae, Rovagug, Sarenrae

RELIGION

Symbol three-eyed jackal face

Temples abandoned orphanages, caverns, ruined buildings

Sacred Animal jackal

Sacred Colors red and yellow

Holy Days Night of the Pale (night of grim revelry, December 31)

THE FAITHFUL

Domains Chaos, Evil, Madness, Strength, Trickery

Subdomains Deception, Demon, Ferocity, Insanity, Nightmare, Thievery

Favored Weapon falchion

Worshippers alchemists, antipaladins, barbarians, bloodragers, deformed outcasts, demon cultists, hunters, lunatics, occultists, shifters, sorcerers, summoners, witches

Minions barghests, demons, yeth hounds

Herald Yethazmari (a snake-tailed jackal-like fiend)

Divine Gift The recipient can disgorge a servitor monster from her body as a full-round action. The monster views the character as its mother and follows her general commands, although it can't be directly controlled. The exact type of monster spawned is chosen by the GM, but is generally one whose CR is equal to the character's level (or in the case of an NPC, the character's own CR). The monster lives for 9 days, after which it dies in a spectacular shower of gore.



NETHYS The All-Seeing Eye

N god of magic

DIVINITY

Realm Ahkanefiti, Maelstrom (see page 187)

Allies none

Enemies none

RELIGION

Symbol two-toned mask

Temples cathedrals, libraries, towers

Sacred Animal zebra

Sacred Colors black and white

Holy Days Abjuration Day (traditional day for the testing of apprentices, November 8), Evoking Day (festival of fireworks and trading of spells, November 18), Transmutatum (day of reflection; November 28)

THE FAITHFUL

Domains Destruction, Knowledge, Magic, Protection, Rune

Subdomains Arcane, Catastrophe, Divine, Defense, Thought, Wards

Favored Weapon quarterstaff

Worshippers alchemists, arcanists, bards, kineticists, magi, mediums, mesmerists, occultists, psychics, skalds, spellcasters, scribes, sorcerers, summoners, teachers, witches, wizards

Minions aeons^{B2}, elementals, sphinxes

Herald Arcanotheign (a feminine cloud of energy)

Divine Gift Nethys grants a permanent +1 untyped bonus to Intelligence.



NORGORBER The Reaper of Reputation

NE god of greed, murder, poison, and secrets

DIVINITY

Realm Duskfathom, Axis (see page 176)

Allies Calistria

Relations Cayden Cailean (ascended brother), Iomedae (ascended sister)

Enemies Abadar, Cayden Cailean, Iomedae, Irori, Gorum

RELIGION

Symbol one-eyed mask

Temples hidden complexes, thieves' guilds, warehouses

Sacred Animal spider

Sacred Colors black and gray

Holy Days Ascendance Day (celebration of Norgorber's ascension to divinity, traditionally worshiped on the winter solstice)

THE FAITHFUL

Domains Charm, Death, Evil, Knowledge, Trickery

Subdomains Daemon, Deception, Memory, Murder, Thievery, Thought

Favored Weapon short sword

Worshippers alchemists, antipaladins, bards, corrupt merchants and bankers, fighters, investigators, magi, mesmerists, murderers, ninja, occultists, poisoners, rogues, slayers, swashbucklers, thieves, vigilantes, wizards

Minions daemons^{B2}, jorogumos^{B3}, soul eaters^{B2}, xills

Herald the Stabbing Beast (a scorpion-like humanoid)

Divine Gift Nethys grants a permanent +1 untyped bonus to Dexterity.



PHARASMA Lady of Graves

N goddess of birth, death, fate, and prophecy

DIVINITY

Realm Boneyard (see page 178)

Allies none
Enemies Urgathoa

RELIGION

Symbol spiraling comet
Temples cathedrals, graveyards, river islands
Sacred Animal whippoorwill
Sacred Colors blue and white
Holy Days Day of Bones (day for displaying the dead and for free interment of the dead, March 5)

THE FAITHFUL

Domains Death, Healing, Knowledge, Repose, Water
Subdomains Ancestors, Ice, Memory, Resurrection, Souls, Thought
Favored Weapon dagger
Worshippers gravediggers, mediums, midwives, occultists, philosophers, prophets, psychics, shamans, sorcerers, spiritualists, witches
Minions einherji^{B3}, norms^{B3}, psychopomps^{B4}
Herald Steward of the Skein (an armored, winged, faceless woman)
Divine Gift The recipient is not affected by the next effect, damage, or other event that would otherwise kill him.



ROVAGUG The Rough Beast

CE god of destruction, disaster, and wrath

DIVINITY

Realm The Dead Vault (see page 212)
Allies none
Enemies Abadar, Asmodeus, Calistria, Desna, Gozreh, Lamashtu, Sarenrae, Shelyn, Torag, Zon-Kuthon

RELIGION

Symbol open maw surrounded by spider legs
Temples caverns, chasms, fortresses, pits
Sacred Animal scorpion
Sacred Colors brown and red
Holy Days Lastday (planetary alignments symbolizing the weakening of Rovagug's prison, typically in early Fall), the Waking (celebration of the destruction wreaked by Earthfall, typically in early Spring)

THE FAITHFUL

Domains Chaos, Destruction, Evil, War, Weather
Subdomains Blood, Catastrophe, Demon, Protean, Rage, Storms
Favored Weapon greataxe
Worshippers antipaladins, barbarians, bloodragers, doomsayers, fighters, hate-mongers, hunters, kineticists, maniacs, shamans, shifters, slayers, witches
Minions demons, fiendish vermin, qliploth^{B2}
Herald the Tarrasque (towering destructive monster)
Divine Gift The recipient gains the ability to bring destruction by casting one of the following spells as a spell-like ability (CL 20th): *implosion*, *meteor swarm*, *storm of vengeance*, or *tsunami*^{APG}.



SARENRAE The Dawnflower

NG goddess of healing, honesty, redemption, and the sun

DIVINITY

Realm Everlight, Nirvana (see page 164)
Allies Cayden Cailean, Desna, Iomedae, Shelyn
Relations Desna (lover), Shelyn (lover)
Enemies Asmodeus, Lamashtu, Rovagug, Urgathoa



PHARASMA

RELIGION

Symbol ankh-shaped angel with upraised wings
Temples cathedrals, churches, infirmaries, standing stones
Sacred Animal dove
Sacred Colors blue and gold
Holy Days Burning Blades (festival of dancing and fire, June 10), Candlemark (individual celebration of when one first joined the faith, winter solstice), Sunwrought Festival (acts of kindness, dancing, gift giving, and kites; summer solstice)

THE FAITHFUL

Domains Fire, Glory, Good, Healing, Sun
Subdomains Agathion, Day, Heroism, Light, Restoration, Resurrection
Favored Weapon scimitar
Worshippers bards, cavaliers, diplomats, druids, healers, paladins, philanthropists, psychics, shamans, sorcerers, spiritualists, witches
Minions angels, peris^{B3}, phoenixes
Herald Sunlord Thalachos (shining angelic being)
Divine Gift As the sun rises over the recipient's home world, he can perform a 10-minute prayer (this may be part of his daily ritual to prepare spells) to invoke the Dawnflower. For the next 24 hours, all healing effects the character generates heal the maximum amount of damage possible. In addition, during this time he can cast *breath of life* and *heal* as spell-like abilities 3 times each (CL 20th).



SHELYN The Eternal Rose

NG goddess of art, beauty, love, and music

DIVINITY

Realm Blossomheart, Nirvana (see page 164)
Allies Abadar, Calistria, Cayden Cailean, Desna, Erastil, Sarenrae
Relations Desna (lover), Sarenrae (lover), Zon-Kuthon (brother)
Enemies Asmodeus, Rovagug, Urgathoa, Zon-Kuthon

RELIGION

Symbol songbird with multicolored tail
Temples art galleries, cathedrals, gardens, museums, opera houses, theaters
Sacred Animal songbird
Sacred Colors all
Holy Days Crystalhue (day of artistic creation and romantic proposals, Winter solstice)

THE FAITHFUL

Domains Air, Charm, Good, Luck, Protection
Subdomains Agathion, Cloud, Defense, Fate, Love, Purity
Favored Weapon glaive
Worshippers alchemists, artists, bards, cavaliers, druids, gnomes, lovers, mediums, musicians, paladins, skalds, swashbucklers
Minions agathions^{B2}, azatas, fey
Herald Spirit of Adoration (armored winged woman)
Divine Gift Shelyn grants a permanent +1 untyped bonus to Charisma.



TORAG Father of Creation

LG god of the forge, protection, and strategy

DIVINITY

Realm Forgeheart, Heaven (see page 157)
Allies Abadar, Cayden Cailean, Erastil, Iomedae
Enemies Rovagug

RELIGION

Symbol iron hammer
Temples cathedrals, caverns, castles, battlefields, forges, fortresses, warehouses
Sacred Animal badger
Sacred Colors gold and gray
Holy Days Skylost (day of mourning for lost dwarven Sky Citadels, date varies)

THE FAITHFUL

Domains Artifice, Earth, Good, Law, Protection
Subdomains Archon, Caves, Construct, Defense, Metal, Toil
Favored Weapon warhammer
Worshippers cavaliers, dwarves, fighters, guards, gunslingers, hunters, miners, monks, occultists, paladins, rangers, shamans, skalds, smiths, soldiers, spiritualists
Minions archons, azers^{B2}, constructs
Herald Grand Defender (a massive dwarf-shaped golem)
Divine Gift The recipient can perform a 10-minute prayer (this can be part of her daily ritual to prepare spells) to gain divine insight into defense and strategic situations for the next 24 hours. During this time, the character gains a pool of 20 defense points. She can allocate these points among any number of recipients as untyped bonuses to AC or on saving throws, to a maximum of 5 points per target (a single target can receive this bonus only to AC or to saving throws, not both). She can reallocate these points as a standard action any point during these 24 hours, but each time she does so, the total pool of defense points available for the next allocation is reduced by 5.



URGATHOA The Pallid Princess

NE goddess of disease, gluttony, and undeath

DIVINITY

Realm Bloodrot, Abaddon (see page 199)
Allies Zon-Kuthon
Enemies Erastil, Gorum, Gozreh, Phasasma, Sarenrae, Shelyn

RELIGION

Symbol skull-decorated fly
Temples cathedrals, feast halls, graveyards
Sacred Animal fly
Sacred Colors green and red
Holy Days Night of the Pale (night of morbid revelry and hauntings, December 31), various regional holidays

THE FAITHFUL

Domains Death, Evil, Magic, Strength, War

Subdomains Blood, Daemon, Divine, Ferocity, Murder, Undead

Favored Weapon scythe

Worshippers alchemists, antipaladins, bloodragers, gluttons, mediums, necromancers, occultists, rogues, shamans, slayers, sorcerers, spiritualists, undead, witches, wizards

Minions daemons^{B2}, disease carriers, undead

Herald Mother's Maw (giant winged vampire skull)

Divine Gift The recipient dies and rises at the next sunset (or after 12 hours have passed, whichever comes first, but never in a situation that would result in the gift being granted during the day) as a vampire. (At the GM's discretion, other vampire templates, such as jiang-shi^{B3} or nosferatu^{B4}, can be applied rather than the standard vampire template.) If the character is already a vampire, he does not suffer any of the traditional vampire weaknesses (such as sunlight or running water) for 24 hours.



ZON-KUTHON The Midnight Lord

LE god of darkness, envy, loss, and pain

DIVINITY

Realm Xovaikain, the Shadow Plane (see page 110)

Allies Urgathoa

Relations Shelyn (sister)

Enemies Desna, Rovagug, Shelyn

RELIGION

Symbol human skull with chains hanging like streaming tears from its eye sockets

Temples abandoned graveyards, cathedrals, caverns, haunted woodland clearings, laboratories, ruined city squares, torture chambers

Sacred Animal bat

Sacred Colors dark gray, red

Holy Days Joymaking (day of amputations and body modifications applied to willing volunteers and captives alike, date varies), Eternal Kiss (sacrifice of a prisoner who was first pampered for several days, first new moon of the year)

THE FAITHFUL

Domains Darkness, Death, Destruction, Evil, Law

Subdomains Catastrophe, Devil, Loss, Murder, Night, Undead

Favored Weapon spiked chain

Worshippers arcanists, cavaliers, the desperate, fighters, mesmerists, monks, ninja, occultists, rogues, sadists, shadow cultists, slayers, sorcerers, spiritualists, summoners, torturers, vigilantes, witches, wizards

Minions kyttons, shadow creatures, undead

Herald the Prince in Chains (chain-shrouded wolf)

Divine Gift The recipient can perform a 10-minute prayer (this can be part of her daily ritual to prepare spells) involving self-flagellation or other forms of self-inflicted pain to replace her body with a shadowy duplicate of her true form for 24 hours. During this time, the character exists as a strange, shadowy incarnation of her normal self, and is immune to precision damage and bleed, fear, negative energy, and pain effects, and she treats all piercing and slashing damage as nonlethal damage. The character is treated as undead for the purposes of determining the effects of damage or healing caused by negative or positive energy.



ZON-KUTHON

BUILDING A PLANAR CAMPAIGN

The typical adventurer can readily secure fame and fortune within a single dungeon, nation, or continent, and for many campaigns, sticking to an easily grasped fantasy world of goblins, knights, and near-Earth conditions is the right move. After all, traveling the multiverse increases the possibilities and dangers by untold orders of magnitude. In capable hands, a planar campaign can inspire stories unlike any other. But if handled poorly, a romp across the planes can turn into a disjointed series of accidents or sudden endings that could potentially harm a long-term game. So how can you as a GM convey a creative, fun, and memorable experience?

WHY THE PLANES?

Okay, you've made the choice to take your game to the planes, but your campaign's characters already enjoy stabbing bad guys on their home world. So why should your players risk life, limb, and the integrity of their souls to travel the planes when there are perfectly good dungeons in their own corner of the cosmic backyard? The possibilities are limitless, yet most goals fall within four categories: access, acquisition, confrontation, or rescue. Each of these can be the ultimate aim for a campaign or merely a step toward a bigger task, and an effective planar campaign uses several of these goals to create a compelling sequence of events.

Access

Just as adventurers might negotiate to use a rare library, discover a sage's secrets, or learn a forbidden technique on the Material Plane, so too might they bargain as they seek similar lore, tools, and resources on another plane. Outsiders found commonly on the planes are often ageless immortals, boasting divine connections, forms, and faculties that are far beyond those of mortal humanoids. With their superior capacity and abundant time, these beings create unparalleled workshops for crafting phenomenal artifacts, ironclad vaults that contain unspeakable mistakes, and halls for conveying the perfect nuance of every performance type.

From the PCs' perspective, these are tools that can enable them to achieve otherwise impossible goals. A lost secret might survive only in an extraplanar library. The conditions of an evil artifact's destruction might require travel to the heart of a divine realm. Learning an antagonist's plans might require partaking in an extraplanar intrigue in which the PCs must survive alien politics and interview long-dead souls. Sometimes the goal is to journey to a Transitive Plane with the intention of accessing an obscure demiplane or other realm that conventional magic can't find.

Acquisition

Even the most geologically varied planet pales in comparison to the unparalleled diversity possible on just one of the nigh-infinite planes. Most other planes consist of the distilled essence of an alignment or element, each of which provides an extraordinary substrate to nourish a dazzling array of organisms and propagate realities. Moreover, many planes host realms that are occupied continually by inventive creatures who spend untold eons creating countless tools, structures, and masterpieces that surpass anything a Material Plane world might produce. As the realms of the gods themselves, the planes can be home to utterly unique treasures that represent the very first or purest form of a given object.

Of course, adventurers specialize in studying and acquiring baubles, so to some, a plane's treasures may simply be awaiting harvest by the right hands. The fabled artifact necessary to slay a demon lord might reside in Heaven—perhaps in the possession of an archon who's not inclined to share. The reagents needed to brew a powerful potion to end a mythic curse might grow only in Abaddon's tear-soaked soil or crystallize in the Plane of Earth's most secluded caverns. Some travelers might seek real estate instead of treasures, skirmishing with the Astral Plane's shulsagas to claim a newly formed demiplane as their own.

Confrontation

Outsiders are among the oldest and most dangerous creatures in the multiverse, and many interfere with mortal worlds to secure devotion for their divine patrons, favorably aligned souls, more power, or any combination of the three. From their extraplanar bastions, predatory outsiders can plague other realms with near impunity, working through lesser beings and cults dedicated to enacting their patrons' wills. If adventurers call such a being their nemesis, the only solution may be to track down the creature's home and destroy it there.

That's easier said than done, however. These beings often have a host of allies defending a well-fortified abode. Heroes leading the charge are unlikely to share their enemy's alignment or subtypes, potentially exposing the attackers to hostile planar traits. The strongest outsiders can even wield the power of their home planes as a weapon, much as demon lords wield mythic power within their own realms. If adventurers can destroy such beings, they can end countless plots at once and create a power vacuum felt across the planes.

Rescue

Two facts bear repeating: the planes are dangerous, and souls are valuable. Unpredictable and titanic weather events can shatter even the mightiest magical vehicles or scatter travelers. Plane-hopping magic can fail and send someone to a random destination, while the death of a spellcasting ally might mean the loss of a group's only ticket home.



Even something so mundane as a cave-in can leave otherwise able explorers stranded on another world. Rescuing allies or loved ones from such a fate may be the only way to save their lives—or failing that, might become the only way to allow their souls to reach the intended afterlife. Some of the most abrupt disappearances are those dealt by the Donjon card found in a *deck of many things*.

Any number of fiends and villains are all too happy to capture living prey to consume, experiment on, sacrifice, or torture. Among the most infamous abductors are the Ethereal Plane's xills and the far-ranging devourers that prey upon live hosts and mortals' souls, respectively. Night hags are practiced soul trappers who might trade a hero's soul away or consume it, preventing resurrection unless intercepted. Devils' use of infernal contracts can let them abscond with a PCs' friend or ally under the wrong circumstances (or insidiously small print).

PRESENTING THE PLANES

There's a significant reason that most campaigns take place on an earthlike world: it's predictable. Gravity works

as expected, there are 24 hours in a day, seasons exist, and weather patterns make sense. That changes rapidly the moment the PCs start jumping to other planes of existence, and conflict between the players' expectations and each planar reality is often more jarring for you than for them, due to potential challenges managing and presenting those differences in compelling ways. The ways in which you can overcome these difficulties vary as much as the planes themselves, but the basics fall into three broad concepts.

Not Just Another Dungeon

Wherever the PCs go, there will be creatures, dangerous sites, and places to congregate—the dungeons, NPCs, and settlements that are central to nearly every adventure. The temptation might be to just reskin these features to match the plane's flavor, but that superficiality is insufficient; the plane should be an integral part of the setting and the players' experiences. That includes everything from the textures of surfaces to the planar traits that rewrite reality to the ways in which the plane's cultures (or other inhabitants) adapt to meet these odd standards.

This is especially true in the Outer Planes, where powerful alignment traits can shape environments and many inhabitants have gods for neighbors.

As an example, filling a dungeon that is located in Hell with devils is a disservice. Instead, consider what abilities are commonly available to local creatures (e.g., teleportation) and how those abilities might shape the denizens' behaviors in this infernal citadel. If the site is constructed from evocative materials, with walls made from ever-burning bones or floors composed of tombstones, don't stop at asking why it's that way—think about what effect those choices have on the intended inhabitants and the intruding PCs. If there's a fiend-operated market nearby, consider acceptable currency, how the traditional marketplace interactions might differ from those of the PCs' home world, what's being sold, and who the expected customers are (outsiders have fairly limited needs, after all).

Normal Is Abnormal

The planes often subvert common cultural and physical expectations. Depending on the place, the PCs might have to navigate cities designed entirely for locals who can fly, swim, or spend extensive periods of time in gaseous form. Violent thoughts might physically manifest and harass the thinker, or raw chaos might reshape objects left unattended for too long. To locals, these occurrences might be part of their everyday lives, and this nonchalance can be as alien as the phenomena.

Traveling the planes exposes the PCs to jaw-dropping creatures and traditions, and there's no reason their presence wouldn't have a similar effect on the destination's citizens. Depending on the location, native creatures might find the PCs' appearances, behaviors, and bodies to be unsettling or appalling. Such inhabitants might demonstrate intentions entirely through pheromones and color displays, have superstitions about blinking eyes, see the world in a wider range of colors, or be unable to experience certain emotions. By contrast, cosmologically cosmopolitan regions might be familiar with travelers from the PCs' home world, and some planar metropolises boast foreign districts where offworld creatures are more welcome. An introductory encounter set in such a space has the benefit of allowing the PCs to start in a less jarring place and work their way into more bizarre regions at their own pace.

Making the abnormal normal comes with an important warning: be very careful about rewriting the laws of reality. It might seem like a grand idea to assume that physics, down to the atomic level, operates differently on another plane, but that would mean even a 20th-level wizard's body could disincorporate in an instant. For most groups, aim for a middle ground of unsettlingly odd—an exciting destination that doesn't entirely upend the

game's mechanics. Like running an intense investigation or a horror campaign, striking the right balance for a planar adventure might involve a conversation with your players to understand everyone's boundaries and expectations.

TRAVELING THE PLANES

A manageable planar adventure thrives on direction—especially as the PCs and players start to travel the planes for the first time. The more familiar the players become with all forms of planar exploration and the wider their circle of planar contacts becomes, the more flexibility you can provide.

Second to a compelling story, the best tool you have for steering the action is the difficulty of traveling from one plane to another. Most adventuring groups lack the means to move between planes independently until around 9th to 13th level, so they're otherwise reliant on extant portals that the you introduce and control, favors from outsiders, and rare magic items. PCs in a planar campaign might receive one or more such tools as treasure above and beyond their expected wealth by level, with the understanding that these are plot-critical rewards that enable future adventures. The following is an overview of well-known tools that the PCs might acquire.

Amulet of the Planes: No item is as unambiguously effective for planar travel as this amulet, which allows an entire group to journey together to a wide range of destinations.

Cubic Gate: With only six possible destinations, a *cubic gate* is an ideal tool for planar campaigns of limited scope.

Flying Skiff^{OA}: Few options are as luxurious and expensive as a *flying skiff*; entire campaigns might be built around this device. The PCs might serve as crew aboard a *flying skiff* and travel to sundry destinations under their employers' commands, only to find themselves inheriting the ship when misfortune befalls the previous owner.

Obsidian Steed: This *figurine of wondrous power* is an excellent escape plan—as long as players account for the fact that it can carry only a single creature. The item's tendency to deposit good-aligned riders in unpleasant places could also be the basis for a time-critical rescue mission.

Planar Keystones: These items, detailed on page 54 of this book, make for a low-cost method to allow travel to and from specific planes. Since their destinations are limited and it takes time to activate them, *planar keystones* have no real use in combat. But as a method of transporting a group of PCs to or from a plane at any experience level, *planar keystones* are one of your best options.

Robe of Stars: A *robe of stars* allows only one creature to travel. However, because the robe physically transports the wearer to the Astral Plane, they're neither protected by nor limited by the silver cord afforded by the *astral projection* spell, allowing limitless travel from there to any number of demiplanes and Outer Planes.

Staff of the Planes^{UF}: When fully charged, this staff can transport a group to another plane and back or transport the group while protecting up to five of its members from dangerous planar traits. In an emergency, the staff is also a way to escape a dangerous or escalating situation. Keep in mind that only a fairly high-level spellcaster can recharge the staff, though for some campaigns, a limited resource like this is exactly what's needed.

Well of Many Worlds: Particularly useful for sandbox-style campaigns, this portable gateway allows nearly limitless travel. However, it's important to keep in mind that a *well of many worlds* can be closed or moved only from the side of its origin, not from the realm into which it opens. That means that if the PCs rely on the well for their return trip, they will be forced to leave it open and hope that no dangerous denizens slip through the gate (or worse, close the well and take it away) before they can return. Alternately, the first stage of a quest might require the PCs to navigate a hostile region to reach a well's launching point.

Desperate Measures: Several other items facilitate planar travel but in extraordinarily dangerous and unpredictable ways. Even so, circumstances might leave the PCs no choice but to place a *bag of holding* inside a *portable hole* or destroy a *staff of power* in the hopes of going somewhere—anywhere—else.

PLANAR TUNING FORKS

Plane shift requires a specific tuning fork attuned to the destination plane, and while the *Core Rulebook* lists this as a spell focus with no listed price (implying that each spell component pouch has a full array of tuning forks), that should not be the case for any campaign that features planar travel. Limiting the PCs' access to specific planes' focuses can help manage where the PCs can travel to. Finding the right fork—or uncovering an unidentified fork and exploring whatever exists at its attuned destination—could be the basis for an adventure in its own right.

You should strongly consider assigning gold piece values to the tuning forks required for using *plane shift* to travel the planes. Not only does this give you greater control over which planes the characters can access, but it also creates an interesting and even collectable commodity for planar travelers. By assigning the following values, you also prevent tuning forks from being automatically available with the purchase of a spell component pouch, with a side benefit of easily indicating which might be available for purchase in settlements.

Note that some planes, like the Akashic Record, cannot be traveled to via *plane shift* at all, while others, like the Dimension of Time, are notoriously difficult to create lasting tuning forks for.

TABLE 2-2: PLANE SHIFT TUNING FORKS

Item	Price
Untuned fork	25 gp
Common tuning fork	100 gp
Uncommon tuning fork	2,000 gp
Rare tuning fork	20,000 gp
Unique tuning fork	Priceless

Planar tuning forks have no notable weight.

Untuned Fork

An untuned tuning fork appears as a plain iron tuning fork and cannot be used on its own as a focus for *plane shift*. An untuned tuning fork can be crafted as a mundane item with a successful DC 20 Craft (jewelry) check, but only if the artisan also has at least 1 rank in Knowledge (planes).

Before an untuned fork can be used as a focus for casting *plane shift*, it must be physically transported to the plane in question and subjected to a specific condition while on that plane, as detailed for each category of tuning fork. Once a previously untuned fork is attuned to a plane, it changes appearance to reflect that plane's nature and cannot be attuned to a different one. Regardless of the plane in question, only one untuned fork can be attuned at a time in a 300-foot radius. Untuned forks take time to attune to a plane, and if a second untuned fork is struck within 300 feet of another fork that is in the process of becoming attuned, planar dissonance causes the attuning process for both forks to immediately end, and the procedure must start anew.

Common Tuning Fork

A common tuning fork is one attuned to any of the 19 planes given full six-page entries in Chapter 3 of this book. For layered planes, a common tuning fork can be attuned only to the first layer of the plane (the Threshold in Heaven, Avernus in Hell, or Kurnugia in the Abyss). Attuning a common tuning fork requires striking it against a solid surface somewhere on the plane, after which the tuning fork must be allowed to absorb the plane's energies for 24 hours. Once this time passes, the untuned fork becomes attuned to that plane.

Uncommon Tuning Fork

An uncommon tuning fork is one attuned to a major demiplane or to a further layer of an Outer Plane. Planes mentioned in this book that require uncommon tuning forks include any of the deeper layers of Heaven, Hell, or the Abyss; Cynosure; stable dreamscapes in the Dimension of Dreams, such as Leng (*plane shift* does not allow travel to most dreamscapes); or Xibalba.

Attuning an uncommon tuning fork is done in much the same way as a common tuning fork, but the tuning fork must be struck against a magic item of CL 11th or

higher than that created on that plane, a creature of CR 11 or higher native to the plane, or a unique or specific feature of the plane as determined by the GM—such features are generally protected and should require mid-level play (9th level or above) to access. Once so struck, the tuning fork must be allowed to absorb the plane's energies for 3 days. After this time passes, the untuned fork becomes attuned to that plane.

Rare Tuning Fork

A rare tuning fork is one attuned to an obscure demiplane, a demiplane that is simply difficult to travel to due to its nature, or a demiplane that is particularly small and insignificant. Planes mentioned in this book that require rare tuning forks include the Dead Vault, the Harrowed Realm, and Jandelay.

Attuning a rare tuning fork is done using the same method as an uncommon fork, but the fork must be struck against an artifact created on that plane, a creature of CR 21 or higher native to the plane, or a unique or specific feature of the plane that you determine—such features are generally well guarded and difficult to reach, and thus they should require relatively high-level play (15th level or above) to use. Once so struck, the fork must be allowed to absorb the plane's energies for 1 week. After this time has passed, the untuned fork is attuned to that plane.

Unique Tuning Fork

For lost or forgotten demiplanes or deliberately difficult-to-reach dimensions, the appropriate tuning forks should be priceless. Their acquisition forces the players either to go on a quest to locate such a tuning fork or to bring an untuned fork to the plane in question, traveling there via other means, to attune the fork for later use. Once the party acquires such a tuning fork, you should use the prices provided on Table 2–2: Plane Shift Tuning Forks on page 85 as a guide to determine the tuning fork's value, keeping in mind that if the PCs flood a market, the fork's value will decrease. Moreover, powerful denizens of such realms might take offense to the availability of keys to their empires and may attempt to deal with the spread of attuned forks. Planes mentioned in this book that require unique tuning forks include the Hao Jin Tapestry and the Dimension of Time. As a general rule, if the plot of an adventure (be it a published one or an adventure of your own design) hinges on the PCs' being trailblazers to a forgotten or obscure demiplane, the demiplane should be counted as a unique one.



Attuning an untuned fork to a unique plane or dimension requires a specific task for that plane. For example, attuning a fork to a legendary vampire's personal demiplane might require a player to plunge the tuning fork into the heart of a vampire native to that plane and then allow the fork 13 days to absorb the planar energies before it becomes fully attuned.

ALTERNATE COSMOLOGIES

The Pathfinder RPG assumes a cosmology centered on the Great Beyond, a concept that not only contextualizes the alignment system, the functionality of certain spells (such as *etherealness* and *shadow walk*), and the nature of the divine, but also helps to define the roles of every outsider in the game. However, the Great Beyond is far from the only possible model for a cosmology in your game. Presented below are several alternate cosmologies you might wish to explore for your own setting. Consider these examples as options and inspirations; as always, you are encouraged to alter the game world to fit your desires and expectations, as well as those held by your players.

Alignment-Free Cosmology

The Great Beyond relies on the presumption of outsiders linked to alignment, but what happens if you remove alignments from the game completely? In this alternative cosmology, the various outsider races might represent not alignments but concepts. Archons represent justice, while angels serve as unique representatives of their divine patrons, agathions as mercy, azatas as freedom, inevitables as rules, proteans as change, devils as punishment, daemons as death, and demons as temptation to sin. You can delve even further, assigning (for example) each individual type of devil a different form of punishment. From such decisions, entire new planes suggest themselves—one for each race of outsider to call home. Regardless of the conceptual assignments used, it's not likely that large amounts of flavor change heavily, but the mechanical framework requires adjustments in the absence of spells and abilities that rely solely upon alignment, such as those offering protection from evil or good or from chaos or law.

In an alignment-free cosmology, rivalries between outsiders would not be split upon the easy lines of alignment, and unusual alliances might be made. Daemons representing death by execution might collaborate with devils representing lawful punishment and archons devoted to justice. Even stranger alliances might form between outsiders associated with more narrow concepts, such as

a type of protean devoted to creative architecture working alongside an axiomite devoted to city planning.

Without alignment to rely on, the gods in this cosmology play a more important role, rallying a multitude of outsiders to the concepts encompassed by their areas of concern and enabling campaigning based on each type of outsider's role rather than its morality and ethics. Mortal souls still flow to the specific god the owner worshiped above others, but rather than alignment, the owner's actions serve as the determining factor of her fate if she died without a specific faith. An honest farmer's soul would migrate toward the realm of the inevitables, perhaps, since the farmer obeyed the laws of the land and dutifully provided for her family and society, whereas another farmer might go to the realm of devils because of his penchant in life for abusing his employees.

In such a world, spells that function based on alignment will work quite differently, or perhaps not at all. In most cases, this puts you in the position of having to make decisions on the spot as to whether *detect evil* would provide information, or whether or not a holy sword might hurt the creature that attempts to wield it. As a result, the players' trust in you becomes far more important in an alignment-free cosmology, since they must respect and trust that you are making decisions for the good of gameplay, not to be merely antagonistic or competitive.

Alternate Realities and Parallel Worlds

The universe is a brilliant and multifaceted jewel, with each angle and cut offering a different reflection of existence. Many of the countless faces may look similar, but each is fundamentally different, containing slightly or significantly changed versions of reality. Each of these alternate realities fills a role vacated by the loss of other planes, follows different metaphysical rules, and has natives comprised of one or more specific outsider races. Alignment serves as a linking factor for outsider species but lacks the implications of a broader cosmic force with effects for mortal souls.

Archons might rule one version of reality and travel to others seeking to spread their creed of organized benevolence, guiding some worlds' development, defending others from rival forces, and perhaps even conquering those impossible to redeem by subtler methods. Daemons could hail from a reality wherein they have already accomplished their goal of obliterating all mortal life. Now, from a cosmos lurching towards entropic heat death—the stars long ago consumed by ravenous daemon gluttons akin to malevolent black holes—daemons seek to spread outward to obliterate each life-form extant in adjacent facets of reality. Proteans, as beings of chaos, would swim freely between facets of the world, belonging to all and none at once, and defy the rules of the cosmos while remaining true to their nature.

Gods in this cosmology exist in their own alternate realities. Perhaps they are the living result of those worlds' souls merging into singular beings, or, in a world where belief had the power to alter the fundamental structure of reality, gods could be born out of gestalt mortal belief. In other facets, outsiders and gods might hold no sway at all. Each instance of reality is, in effect, an opportunity for you to create entirely new settings for the players to explore. One intriguing possibility with this cosmology is that there could exist multiple incarnations of each character across multiple worlds. Thus, when a PC dies and is resurrected, the restored body is not so much brought back to life as it is pulled from another reality, so each time a character returns from death, she might change in strange and unexpected ways. This gives a player the opportunity to completely rebuild her character upon resurrection, explaining, for example, that the new incarnation was drawn from a world where the character trained not as a wizard but as a fighter.

Dualistic Cosmology

Not every belief system contains a multitude of gods. Some involve only a pair of diametrically opposed divine rivals, both competing for worshipers' souls to either reward or punish. In this model, a dualistic cosmology would consist of only two Outer Planes, one for each divine force. The precise nature of those planes would rely entirely upon the nature of the gods in question.

In one example, there is only a Heaven and Hell, with the mortals who lived a good life ascending to Heaven among the archons and the wicked descending to Hell to receive punishment at the hands of devils. The role of law and chaos is less relevant than that of good and evil in this setting, and any pair of the good and evil planes could stand in for Heaven and Hell. With one deity ruling each plane, the role of demigod becomes one of servitude, each demigod being an extension of the deity's will. A third, intriguing category could exist in the form of demigods who adhere to neither side of this eternal conflict, introducing such a category could erode the draw of a dualistic cosmology.

Rather than good and evil, a dualistic system based on law and chaos might have a single plane of law and a single plane of chaos complete with a variety of lawful and chaotic outsiders. Depending on their actions and beliefs while alive, adherents of a deity of law might ascend to a lawful plane at the moment of their death, only to be punished for transgressions. By contrast, adherents of chaos might find themselves hurled into a realm that combines the whimsies of proteans alongside the destructive horrors of demons and the freedom-loving passions of the azatas.

This dichotomy need not adhere to the concept of alignment at all; instead, its deities could embody other

dualistic concepts. For example, a deity of day could vie against a deity of night, with both having positive and negative areas of concern in their portfolios. This system might have one divine power enthroned within the First World and its rival dwelling in the Shadow Plane. Life and death. Love and hate. Fire and water. The possibilities are boundless.

Extraterrestrial Planes

Rather than arriving through portals from other planes, outsiders hail from the depths of space, their homes far-flung planets. These outsiders are diverse, strange alien races that are genuinely physical beings that originate from bizarre worlds. Archons manifest as a race of beings devoted to implementing their own vision of benevolent order and structure upon other similarly mortal worlds, while devils oppose their archon creators as a splinter group devoted to conquest—or they could be an entirely different race of aliens from another solar system that has long fought the archons. Proteans could be serpentine beasts that swim the depths of space, delighting in the chaos and anarchy of a cosmos that predated the formation of planets and other races. Demons might be a race of bloodthirsty, starfaring marauders that come from worlds that have been destroyed, while inevitables could be a robotic species devoted to ensuring the lawful progression of the cosmos as given to them by their long-absent original creators.

Souls in such a cosmology may hail not from the Positive Energy Plane but from a vast and distant cosmic phenomenon linked to the birth of the cosmos that still sheds souls into creation. Similar to the cycle of mortal souls in the Great Beyond, souls migrate from this point and filter out to a myriad of worlds around a multitude of stars. The role of the Negative Energy Plane might then be filled by vast black holes that churn at the fringe of the universe, with ghosts, ghouls, and other undead drawing their power from these immense, haunted stars.

Upon death, rather than migrating to the realms of gods or alignment-based planes to receive their final reward or punishment, souls would instead travel to the planet or solar system claimed by their god or roam elsewhere to join those beings who were most metaphysically associated with their actions and beliefs in life. A chaotic neutral woman with no religious beliefs might die only to reopen her eyes and find herself swimming through deep space, reborn as a protean amid a chorus of her kind. By contrast, a penitent man with deep belief in his goddess might die and awaken as a petitioner at her feet, staring up at a sky with alien stars—only to dwell physically there with her for eternity.

In this cosmology, the gods might simply be ultrapowerful aliens who rule planets or entire solar systems reserved for

the souls of their followers, who remain protected from the dangers and terrors between the stars for the rest of their eternal existence. Faith in these entities that dwell in a physical location rather than an unreachable plane might prove less fervent, or their proximity could make devotion stronger, even allowing for commonplace divine contact—unless the gods united in forbidding it.

Mundane Cosmology

What if there were no other planes at all, in any form whatsoever? What if the universe was all there was, with nothing beyond the prosaic existence of physical reality? No celestials, no fiends, no elementals, and no gods? In such a setting, life would be followed by death and the oblivion of nonexistence. What sort of world would exist in the absence of the celestial, infernal, and even the divine? Without the ever-present threat of divine justice and an eternal reward or punishment, what would such a world look like? Religion would most certainly still exist, but it would rely on pure faith rather than demonstrable divine intervention and direct contact with divine emissaries. Likewise, divine spellcasters would still exist, but their magic would be fueled solely by their internal beliefs (you may restrict choices to classes like clerics, who must select domains, or give players complete freedom as to which domains they wish to pursue for their own personal religions); they would no longer be direct servants of supernatural beings.

In such a setting, you would need to decide if resurrection is at all possible and whether there is any place in the setting for the undead. Both of these concepts presuppose something akin to a soul; what happens to a soul in a mundane cosmology? Are souls natural by-products of life, or is a soul some sort of stellar energy adrift in the cosmos? Maybe there is no such thing as a soul, and all who die become ghosts unless some other event transforms them into specific undead creatures. Where do these ghosts go? How many would remain behind to haunt the site of their death? Do ghosts simply remain invisible and unseen? Do they drift to the edge of the universe?

Would outsiders exist at all? Certainly not in the normal conceptualization. Outsiders in such a cosmology could represent mortal beliefs rather than being an intrinsic part of reality. Powerful spellcasters likely don't summon them from somewhere else—such outsiders are instead created out of raw magical energy and infused with a specific alignment or characterizing belief. A wizard seeking bloody, destructive revenge might channel his power to create a balor and set the creature loose upon his enemies. A religious spellcaster might form an angel that embodies her beliefs, rather than believing in the creed of the angel's divine patron, turning the standard paradigm on its head.



World Tree

The Great Beyond has the River Styx as a planar pathway, whose twisting tributaries weave across the evil-aligned planes and, to a minor extent, beyond. What if there was only one way to travel between planes—not on the Styx, but via a singular transitory plane that touches all other planes known as the World Tree? The World Tree might exist on a Material Plane world, but its trunk extends upward into a sort of haze that connects to the Outer Planes, while its roots burrow unseen into the world below, tapping into the elemental and energy planes.

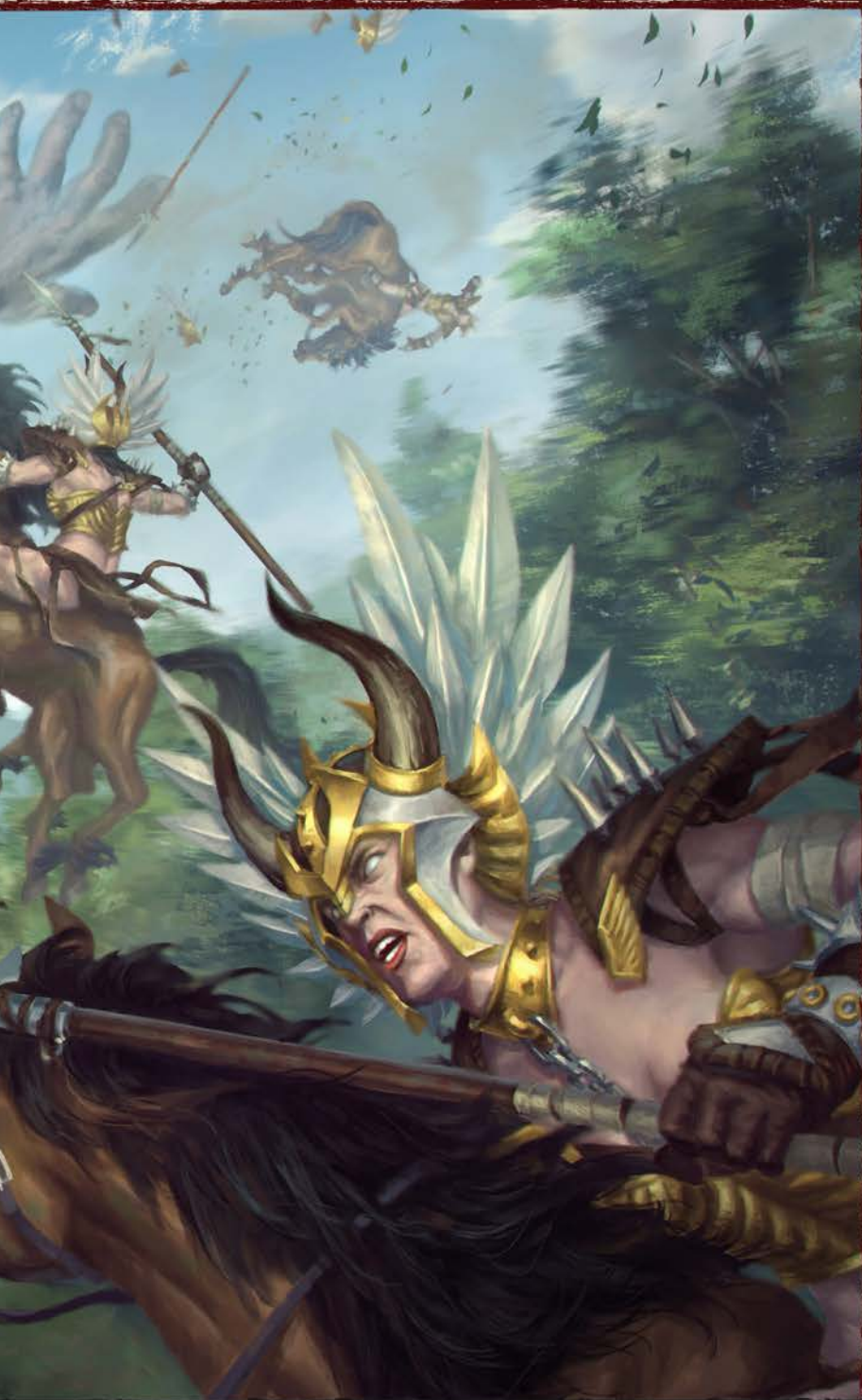
As the only route between the planes, the World Tree becomes a battleground unlike like any other. Armies of celestials, fiends, inevitables, and proteans seize terrain around the points where the tree's branches and roots touch other realms in a vast and almost unfathomable war. Scorched-earth tactics abound; armies of demons march en masse to the gates of Heaven as long as they can manage to physically travel there. The Four Horsemen personally lead their armies down the tree toward the Material Plane, promising their daemons the chance to feast upon all

mortal life with nothing but physical distance barring the way. Travel is hazardous, more often than not a question of passing through a war zone as noncombatants struggle to weave between the encamped armies.

What, though, if the World Tree hosted a native race—a species that spawned from the flesh of their great mother tree, perhaps existing in the strange overlapping area somewhere between plant and fey, with their own cities and their own societies that were devoted to protecting the World Tree and regulating travel upon it? Wars would still occur, of course, but with the only path of transit controlled by the outsider race that emerged from its very substance, the World Tree would be less of a war zone and more a neutral ground between the planes. Outsiders and even mortals could travel upon the tree's branches and up and down its trunk—if their journeys were the will of the World Tree and its chosen servitors. Instead of transit aided by spells and magical components, travelers would offer tribute to the living goddess of the World Tree, hoping for an answer to their prayers in the form of either safe passage or escort.



3 THE GREAT BEYOND



The forest cried out in pain as the titan burst forth, its hulking body tearing dozens of trees from their roots as it rose. Already the valkyries had engaged the monstrous invader, and already half their number had been crushed to pulp, dashed from their sleipnir mounts, or knocked from the sky by jagged masses of rent stone hurled from hands large enough to smash castles into sand. And yet the remaining valkyries fought on.

The hekatonkheires gibbered in delight from a hundred howling mouths. It was hopeful that more valkyries were on the way...



The Great Beyond

Angels and demons, proteans and devils, and far stranger creatures occupy the various planes that constitute the Great Beyond. And while the planes were never truly meant for mortal eyes (after all, once a mortal has visited paradise, how could her home seem anything other than painful and dull by comparison?), the planes provide an ideal location for adventures. The nature of the dangers and opportunities awaiting discovery on the planes skew toward higher-level play, but every plane, no matter how inhospitable, has at least one location where even the most ill-prepared, inexperienced, and mundane traveler can find at least a modicum of safety and comfort. But beyond these pockets of respite, anything is possible.

The remainder of this chapter presents information on the 19 most significant planes of the Great Beyond (the twentieth plane of significance, the Material Plane, is not extensively explored in this book), as well as provides important details about some of the major demiplanes and those dimensions that are more difficult for adventurers to reach.

READING A PLANE STAT BLOCK

Each of the planes explored in this chapter begins with a short stat block of key information, organized as follows. New rules elements and player options introduced elsewhere in this book are marked with an asterisk (*).

Name and Description: The plane's name comes first, followed by some of the other names by which the plane is known. This is followed by a short description of the plane.

Category: This indicates whether the plane is an Inner Plane or an Outer Plane. Parentheses are used to indicate Transitive Planes and the alignment of Outer Planes.

Traits: This section lists all of the plane's traits. See pages 58–63 for more information about planar traits.

Denizens: The Denizens section of the stat block lists information about that plane's occupants. Core Divinities lists any of the deities from the core pantheon. Other Divinities includes pantheons and additional deities that can be found on the plane. Outsiders lists significant types of outsiders (such as air elementals, angels, or demons) that dwell on a specific plane. Petitioners provides the name of the specific type of petitioner native to the plane in

question, followed by the unique qualities that petitioner gains. (The petitioner template is detailed on pages 208–209 of *Pathfinder RPG Bestiary 2*.)

Infusions: This final section provides details on the benefits a character gains when she gets one of the three infusion feats: Planar Infusion, Improved Planar Infusion, and Greater Planar Infusion. (See Chapter 1 for these feats.)

Sample Stat Block

Below is an example stat block for the Material Plane. The Material Plane is not explored in further detail in this book.

MATERIAL PLANE

The Universe

The Material Plane hosts countless mortal worlds in countless solar systems spread throughout galaxies across the universe.

Category Inner Plane

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence mixed

Alignment none

Magic normal

DENIZENS

Core Divinities Gozreh

Other Divinities Arazni, Great Old Ones, kami lords, Kitumu, oni daimyo, rakshasa immortals, Outer Gods, Ydersius

Outsiders aasimars, kami^{B3}, ganzi^{*}, oni^{B3}, rakshasas, tieflings

Petitioners prey (oni daimyo or rakshasa immortal petitioners) or remnant (all others)

Qualities SR equal to 11 + HD, ferocity universal monster rule

INFUSIONS

Basic none

Improved none

Greater none

PLANAR HUBS

Although some planes are more dangerous for mortals to visit than others, all of the major planes in the Great Beyond have at least one safe landing spot for planar travelers. Known to such travelers as planar hubs, these havens can range from simple fortresses that protect against a plane's devastating nature to sprawling metropolises that offer comforts that can be found only on that particular plane.

Most entries for the 19 significant planes in this chapter feature an entry for a planar hub, presented in the city stat block format detailed on pages 202–208 of the *Pathfinder RPG GameMastery Guide*; see that book for full details on how to read a city stat block. Planar hubs often have the following two settlement qualities; these qualities are detailed here rather than in each hub's stat block to avoid repetition.

WHAT HAPPENED TO THE STARS?

On a Material Plane world, the sky is filled with astronomical bodies (such as the sun, the moon, and the stars), and directions are indicated by values such as north, south, east, and west. These fundamental truths do not exist in the same way on planes other than the Material Plane. The Exploration section of each of the following sections on the planes of the Great Beyond presents information on how navigation is tracked on that plane, how the plane's day-night cycle functions, and what appears in the skies above it. Unless otherwise specified, what appear to be stars, moons, and the sun above a plane other than the Material Plane are not actual physical objects that can be reached via any form of travel—attempts to do so find the objects never draw any nearer despite the distance traveled (and indeed, if one travels far and long enough, one might simply find herself reappearing on another plane entirely).

Durations that are measured in days or weeks continue to use the standards of the Material Plane (24 hours for a day, 7 days for a week, and so on), regardless of how long a day or week might last on the current plane.

Compasses do not function properly on other planes, as these realms lack a magnetic north. In planes with alternate navigational nodes—such as Heaven's Summit, Hell's Catafalque, or Pharasma's Spire in the Boneyard—magic items like an *astralabe* (see page 52) or a *ring of planar focus* (see page 49) can aid navigation in place of a mundane tool such as a compass.

Planar Capital: The settlement serves as the capital city for a plane or a plane's layer. (*Two of the city's settlement modifiers gain a +2 bonus, and a third one gains a –8 penalty*)

Planar Metropolis: A planar metropolis is a destination city in the Great Beyond—a settlement visited by countless visitors. (*Economy +4, increase base value by 50%, increase purchase limit by 100%*)

ENCOUNTER TABLES

An encounter table is provided for each of the 19 significant planes detailed in this chapter. If you want to maintain the danger of possibly encountering entities of great power, feel free to roll for encounters at random, but for most games, you should consider truncating the rolls at a CR equal to the Average Party Level + 1. If you roll an encounter with a higher CR than this, either reduce the number of creatures so that the encounter falls into a CR range appropriate for your game, or reroll the encounter entirely. Of course, these encounter tables serve another valuable purpose: they compile many creatures native to the plane in question, so they can serve you as themed indexes of plane-appropriate monsters to consider for adventures of your own design.



ETHEREAL PLANE

ETHEREAL PLANE

The Ghost World, the In-Between, the Space Between Spaces

The Ethereal Plane is a ghostly place a hair's breadth from the realities of material existence—a realm of displaced dreams, nightmare horrors, potent emotion, untold phantoms, and wandering souls. It exists behind every other plane in the Inner Sphere, yet is its own unique place.

Category Inner Plane (Transitive)

TRAITS

Gravity none

Time normal

Realm immeasurable

Structural lasting (although there is little on this plane to alter)

Essence mixed (see text)

Alignment mildly neutral-aligned

Magic normal (see Magic on the Ethereal Plane on page 99)

DENIZENS

Core Divinities none

Other Divinities Alazhra

Outsiders aether elementals^{B5}, caulborn^{B3}, sahkils^{B5}, xills

Petitioners terrorized (sickly or haunted-looking figures)

Qualities immunity to death effects, disease, and poison

INFUSIONS

Basic Your senses are sharp and attuned to the Ghost World.

You gain a +3 bonus on Perception checks on the Ethereal Plane, against creatures native to the Ethereal Plane, or against creatures on the Material Plane that are ethereal. When on the Ethereal Plane, you can see twice as far (clearly to 600 feet, and indistinctly to 1,800 feet).

Improved Your sense of sight on the Ethereal Plane improves greatly, and you can see clearly in the Ghost World. You can gain nourishment and water from ectoplasm as if it were a tasteless food, and once per day you can use *ectoplasmic snare*^{OA} as a spell-like ability.

Greater You can step from reality into the In-Between to travel and explore. Once per day you can use *ethereal jaunt* as a spell-like ability.

The Ethereal Plane is a misty veil laid over existence—a ghostly world that connects all of the Inner Planes on a subconscious level. Those who visit this strange dimension find a realm that appears as a vast expanse of pale mist, lit by gently rising and falling waves of green luminosity. While rare, matter sometimes accretes in the mists, whether formed intentionally by creatures, shed from one of the Elemental Planes, or spontaneously manifested by the plane's roiling tides of emotion. Most of the Ethereal Plane is empty.

Of all the Transitive Planes, the Ethereal Plane is the closest to the Material Plane, though still unreachable without potent magic. Those with the power to step through find the veiled existence of ethereality to be useful indeed. Ethereal creatures can perceive objects, terrain, and creatures on the Material Plane as wispy, ghostlike images, but are themselves invisible to all on the Material Plane save for the supernaturally gifted. The ability to move through solid objects on the Material Plane gives an ethereal traveler incredible mobility, provided said traveler has a method of movement on this plane (see Movement on the Ethereal Plane on page 99). While traveling on the Ethereal Plane, a creature is insubstantial, invisible, and utterly silent to someone on the Material Plane.

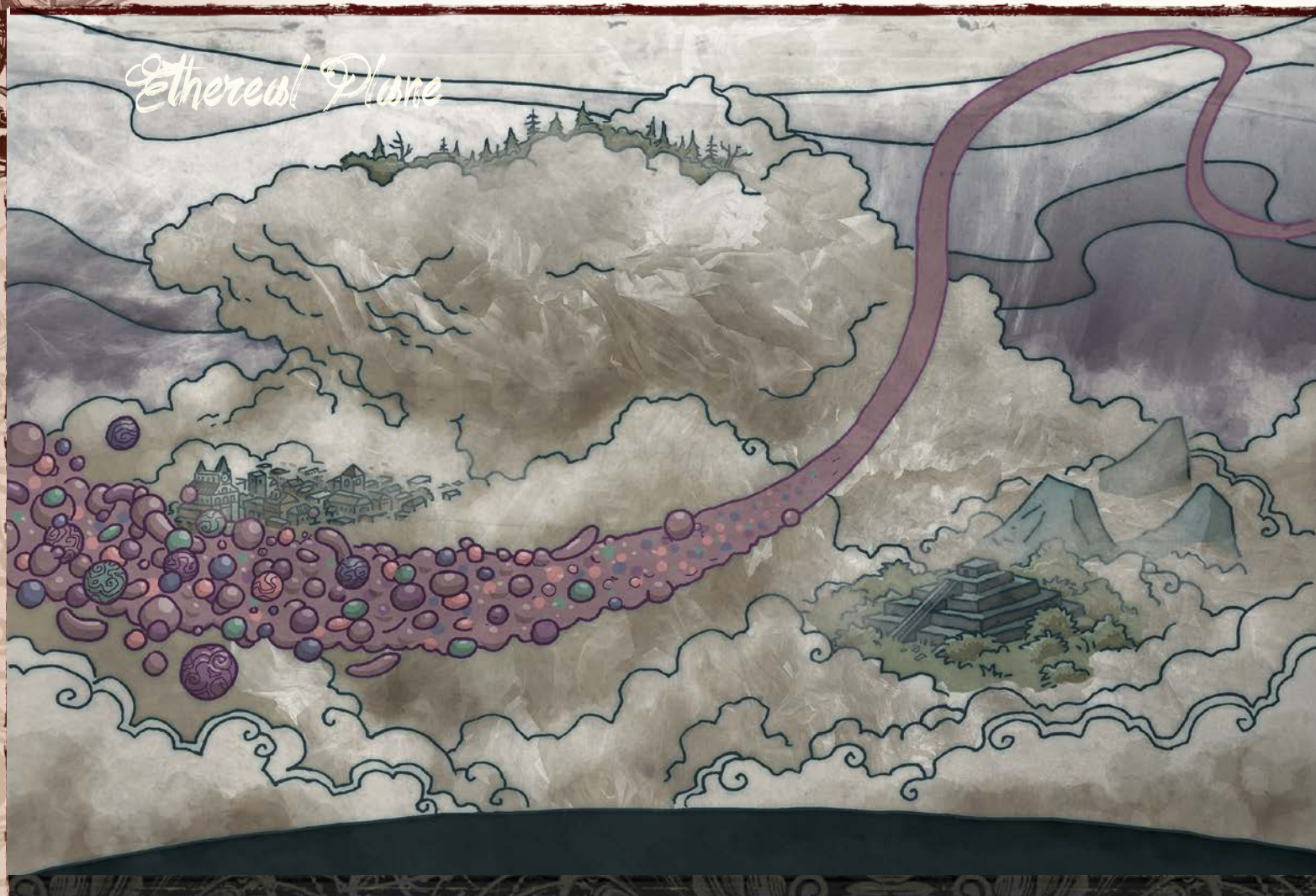
While it is most often used by mortals as a means to move incorporeally and unseen, the Ethereal Plane also serves as the launching point for souls, for it is here that they drift to upon death, joining the River of Souls to begin their journey to the Boneyard. Not all souls succeed at this journey, however; the Ethereal Plane is receptive to potent emotion, and souls that died without finding peace may linger in the mists for a time. Souls that become lost or are unable to move on due to extreme emotional trauma at the time of death may return to the Material Plane as ghosts, spectres, wraiths, or other bodiless undead, while others are called back to existence by spiritualists to become phantoms. Folklore sometimes claims that incorporeal undead and outsiders somehow straddle the Ethereal Plane and Material Plane, existing on both simultaneously, but ghosts and other incorporeal creatures in fact have no intrinsic ties to the Ethereal Plane and can exist anywhere in the multiverse.

DENIZENS

Despite its barren emptiness, the Ethereal Plane is far from uninhabited. The most notorious of its denizens are the xills, blood-red planar marauders with the power to step into the Material Plane and abduct creatures to serve as living hosts for their eggs. These alien outsiders have a tyrannical military culture and see all other creatures as fodder for their expansion—particularly phase spiders, a race that the xills have warred against for eons. Vile sahkils move through the Ethereal Plane as well, seeping out from the nightmare realm of Xibalba to torment the mortal

TABLE 3-1: ETHEREAL PLANE ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-3	1d6 ectoplasmic humans	2	<i>Bestiary</i> 4 82
4-6	1d3 thought eaters	4	<i>Bestiary</i> 5 243
7-8	1d8 Small aether elementals	5	<i>Bestiary</i> 5 106
9	1d8 aether wysps	6	<i>Bestiary</i> 5 282
10-12	2d6 terrorized petitioners	6	See page 94, <i>Bestiary</i> 2 208
13	1 young nightmare dragon	6	<i>Bestiary</i> 5 94
14-16	1d8 Medium aether elementals	7	<i>Bestiary</i> 5 106
17	1 young etheric dragon	7	<i>Bestiary</i> 5 92
18-22	1d6 unfettered phantoms	7	<i>Bestiary</i> 5 190
23-27	1d12 esipils	7	<i>Bestiary</i> 5 213
28-32	1d6 phase spiders	8	<i>Bestiary</i> 226
33-35	1 etheroot	8	See page 233
36-38	1 night hag and 1 nightmare	9	<i>Bestiary</i> 215, 216
39-43	1d6 xills	9	<i>Bestiary</i> 283
44-46	1d8 Large aether elementals	9	<i>Bestiary</i> 5 106
47-48	1d8 hypnalis	9	<i>Bestiary</i> 4 154
49-51	1d12 nucols	9	<i>Book of the Damned</i> 253
52	1 young dream dragon	10	<i>Bestiary</i> 5 90
53	1 adult nightmare dragon	10	<i>Bestiary</i> 5 94
54-56	1d8 Huge aether elementals	11	<i>Bestiary</i> 5 106
57	1 adult etheric dragon	11	<i>Bestiary</i> 5 92
58-59	1d4 moon dogs	11	<i>Bestiary</i> 5 174
60-62	1d12 wihsaaks	11	<i>Bestiary</i> 5 218
63-65	1d12 caulborn	12	<i>Bestiary</i> 3 48
66-68	1d12 ichkohs	12	<i>Bestiary</i> 6 243
69	1d6 ether drakes	13	<i>Bestiary</i> 5 99
70-72	1d8 greater aether elementals	13	<i>Bestiary</i> 5 107
73-76	1d10 horlas	13	<i>Bestiary</i> 6 158
77	1d8 pakalchis	13	<i>Bestiary</i> 5 216
78	1 adult dream dragon	14	<i>Bestiary</i> 5 90
79	1d8 elder aether elementals	15	<i>Bestiary</i> 5 107
80	1d6 monadic devas	15	<i>Bestiary</i> 2 27
81	1d12 zohanils	15	<i>Bestiary</i> 6 246
82	1 ancient nightmare dragon	15	<i>Bestiary</i> 5 95
83	1 ancient etheric dragon	16	<i>Bestiary</i> 5 93
84	1d6 qoloks	19	<i>Bestiary</i> 5 217
85	1 ancient dream dragon	19	<i>Bestiary</i> 5 91
86	1 kimenhuls	20	<i>Bestiary</i> 5 214
87	1d6 ximtals	20	<i>Bestiary</i> 6 244
88	Roll on First World table	21	See page 101
89-90	Roll on Shadow Plane table	22	See page 108
91	Roll on Positive Energy Plane table	24	See page 120
92	Roll on Negative Energy Plane table	24	See page 114
93-94	Roll on Plane of Air table	25	See page 126
95-96	Roll on Plane of Water table	26	See page 144
97-98	Roll on Plane of Earth table	27	See page 132
99-100	Roll on Plane of Fire table	28	See page 138



world, and while they are most at home in that demiplane (see page 219), they are disturbingly common foes across the Ethereal Plane as well.

These are far from the only creatures lurking in the mists, however. Aether elementals twist and dance in places where the Elemental Planes brush close to the Ethereal Plane, mighty etheric dragons lurk in secluded holdings, and phase spiders spin their twisted web settlements when not battling against their xill enemies. Unfettered phantoms wander the mists, desperately seeking escape from the ravenous entropy of the Negative Energy Plane, while the enigmatic caulborn sift memories and secrets from mortal emotions. Animate dreams that have escaped from the countless dreamscapes floating through the Ethereal Plane, along with more dangerous nightmare creatures, wander the mists of the Ghost World serving their own strange intentions. And though they are more commonly associated with the evil-aligned planes, night hags stalk the Ethereal Plane (often riding atop their nightmare steeds) in search of dreaming mortals to prey upon.

DIVINITIES

Few deities are known to make their homes in the mists of the Ethereal Plane, for there is little of substance to claim, and the lack of large quantities of quintessence limits options for expanding divine realms. Sakhil tormentors dwell in one of the largest demiplanes drifting within the Ethereal Plane—a realm known as Xibalba—but these demigods do not claim areas of the Ghost World as their own. The only real exception is an obscure deity known as Alazhra the Dream Eater, a patron of night hags who has long dwelled on the Ethereal Plane to be closer to the dreams of mortals and gods alike. Many night hags believe that her continued presence is one of the things that gives them power over dreaming mortals. A nomadic demigod, Alazhra maintains no true domain of her own, for she considers the dreams of all mortals to be her playground.

LOCATIONS

Although much of the Ethereal Plane is empty space, there are spots of solid matter scattered throughout the plane. Some of these are the size of worlds, at which point they

become demiplanes, as with Xibalba (see page 219). Most of these islands are much smaller, though. When these areas of solidity form, they quickly attract denizens of the plane who seek places to call home.

House of the Itinerant Soul

One of the more welcoming locations on the Ethereal Plane, the House of the Itinerant Soul is a cathedral the size of a city. While the House of the Itinerant Soul's immense halls, long corridors, and towering spires—all formed from ectoplasm solidified to the hardness of stone—offer no clues as to its origins, today it serves as a bastion for lost phantoms and wayward souls. The cathedral provides a more space than its current residents can fill, adding to the atmosphere of emptiness and isolation that permeates the structure.

For unknown reasons, the House of the Itinerant Soul serves as a bulwark against the pull of both the River of Souls and the Negative Energy Plane. As such, the most populous denizens are unfettered phantoms^{B4}. Freed from the desperation of prolonging their fall into undeath, these phantoms mix and mingle in a parody of their mortal lives. The spirits go through the motions of half-remembered lifestyles, keep homes among the baroque architecture, and trade with visitors, especially prizing relics and trinkets that remind them of their mortal lives. In time, all of the phantoms tire of this existence and depart for judgment, only to be replaced by fresh ones. In this way, the House serves as a halfway home between death and judgment, which may be why Pharasma and her psychopomps have little concern with the site, for they understand that certain souls simply need longer to accept death than others, and the House of the Itinerant Soul offers a waiting area of sorts that prevents confused souls from forming into incorporeal undead, such as ghosts.

Given its bountiful trade and diversity of spirits, the house serves as an excellent staging ground for ethereal expeditions. Travelers in search of one of the Ethereal Plane's many hidden demiplanes or strange sites can find guidance here. This most often takes the form of obscure lore, but on occasion, phantoms may serve as guides while on their way to rejoin the River of Souls.

The house has little in the way of formal laws or civil structures. Traistlara, the so-called Hollow Queen, has ruled the house for many years alongside her dedicated phantom consort, yet she rarely exercises the authority of her position. Most of her time is spent wandering the cathedral, searching her memory for any clue to the unresolved purpose that binds her to the place.

Numerous magical defenses protect the house against attacks, and most antagonistic denizens of the Ethereal Plane have learned to give the site a wide berth—with the notable exception of the sahkil tormentor Chamiaholom.

As a personification of the fear of death, Chamiaholom is vexed and enraged by the idea that unfettered phantoms have a place of respite. He has long sought the house's destruction, yet each time the towering demigod has led an assault against the cathedral's walls, the damage he and his forces have managed to inflict has paled against the house's ability to repulse his attacks. It has been centuries since Chamiaholom's last attack, and as the Hollow Queen is an untested leader against such an assault, fearful whispers suggest that a new attempt to destroy the house may come soon.

HOUSE OF THE ITINERANT SOUL

N small city

Corruption -1; **Crime** +2; **Economy** -1; **Law** +0; **Lore** +7; **Society** +1
Qualities ambivalence, ghost town, insular, spiritual haven
Danger 5

DEMOGRAPHICS

Government magical

Population 5,500 (5,000 unfettered phantoms; 500 other)

NOTABLE NPCs

Traistlara, the Hollow Queen (N female elf spiritualist^{OA} 20)

MARKETPLACE

Base Value 4,000 gp (8,000 gp for spiritual items); **Purchase**

Limit 25,000 gp; **Spellcasting** 7th (9th for psychic spellcasting)

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

SPECIAL QUALITIES

Ambivalence Many of the house's denizens are slow to get involved in others' struggles. (*Crime +2, Law -2*)

Ghost Town The house is full of phantoms from many cultures and places, with long memories, varied traditions, and a thirst for conversation with visitors, but few material needs. (*Economy -2, Lore +2, Society +2*)

Spiritual Haven The house is a center of trade for spiritual relics and lore. (*Base value is doubled for items associated with spirits, phantoms, psychic magic, and related themes, and such items are considered always available; increase spellcasting by 2 for psychic spells.*)

The Old City

Deep in the mists of one of the most remote regions of the Ghost World floats a wondrous city. Onion-shaped domes, vast curving walls, and elegant balconies tower over statuary-filled plazas, verdant gardens, and reflecting pools all made for beings twice the size of a human.

Despite the Old City's uncommon beauty, it is unoccupied. The city is utterly desolate and cleared of movable items, as if abandoned by its creators in some long-gone epoch; they left little to speak of their identity, and the city's art gives no hints as to their nature. The only clue is an obelisk at the city's center, whose inscription—written in a blend of the four elemental tongues—reads “What was ours is now for the dead, forever and for all time.”

The Old City's emptiness should not be mistaken for safety. Horlas haunt its empty halls, along with small groups of incorporeal undead. Explorers of the Old City have an eerie sense of familiarity with the city's layout and experience strange emotional stirrings that strengthen as time passes. Those who linger there are overwhelmed by these emotions and driven to irrational and self-destructive acts, such as forcing companions to cut them down or flinging themselves from the walls. Explorers who perish in this fashion rise soon thereafter as phantoms embodying the emotion that overwhelmed and destroyed them, and then they depart to wander the Ethereal Plane in search of spiritualists who will accept them.

Phantasmagoria's Maw

Though the sahkils call the demiplane Xibalba home, this realm drifts through the Ethereal Plane like a rogue world of its own. The entrance to Xibalba manifests physically on the Ethereal Plane as Phantasmagoria's Maw, a window and gateway to the Material Plane that passes through the Ghost World from Xibalba. The Maw appears as a vile mountain of twisted ectoplasm and fanglike spires with a portal to Xibalba at its peak, its roots drifting into countless Material Plane worlds.

The interior of Phantasmagoria's Maw is even more horrifying than the exterior. Sahkils, with their mastery of teleportation, have no need for conventionally navigable architecture. The most accessible portions of the Maw are torturous, hope-sapping death traps, with the fortress's most vital chambers hidden behind layer upon layer of illusion or accessible only by teleportation. The portal at its peak pours the horror of Xibalba into the Ethereal Plane, giving the area the planar traits of both realms and attracting swarms of allips and despair-tainted phantoms to the fortress's outskirts.

Varesk Gul

The militaristic xills maintain many strongholds across the breadth of the Ethereal Plane, but few can match the size of Varesk Gul, hive of the self-declared Tyrant Queen. The merciless empress commands thousands of her kin from the heart of this hive, the structure of which enhances her already-formidable psychic powers, allowing her to command and coordinate her soldiers from a great distance and even guide them on the Material Plane.

The majority of the bulbous structure, constructed from matter scavenged from the Material Plane, is given over to barracks, forges, and other requirements of war. Neither the Tyrant Queen nor her soldiers care much for frivolities or comforts; like the rest of their race, their focus is on conquest and propagation. At present, the xills take only a mild interest in the Material Plane, crossing the veil only to secure resources or implant victims with their eggs. Their

focus is on the eradication of their ancient enemies: the phase spiders, with whom the Tyrant Queen's forces have clashed for millennia.

Whisperweb

Phase spiders can spin ectoplasm like a Material Plane spider spins webs, allowing them to form semisolid nests from the Ethereal Plane. In most cases, these are simple lairs, but the spiders can create much greater nests of spiraling webbing. Whisperweb is the largest of these nests—a vast cocoon of spun ectoplasm drifting through the mists and crawling with phase spiders inside and out. While they lack the malice and aggression of their archenemies, the xills, phase spiders are not especially welcoming to visitors. To the average denizen of Whisperweb, other creatures are either a curiosity or a potential meal.

However, Whisperweb's rulers, a coven of three powerful phase spider witches, are more pragmatic and thoughtful than their subjects. The witches see other creatures as potential pawns that are eager to risk their lives in the phase spiders' plans in exchange for the magical cloth and woven items the witches create. For this reason, if outside visitors are not immediately aggressive toward the spiders, the witches sometimes attempt to recruit them for attacks against the enemies of Whisperweb or for other tasks.

Xevnorvex

The eerie creatures known as caulborn have long wandered the planes searching for psychic energies and new lore to add to their collective minds. As the Ethereal Plane is rich in both, it is no surprise that the caulborn first emerged into reality from the depths of the Ghost World. Today, the caulborn primarily dwell on the Material Plane, but their Ethereal fortress, Xevnorvex, is every bit as strange and off-putting as its creators—a vast, grublike life-form that bears obvious kinship to the caulborn, wriggling its way through the misty void. Its insides are a mix of raw brain tissue used for memory accumulation and organic chambers suitable for caulborn habitation.

EXPLORATION

The Ethereal Plane can be dangerous, though its threats are often more subtle than those of other planes. The difficulty that Material Plane natives have moving through the Ethereal Plane can make combat challenging and escape nearly impossible, while the three-dimensional nature of the plane's geography means that threats can come from any direction. There are no celestial bodies of note in this plane's "skies," nor any innate analogue to "north" as far as navigation is concerned; while it's possible to use navigational cues from the faintly visible Material Plane, these cues can be confusing, distorted, or simply hard to see through the Ghost World's mists.

Ectoplasm

While the mist that makes up the vast majority of the Ethereal Plane is normally insubstantial, when it interacts with a soul traveling from a death into the River of Souls, this material can partially solidify into a semiliquescent ooze known as ectoplasm. Magic (particularly necromancy), powerful emotional upheavals, certain rare undead creatures, and nightmares escaped from the Dimension of Dreams can also manifest ectoplasm.

Certain creatures and classes can manipulate and shape ectoplasm to serve their needs, but when ectoplasm forms on its own in the Ethereal Plane, it creates stretches of tangled, pale-green, weblike sheets that twist and undulate in unfelt winds. Free-floating ectoplasm is odorless and tasteless, and cold and clammy to the touch. Ectoplasm of this type hinders movement as if it were difficult terrain, and it provides concealment as if it were dense fog.

Magic on the Ethereal Plane

Spells function normally on the Ethereal Plane, though their effects do not cross onto the Material Plane. The reverse is also true, save for spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings; these can cross from the Material Plane to the Ethereal Plane. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane to target them with force-based spells. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible; no magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

Movement on the Ethereal Plane

The Ethereal Plane's lack of gravity and near-total absence of solid matter would normally make movement close to impossible; however, as a result of its psychic resonance, creatures can move themselves through the Ghost World via a sustained force of will. This requires the same action as regular movement, but the creature only moves at half its normal base speed (or one-quarter its normal speed if it lacks an Intelligence score). A creature with a swim or burrow speed can use that speed to determine its halved movement rate instead. Creatures capable of flight or whose movement is based on non-terrestrial means such as ectoplasmic gliding can move at their full speed. Movement in this fashion is a purely mental action, and a creature that is paralyzed can still move normally in this manner. Any effect that prevents thought components from functioning (see page 144 of *Pathfinder RPG Occult Adventures*) also prevents movement in this way on the Ethereal Plane.

Vision in the Ethereal Plane

The ever-present mist and fog on the Ethereal Plane give the realm an eerie, gray-green glow such that true darkness is rare, but the mist also distorts and obscures line of sight beyond 300 feet. From this distance to a distance of 900 feet, creatures and objects are visible as blurry, indistinct shapes in the mist and gain concealment. Beyond 900 feet, vision is obscured completely, although certain immense objects may be visible as lighter or darker shapes in the mist at great distance. Abilities that allow for sight through mist or fog grant the ability to see normally, yet this does nothing to change the fact that there is rarely anything of import to see in this mostly empty realm.



CHAMIAHOLOM



FIRST WORLD

THE FIRST WORLD

Realm of the Fey

This rough draft of the Material Plane was abandoned by the gods and set aside from the ebb and flow of the Cycle of Souls. Today, it is a place where fey rule and the laws of nature itself constantly change—a realm of nature run amok and ruled by the fey and the demigods known as the Eldest.

Category Inner Plane

TRAITS

Gravity normal

Time erratic

Realm immeasurable

Structural morphic (see Shaping on page 105)

Essence minor positive-dominant

Alignment mildly neutral-aligned

Magic enhanced and impeded magic or wild magic (see Magic in the First World on page 104)

DENIZENS

Core Divinities none

Other Divinities the Eldest

Outsiders none

Petitioners special (see Fey Incarnation on page 104)

INFUSIONS

Basic Traveling in the constantly changing First World has taught you to be ever ready for situations to shift in unpredictable ways. You gain a +2 bonus on Perception checks, initiative checks, and Charisma checks to shape the First World.

Improved Once per day, you can summon a fey creature from the First World to serve you, as if using *summon nature's ally IV* as a spell-like ability. When you use this ability, you can choose to summon 1 boggart^{B6}, 1 calpina^{B6}, 1 huldra^{B4} (a summoned huldra's manipulate luck ability's duration lasts only as long as the summoned huldra persists), 1 satyr, 1d3 liminal sprites^{B5}, 1d3 pookas^{B4}, 1d4+1 atomies^{B3}, 1d4+1 brownies^{B2}, 1d4+1 fauns^{B3}, 1d4+1 grigs^{B2}, or 1d4+1 mockingfeys^{B6}.

Greater You can use *fey form III*^{UW} as a spell-like ability once per day.

The Material Plane was not the first of its kind. In the earliest days of existence, before the creation of mortals and their realm, divinities created a rough draft—a prototype where they could test out different laws of physics and magic. Working through powerful proxies known as the *elohim*, the gods and goddesses populated this infinitely mutable landscape with countless forms of life. Every creature that could come to be was shaped and refined, every natural process examined. In the end, the goddesses and gods hit upon a configuration they enjoyed—yet they didn't simply declare their rough draft finished. Instead, they started over from scratch, abandoning their old ideas and painting the final version of the Material Plane over the top of their rough sketches. Thus, the First World was abandoned by its makers and the *elohim* proxies were freed to continue their own designs in the Astral Plane.

Today, the First World occupies a unique position in the Great Beyond. Set somewhat aside from deific interests and the Cycle of Souls in what residents dub the “Great Abandonment,” the First World is a closed system, its soul energy constantly recycling. Bolstered by its proximity to the Positive Energy Plane and the souls of the few mortal worshipers of the First World's demigods, the Eldest, the realm has become unnaturally verdant, bursting with growth. However, the First World is not simply a pastoral wonderland. It is a realm of infinite possibility and unbridled evolution, with natural laws changing from place to place to reflect the variety of half-finished versions tested out by their makers—the landscape constantly reinventing itself to suit the whims of powerful individuals or its own inscrutable desires. Its residents are equally mysterious, at once familiar and alien, with most living in harmony with a landscape of savage, primeval beauty. Thus, the First World is the realm of fairy tales, where anything is possible—if you can pay the price.

DENIZENS

The First World is the ancestral home of all fey, as well as gnomes. Members of these races native to the First World, however, are often quite different than those found on the Material Plane. Most significantly, its native residents do not die in the conventional sense—native First World creatures slain on that plane do not find their souls traveling to Pharasma for judgment. Instead, such creatures are re-formed from the planar fabric after a variable amount of time, often with their memories and personalities intact. While true destruction is possible, if an enemy is powerful and dedicated enough, death is more of an inconvenience than an ending for First Worlders.

In addition to fey such as satyrs, nymphs, and dryads, the First World is also home to lesser-known species like the dreaded lurkers in light, the piscine grodairs that carry their own streams with them, the shadowy ankous, and innumerable animals with the fey creature template. The First World is also home to the Tane, creatures created by the

TABLE 3-2: FIRST WORLD ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-5	1 fey creature	3	<i>Bestiary</i> 3 116
6-8	1 dryad	3	<i>Bestiary</i> 116
9-11	2d6 tooth fairies	3	<i>Bestiary</i> 4 262
12-14	1 grodair	5	<i>Bestiary</i> 3 143
15-17	1d6 liminal sprites	5	<i>Bestiary</i> 5 158
18-20	1d6 quicklings	6	<i>Bestiary</i> 2 227
21-25	2d6 brownies	6	<i>Bestiary</i> 2 49
26-28	2d6 grigs	6	<i>Bestiary</i> 2 147
29-31	1d8 leprechauns	6	<i>Bestiary</i> 2 177
32-34	2d6 atomies	6	<i>Bestiary</i> 3 28
35-39	2d6 fauns	6	<i>Bestiary</i> 3 114
40	1d8 pookas	6	<i>Bestiary</i> 4 216
41-45	1d6 satyrs	7	<i>Bestiary</i> 241
46-48	1 nymph	7	<i>Bestiary</i> 217
49-51	1d6 huldras	7	<i>Bestiary</i> 4 151
52-54	1d6 korreds	7	<i>Bestiary</i> 2 173
55-57	1d8 twigjacks	7	<i>Bestiary</i> 2 274
58	1d8 lurkers in light	9	<i>Bestiary</i> 2 180
59-60	2d4 pixies	9	<i>Bestiary</i> 228
61-62	1 leanan sidhe	9	<i>Bestiary</i> 4 180
63-64	1d10 redcaps	11	<i>Bestiary</i> 2 233
65-66	1d6 boggles	11	<i>Bestiary</i> 6 51
67-69	1 ankou	14	<i>Bestiary</i> 4 10
70-71	1 crag linnorm	14	<i>Bestiary</i> 190
72	1 jubjub bird	15	<i>Bestiary</i> 3 157
73-77	1 hamdryad	15	<i>Bestiary</i> 4 148
78-80	1d6 banelights	15	<i>Bestiary</i> 6 37
81	1 zomok	16	<i>Bestiary</i> 4 287
82	1 bandersnatch	17	<i>Bestiary</i> 3 32
83	1 thrasfyr	17	<i>Bestiary</i> 2 263
84-86	1 tunche	17	<i>Bestiary</i> 4 265
87	1 erlking	18	<i>Bestiary</i> 4 94
88-89	1d4 vilderavns	18	<i>Bestiary</i> 5 268
90	1 sard	19	<i>Bestiary</i> 2 237
91	1 seilenos	19	<i>Bestiary</i> 5 224
92	1 vishap	19	<i>Bestiary</i> 5 271
93	1 tarn linnorm	20	<i>Bestiary</i> 192
94	1d3 nors	20	<i>Bestiary</i> 3 202
95	1 whisperer	20	<i>Bestiary</i> 6 276
96	1 julunggali	21	<i>Bestiary</i> 4 164
97	1 glaistig	21	<i>Bestiary</i> 5 124
98	Wild hunt	21	<i>Bestiary</i> 6 278
99	1 <i>elohim</i>	23	<i>Bestiary</i> 4 87
100	1 jabberwock	23	<i>Bestiary</i> 2 168

Eldest as weapons and grown so powerful that not even their inventors can control them. Of these, the dreaded jabberwock is most famous, but others like the jubjub bird, bandersnatch, and sard are still more than capable of laying waste to nations. Of the Tane, the most powerful is the legendary Leviathan (see page 240), an entity even the Eldest are said to fear.

DIVINITIES

First World residents have a unique relationship with deities due to their ancient abandonment by the gods who created them. Some resent those deities, others ignore them entirely, a few still pine for their love, and most have no opinion one way or the other, having lived so long in a world where the deities themselves have moved on. The end result is the same: none of the core deities make a home on the First World. Instead, First Worlders who seek spiritual guidance turn their veneration to a pantheon of demigods known as the Eldest.

When the gods and goddesses abandoned the First World, a collection of the strongest fey individuals—seeing both a need and an opportunity—stepped into their place, using their vast powers to grant spells and becoming the de facto pantheon of the First World. As with everything on the plane, the faces and portfolios of this pantheon have changed drastically over the untold millennia. Culturally, the Eldest differ from most deities in their general disregard for worship or organized religion, acting more like ordinary rulers than true demigods and maintaining more direct and personal relationships with their followers. Even so, no one can question their vast power, and the fabric of the First World itself bends to their every whim.

See page 131 of *Pathfinder RPG Ultimate Wilderness* for a list of alignments, areas of concern, domains, and favored weapons for the Eldest.

Count Ranalc

Known as the Traitor by the other Eldest, Count Ranalc was exiled to the Shadow Plane long ago, before disappearing entirely under mysterious circumstances.

The Green Mother

Embodying both nature's deadly appeal and its verdant beauty, the Green Mother is the First World's patron of lust and subterfuge.

Imbrex

Imbrex appears to be what their sobriquet—the Statue Lords—suggests: twin stone statues of vaguely reptilian humanoids, a city of worshippers wrapped around their feet.

The Lantern King

The Lantern King has no form of his own save for a crowned ball of glowing light and can be found wandering the plane making things “more interesting.”

The Lost Prince

Eternally melancholy and hailing from an unknown realm, the Lost Prince nevertheless quietly inspires tremendous loyalty among those similarly afflicted individuals drawn to his banner.

Magdh

The three-headed goddess of foreknowledge, Magdh and her norms monitor the threads of fate.

Ng

Hooded Ng has no body to see beneath his robes, and he leaves no footprints as he roams the First World, gathering whatever secrets he can find.

Ragadah

The self-proclaimed progenitor of all linnorms dwells in his drowned capital, studying the unknowable and bragging to those he doesn't immediately devour.

Shyka

The master of time, Shyka is actually every individual who ever has or will bear that title, all sharing a single nonlinear existence. Their face, race, and other details may change from moment to moment, yet every incarnation is still Shyka.

LOCATIONS

While distance is malleable and locations on the First World don't track directly to Material Plane analogues (unlike the Shadow Plane), creatures passing through a breach from Golarion generally all arrive in the same broad region of the First World. The First World is mostly a single landmass without outer space, making it theoretically possible to travel from Golarion's portion of the First World to those behind other planets. Despite this, the First World's constantly shifting nature makes it impossible to map entirely. Attempts to do so result in maps that have a strange tendency to, over time, become warped and twisted parodies of cartography, as if the attempt to precisely identify locations in the First World on paper is an affront to the plane's nature.

Anophaeus

Originating as a resting place for pilgrims visiting the Eldest Imbrex, today Anophaeus is a sprawling city that winds up and over Imbrex's stony feet and legs. Anophaeus relies primarily on conventional building techniques familiar to the Material Plane, and it is a major trade hub for both the First World and travelers from beyond. The city is ruled in tandem by the Church of the Twins and the Dreamshapers' Guild, and its greatest natural resources are the magical dreams emanating from the Eldest.

ANOPHAEUS, THE FIRST CITY

LN metropolis

Corruption +2; **Crime** +4; **Economy** +10; **Law** -1; **Lore** +5;

Society +10

Qualities divine dreams, holy site, magically attuned, planar metropolis*, prosperous, tourist attraction

Danger +15

First World

**DEMOGRAPHICS**

Government council (Church of the Twins and Dreamshapers' Guild share equal control)

Population 2,400,000 (1,200,000 gnomes; 1,000,000 assorted fey; 200,000 other)

NOTABLE NPCs

Caehorys, cohead of Church (LN male gnome wizard 9)

Jenway Nightblossom, leader of Dreamshapers' Guild (CN female leanan sidhe^{B4})

Vashe, cohead of Church (N female gnome oracle^{APG} 11)

MARKETPLACE

Base Value 38,400 gp; **Purchase Limit** 270,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Divine Dreams The strangely potent dreams constantly leaking out of Imbrex's slumbering thoughts grant magical and mysterious visions to many within the city, but they can also be dangerously addictive. (*Lore +2, Society +2, Law -4; Danger +5; increase spellcasting by 1 level; increase base value by 20%*)

The Crumbling Tower

As its name suggests, the home of the Lost Prince is constantly cracking and dropping pieces to the ground far below, yet it never quite collapses. Often changing location, but inevitably found far from the realms of other Eldest, the tower nevertheless houses numerous dedicated residents who act as the prince's emissaries and is famous for its extradimensional library, the Helix.

The Forest Pools

Deep within the Weeping Wood lies Magdh's realm, a collection of mist-shrouded ponds linked by stone bridges and causeways. Here Magdh and her coterie of norns—attended by a choir of powerful, multiheaded faerie dragon^{B3} sorcerers—read the future in the prophetic pools and reveal secrets to supplicants in exchange for strange favors.

The Hanging Bower

The pleasure chambers of the Hanging Bower swing lazily from the canopy of the Silkwood on cords woven by monstrous spiders, cast in perpetual twilight by leaf shadows

and colored lanterns. Renowned for its sensual revelry, the bower is also a hub of schemes and politics, with the Green Mother watching over it all from a vast flytrap maw called the Bloodpetal Throne. Other notable locations within the bower include the steamy Cavern Wombs beneath the forest floor, inhabited by mites, gremlins, and other subterranean fey, and the Silkstring Spire, the tower from which the Green Mother keeps watch over key individuals by using an artifact called the *Tangled Knot*.

The House of Eternity

Those who climb one of the many dangerous staircases leading to Shyka's mountaintop home find a castle that, like its master, constantly flickers between past and future forms. While Shyka claims to only watch events rather than interfere, the incredible variety of priceless historical artifacts found in the castle's trophy room suggests otherwise. Adventurers are regularly commissioned to acquire such items, often in exchange for access to the Archives—Shyka's personal library containing all the books they've ever written and ever will.

Karaphas the Drowned

No one knows who built this ruined city or how it ended up at the bottom of the deepest trench in the Cerulean Sea. While Ragadahn lets few other creatures into his demesne, where rumor holds that he still searches for something he refuses to reveal, many individuals seeking to curry favor with the Water Lord gravitate to the ramshackle settlement called the Sunken Court just beyond the city's edge.

Nighthold

When Count Ranalc was exiled, his realm tore itself apart. The hill upon which it stood grew and exploded to become the volcano now called the Bleeding Mount, sending rivers of ash and lava down through the ruined acropolis. Today, evil fey and malevolent shadows haunt the shrouded realm, their expansion halted by a fence of magical lanterns called the Lightline. Legend holds that whoever can sit on the Traitor's Chair at the center of the volcano's caldera will be the new ruler of the realm, but so far no one has survived the attempt.

The Palace of Seasons

This onion-domed edifice rises far from any road in the Thoraso Desert, its stone walls curving outward like an immense flower. Inside, the palace is empty save for invisible servants and the Eldest Ng, who watches over the compound's many secrets, including specimens of dozens of different seasons that were never implemented on the Material Plane. Strangely, while the palace is largely regarded as his home, Ng claims to merely be watching over the place for an unnamed other.

The Witchmarket

Perhaps the most famous settlement in the First World, the Witchmarket is a roving caravan of fey merchants that roams between portals and breaches with the Material Plane to trade with the residents of that plane. The subject of a thousand fairy tales, the Witchmarket rarely trades in ordinary currency, instead requiring new magic, dangerous services, or seemingly nonsensical or intangible prices for their goods.

EXPLORATION

Travel within the First World is both easier and harder than on the Material Plane, with locations constantly shifting in relation to one another. For some powerful residents, it's possible to direct the folding of the planar fabric, allowing them to step directly from one far-flung location to another. All others are advised to pack for each journey like they might never see home again.

Fey Incarnation

The First World occupies an unusual place on the River of Souls. New denizens of this plane are often reincarnated from the souls of prior inhabitants or from Eldest-worshiping souls who are sent on to the First World after judgment. These newcomer souls do not spend time as petitioners; instead, they immediately incarnate as fey creatures, and sometimes retain memories (but not class features) of their previous lives. What sort of fey the soul incarnates as seems random, determined as much by the desire of the soul's Eldest patron as by the capricious nature of the plane itself.

Magic in the First World

Magic on the First World is mutable, confusing, and self-contradictory. Throughout most of the plane, the effects of spellcasting are unstable and can result in unexpectedly powerful or weak effects, but in certain regions of the realm wild magic holds sway—treat these regions as if the plane had the wild magic trait.

For the rest of the First World, when a non-native spellcaster casts a spell, she must succeed at a caster level check (DC = 20 + the spell's level; druids, hunters, rangers, and worshipers of the Eldest gain a +5 bonus on this check) for her spell to function normally. Failure means that the spellcaster rolls on Table 3-3: First World Magic on page 105 to determine how the First World's energies enhance or decrease the effects of the spell as it is cast. Any spellcaster can voluntarily fail this caster level check to automatically roll on the table to determine the spell's effect. If the randomly generated enhancement or impediment cannot be applied to the spell being cast (for example, a result of increased damage when casting *haste*, or a result of an adjusted duration for an instantaneous or permanent spell), then the spell is cast normally.

TABLE 3-3: FIRST WORLD MAGIC

d%	Effect
1-7	Damage increases by 50%
8-14	Damage decreases by 50%
15-21	Area of effect increases by 50%
22-28	Area of effect decreases by 50%
29-35	Duration increases by 50%
36-42	Duration decreases by 50%
43-49	Spell affects caster instead of target
50-56	Spell affects caster and target
57-63	Spell affects one additional eligible target (chosen randomly)
64-70	Spell is affected by all of the following metamagic feats that could apply, with no increase to the spell's effective level: Enlarge Spell, Extend Spell, Maximize Spell, Widen Spell
71-77	Summon an uncontrolled creature as per a <i>summon nature's ally</i> of same spell level
78-100	Spell effect resolves normally

Shaping

The ability to bend the fabric of the First World to one's whim is an outgrowth of the plane's fundamental mutability and inconsistency, and thus the practice is difficult to codify into a single system of rules. Even on the First World, shaping is an ability learned through trial and error rather than taught—an expression of personality and sheer will—and no two entities go about the process in exactly the same way. The following notes give some general guidelines on how to incorporate shaping into your game.

Shaping is not a simple matter, and an attempt to alter the morphic nature of the First World requires 1 minute of concentration by a character who is not fatigued or exhausted. This action provokes attacks of opportunity. At the end of this minute, the character must succeed at a Charisma check (DC = 20 + 4 per previous shaping attempt made in the last 24 hours). On a failed check, the character's ability to shape the First World is exhausted for 24 hours. If the character fails the check by 10 or more, she also becomes fatigued. Druids, hunters, rangers, fey, worshipers of one of the Eldest, and natives of the First World all gain a +4 bonus on Charisma checks to shape.

On a successful Charisma check, the character can alter the First World by using a spell-like ability determined by the shaper's Hit Dice, as shown on Table 3-4. The shaper must begin using the spell-like ability on the round immediately after spending the minute of concentration required to shape in the first place, or the opportunity to shape is wasted. The spell-like ability resolves at a caster level equal to the character's Hit Dice or character level, whichever is higher. At the GM's option, similar spells of equal spell level can be allowed.

TABLE 3-4: SAMPLE SHAPING EFFECTS

Shaper's HD	Spell-Like Effect Generated
1-2	<i>Prestidigitation</i>
3-4	<i>Soften earth and stone</i> or <i>wood shape</i>
5-6	<i>Spike growth</i> or <i>wind wall</i>
7-8	<i>Spike stones</i> , <i>wall of fire</i> , or <i>wall of ice</i>
9-10	<i>Fabricate</i> , <i>wall of stone</i> , or <i>wall of thorns</i>
11-12	<i>Control water</i> , <i>move earth</i> , or <i>wall of iron</i>
13-14	<i>Lesser create demiplane</i> ^{UM, †} or <i>reverse gravity</i>
15-16	<i>Create demiplane</i> ^{UM, †} or <i>polymorph any object</i>
17-18	<i>Greater create demiplane</i> ^{UM, †}
19 or more	<i>Wish</i>

[†] Demiplanes created via shaping are treated as extradimensional spaces contained wholly within the First World.



THE GREEN MOTHER



SHADOW PLANE

SHADOW PLANE

The Netherworld, the Plane of Death

The Shadow Plane is a dimly lit, murky mirror of the Material Plane, warped by proximity to the Negative Energy Plane and inhabited by sinister beings and undead.

Category Inner Plane (Transitive)

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural morphic (see Shifting Shadows on page 111)

Essence mixed

Alignment mildly neutral-aligned

Magic enhanced and impeded (see Magic on the Shadow Plane on page 111)

DENIZENS

Core Divinities Zon-Kuthon

Other Divinities kyton demagogues

Outsiders d'ziriaks^{B2}, fetchlings^{B2}, kytons, owbs^{B4}, shaes^{B3}

Petitioners mutilated (covered in bleeding wounds)

Qualities regeneration 2 (good spells and weapons), immunity to fear

INFUSIONS

Basic You can see clearly in shadowy conditions to a short range.

In every square in your space, and in all squares adjacent to your space, you treat conditions of dim light as normal light.

Improved You have the ability to use *shadow conjuration* once per day as a spell-like ability.

Greater The essence of shadow so infuses your being that you sometimes exist only partially when subjected to damage.

As an immediate action when you would take damage from an attack, spell, or other effect, you can reflexively dissolve the portion of your body that would be injured into quasi-real shadowstuff to gain a 50% chance to ignore all the damage from the effect. You can successfully ignore damage in this way up to three times per day—if you activate this ability and it fails to prevent damage, it does not count against your limited daily uses of the ability.

A disorienting expanse cloaked in never-ending night, the Shadow Plane is a dark, twisted mirror of the Material Plane. It exists as an insulating layer between the Material Plane and the Negative Energy Plane, and it overlaps the Material Plane much as the Ethereal Plane does, though its actual reaches are warped and distorted. Darkness covers the plane, yet shadows cannot exist without light. There is no day-night cycle in this world—the ambient light remains constantly at dim illumination, indoors or out, but the source of this illumination is never apparent. Shadows shift and move on their own as if the source of this mysterious light were constantly and randomly changing. While the perpetual gloom mutes most traces of color from the plane, it doesn't draw away heat, and thus the Shadow Plane remains relatively comfortable to most creatures.

As a distorted reflection of the Material Plane, the Shadow Plane features many locations similar to those found on Golarion and elsewhere, but these counterparts are altered, sinister, and strange by comparison. Overhead is an endless expanse of perpetual night, devoid of any moon, stars, or even clouds; a sooty gloominess so endless it becomes claustrophobic.

DENIZENS

Despite the perpetually dim nature of the Shadow Plane, it supports a surprising variety of life. Several types of plants have developed within the shadows, all of them eerie, twisted, and colorless reflections of species found on the Material Plane. Likewise, animals suited to the darkness prowl the plane, from shadows and shadow mastiffs to gloomwings, umbral dragons, tenebrous worms, and various nightshades. Sentient species also make their home on the Shadow Plane, but few are welcoming to visitors from other realities.

D'ziriaks

The unusual nature of d'ziriak society combines with their appearances—something between humanoid and termite, with elaborate luminescent patterns across their bodies—to unsettle most outsiders. These colorful exoskeletons are strangely unaffected by the Shadow Plane's penumbral gloom. D'ziriaks maintain a complex social structure, most of it hidden within their extensive, partially underground cities lit through a combination of alchemical and illusory lighting and the creatures' own natural bioluminescence.

Fetchlings

Descendants of humans that were long ago trapped on the Shadow Plane, fetchlings are perhaps the most familiar Shadow Plane denizens to those on the Material Plane. They are a distinctive species, exceptionally slender and bleached of most natural coloring beyond pale yellow eyes, but many fetchlings value extraplanar pigments to dye their hair in striking colors when visiting other worlds (such

colors remain muted in their home plane). They are among the most populous of the plane's residents, establishing humanoid settlements far and wide—often overlapping with Material Plane counterparts.

Owbs

The mysterious owbs, floating humanoid torsos draped in shadows darker than those of the plane around them, are the least understood of the Shadow Plane's denizens. Rarely encountered, their only relations with other races are their ties to the caligni and dark folk of the Material Plane, to whom they appear as divine guides. The most disturbing legends speak to the possibility that the owbs may be all that remains of a long-forgotten pantheon of demigods—a pantheon that may be gathering power once again.

Shadow Giants

Shadow giants roam the reaches of their vast territories, eschewing permanent settlements in favor of a nomadic lifestyle. They typically gather into familial units, traveling and hunting in these tight-knit groups, but different families are known to join together into larger tribes in times of war. With a reputation as fierce warmongers, shadow giants are rightfully feared and respected by many of the plane's other denizens, but more than one traveler has found that the right combination of deference and battle prowess can win their respect and fair treatment in return. Most, however, prefer simply to keep to their own settlements and stay out of the nomads' paths.

Shaes

Shaes encountered on the Material Plane wear masks and garments that give a discrete form to their shadowy bodies. Among their own kind, however, they dispense with such accommodations, defaulting to their unfixd forms of pure shadowstuff. They maintain one city on the Shadow Plane as their homeland, and in many ways they exhibit typical humanoid social structures. An overwhelming sense of racial pride, however, limits their interactions with outsiders, and few non-shaes are allowed within their elegant citadel.

Svartalfars

A race of fey remarkable in that they are native to the Shadow Plane, svartalfars were long ago exiled here from the First World. In the countless ages since, they have formed into powerful clans of assassins, hiring their services to anyone who can pay the esoteric fees they demand—typically arcane secrets, occult lore, and obscure information about the First World. No one has ever catalogued the number of vast underground libraries the svartalfars maintain hidden away throughout the Shadow Plane, though certain groups, fearing that the creatures are planning a terrible revenge upon those who forced them out, would pay dearly to learn more.

TABLE 3-5: SHADOW PLANE ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-4	Small voidboil	2	See page 111
5-7	1d8 fetchlings	3	<i>Bestiary 2</i> 123
8-9	2d6 wayangs	4	<i>Bestiary 4</i> 274
10-13	1 gloomwing	4	<i>Bestiary 2</i> 133
14-15	1d6 shadow drakes	5	<i>Bestiary 4</i> 80
16-18	Voidboil	5	See page 111
19-20	1d8 augurs	6	<i>Bestiary 3</i> 171
21-25	2d6 mutilated petitioners	6	See page 106, <i>Bestiary 2</i> 208
26-32	1d8 shadows	7	<i>Bestiary 2</i> 45
33	1d4 owbs	8	<i>Bestiary 4</i> 210
34-38	2d6 d'zirriaks	8	<i>Bestiary 2</i> 113
39-43	1 greater shadow	8	<i>Bestiary 2</i> 45
44-48	1d8 ostiariuses	9	<i>Bestiary 4</i> 176
49-55	1d8 shadow mastiffs	9	<i>Bestiary 3</i> 241
56-58	1 vampire sorcerer	9	<i>Bestiary 2</i> 70
59-60	1 young umbral dragon	10	<i>Bestiary 2</i> 102
61-70	1d8 kytons	10	<i>Bestiary 2</i> 185
71-73	2d6 shaes	10	<i>Bestiary 3</i> 242
74-76	1d6 tenebrous worms	11	<i>Bestiary 2</i> 260
77-79	1d12 svartalfars	12	<i>Bestiary 4</i> 256
80-81	1d4 sacristans	12	<i>Bestiary 4</i> 177
82	1 apostle kyton slayer	12	<i>Horror</i> <i>Adventures 2</i> 40
83	Potent voidboil	12	See page 111
84	1 shadow roper (or other shadow creature)	13	<i>Bestiary 4</i> 238
85	1d4 oitoses	13	<i>Book of the</i> <i>Damned 2</i> 49
86	1 adult umbral dragon	14	<i>Bestiary 2</i> 102
87-88	1d6 interlocutors	15	<i>Bestiary 3</i> 174
89-93	1d6 shadow giants	16	<i>Bestiary 6</i> 135
94-95	1d6 nightwings	17	<i>Bestiary 2</i> 203
96	1d4 nightwalkers	18	<i>Bestiary 2</i> 201
97	1 ancient umbral dragon	19	<i>Bestiary 2</i> 103
98	1d3 nightcrawlers	20	<i>Bestiary 2</i> 200
99	1 nightwave	20	<i>Bestiary 2</i> 202
100	1 eremite	20	<i>Bestiary 3</i> 172

Velstracs (Kytons)

Perhaps the most widely-known (and certainly the most notorious) denizens of the Shadow Plane, the vicious kytons (or velstracs, as they call themselves) have made the Shadow Plane their home since they were exiled eons ago from the reaches of Hell. Their demigod leaders—demagogues—maintain their realms here, while others of their kind take up residence nearby or in isolated communes where they strive to perfect themselves and their chosen torments. Countless velstracs serve Zon-Kuthon in the lightless realm of Xovaikain, practicing their arts on the souls of those damned to the Midnight Lord.

Wayangs

Only a few elusive wayangs remain on the Shadow Plane, as the majority of their kind ventured through a series of breaches to the Material Plane during Golarion's Age of Darkness, only to become trapped there forever. A handful have since managed to find their way back to the Shadow Plane in the ages since, finding themselves as isolated and alone here as they had been on the Material Plane.

DIVINITIES

Long ago, a god named Dou-Bral abandoned Golarion, his sister Shelyn, and the Great Beyond entirely to travel into a realm beyond and behind reality. When he returned, he had changed into Zon-Kuthon—the god of darkness, envy, loss, and pain. His newfound sadism and cruelty quickly made him enemies of the other gods and goddesses, culminating in his greatest crimes: wounding his sister and corrupting his own father into a horrific monster. As god of law, Abadar devised a way to sidestep the divine war that all knew Zon-Kuthon would incite if he continued to go unpunished. Abadar offered Zon-Kuthon a choice to accept banishment to the prison realm of Xovaikain on the Shadow Plane for as long as the sun hung in the skies above Golarion, and in return offered him a single item from the First Vault. Patient and having strange insight, Zon-Kuthon agreed. Ages later, when Earthfall blotted the sun from the skies of Golarion for years, Zon-Kuthon was released from his imprisonment and allowed to claim his prize from the First Vault: the first shadow.

Yet Zon-Kuthon did not choose to return to the Outer Planes—instead, he elected to remain on the Shadow Plane. There, he had found kindred spirits among the velstracs and their kyton demigods, and he chose to transform his former prison of Xovaikain into his deific realm.

Kyton Demagogues

While many kytons serve Zon-Kuthon, they also have their own divine leaders. The nine kyton demagogues maintain their own realms on the Shadow Plane, known as sanctuaries, ranging from meeting spaces to mind-shattering mazes to an exhibition of the culmination of kyton artistry.

LOCATIONS

The warped relationship between the Shadow and Material Planes offers a particular utility in that the distance between locations is frequently skewed, as if those spaces that receive little attention in the Material Plane simply fade away. While both planes are immeasurable, the Shadow Plane is smaller than the Material Plane, and as such, it can be used to vastly decrease the amount of time it takes to travel between two points on the Material Plane. *Shadow walk* is the most common method of using the Shadow Plane to travel swiftly from one point to another on the Material Plane in this manner. However, the same warped dimensions that

Shadow Plane



make transit swifter also make judging distances accurately virtually impossible, and travelers can return to the Material Plane at only an approximation of their intended location—if they return at all.

Abbey of Nevers

When the archdevil Geryon betrayed them, the velstracs fled from Hell, led by the elder kyton Aroggus. He led his people to the Shadow Plane, where he raised a half-physical kaleidoscope of impossibilities for the velstracs to hide within forever, if necessary. Since that time in ages long lost, the kytons have spread out through the Shadow Plane, comfortable in their existence and no longer afraid of Hell's reach, but Aroggus remained in the refuge he had constructed. Aroggus long ago shed his flesh—all that remains of what was once a body is shadow and smoke. He inhabits armor as needed for his rare journeys beyond the walls of his home, but his essence has essentially become the Abbey of Nevers, and those who dare visit the largely abandoned, sprawling edifice would do well to tread carefully as they explore what are, essentially, the entrails of a kyton demigod.

Forsaken Bastion

As mysterious as the owbs themselves, this glassy stone keep baffles those who happen upon it. Its sheer walls bear no doors or windows; presumably the owbs use their spell-like abilities to pass through the walls. Rumors tell of visitors entering the stronghold and never returning, though it's never clear whether their passage involves illusion-cloaked doorways or teleportation, or if the rumors are in fact just rumors and there are no visitors. Light here is even further suppressed than elsewhere on the plane, with only the occasional flicker of the owbs' own summoned lights atop the walls breaking the nigh-impenetrable gloom. A group of planar scholars has remarked upon some architectural similarities between the Forsaken Bastion and the Varisian city of Kaer Maga, but no other connection has been found between the two.

Mitheeriak

A nation only in the roughest sense of the word, this vast swath of territory is bordered along one edge by a jagged range of onyx-edged mountains, and on the other by an

endless ocean of opaque black waters. Shadow giant families rule over these rolling plains and barren hills. The great wars between the families are spoken of often, when multiple clans band together to fight in massive, thundering battles over territory or riches. In years of peace, though, the shadow giants still convene in large groups, trading news and goods or courting potential mates. These shadow giant clans view those of their kind who dwell in Xovaikain as traitors to their race, but their own internal strife makes it difficult for the giants of Mitheeriak to rise up against the better-organized and better-funded shadow giants of Xovaikain.

Shadow Absalom

While some Shadow Plane reflections of Material Plane cities exist only as twisted ruins, some instead thrive, drawing visitors and acting as waypoints for planar travelers. While thousands of magical lanterns and lights shed a haunting glow over the city, it also houses a rare native source of illumination for the Shadow Plane. Where the Starstone Cathedral in Absalom on the Material Plane guards the powerful magical artifact that allowed deities like Cayden Cailean, Iomedae, and Norgorber to ascend to divinity, the cathedral's shadow counterpart holds a great beacon of brilliant white light: a permanent portal out of the Shadow Plane. Any creature not native to this plane who passes through this light finds itself instantly transported to the point from which it originally entered the Shadow Plane. Though the portal offers no guarantee of safety, it does guarantee passage, and that alone establishes Shadow Absalom as a preeminent way station for travelers, visitors to the Shadow Plane, and an extended population of merchants and tradespeople earning a profitable living from the volume of creatures passing through.

SHADOW ABSALOM

N large city

Corruption +2; **Crime** +5; **Economy** +8; **Law** +3; **Lore** +8;
Society +3

Qualities beckoning light, magically attuned, notorious, prosperous, strategic location, tourist attraction

Danger +20

DEMOGRAPHICS

Government magical

Population 102,000 (51,000 fetchlings, 24,480 Material Plane humanoids, 10,200 d'ziriaks, 6,120 intelligent undead, 10,200 other)

NOTABLE NPCs

Argrinyxia the Shifting Lady of Ebon Scales (NE female great wyrm umbral dragon^{B2} sorcerer 5)

Gremala the Dream-Monger (NE female night hag cleric of Nethys 5)

Guildmaster Z'mandrik (LN d'ziriak^{B2} wizard 11)

Queen of Thieves Inva Ebonblade (CE female fetchling^{B2} rogue 8/shadowdancer 4)

MARKETPLACE

Base Value 33,600 gp; **Purchase Limit** 220,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Beckoning Light The unusual native illumination that shines at the heart of Shadow Absalom not only attracts curious visitors from across the Shadow Plane, but its function as a portal also makes it one of the most commonly utilized departure points from the Netherworld to other planes. (*Economy and Society* +1)

Shethalliahaya

The elegant spires of the shaes' city are rather more substantial than the creatures who inhabit them. Much of the city is formed of black stone native to the plane, capped in stark white similar to the masks shaes wear when they pass among other races. The shaes rarely allow visitors into their holdings, if ever, but some mortals who consort with shaes whisper secondhand tales of the city's marvels: arcane secrets unseen beyond the white walls, or hints of the occult rituals the shaes themselves used to shed their substantial forms and become the wispy entities they now are. Followers of the goddess of illusions, Sivanah, also claim that the city holds a sacred temple to their goddess, pointing to the goddess's use of shadows and the similarities between Sivanah's veils and the shaes' masks, as well as Sivanah's divine servitor known as the Severed Mask, itself a powerful shae.

Xovaikain

Originally Zon-Kuthon's prison, the mountain-fortress of Xovaikain is a massive deposit of shadowy obsidian that twists and writhes into tortuous heights in the umbral skies above. Few have seen the fortress's interior and returned to tell of what they saw, but the screams of the tormented echo across the blasted wastes for miles around, evidence enough of what goes on within its craggy walls. While petitioners occasionally find their way out, this taste of freedom is only enough for their spirits to be broken as thoroughly as their physical forms, as shadowy tendrils haul them back inside.

The lands surrounding Xovaikain are shaped by the dreams and nightmares Zon-Kuthon experienced during his age of imprisonment. Taking the form of twisted, malevolent landscapes or permanent magical storms, these regions seem to be drawn to mortal travelers and the locations they most often visit. Not only do the environments of these areas themselves assail creatures within their borders, causing hallucinations and sapping a creature's will, but they also attract a variety of gloomwings, shadows, and other predators of the Shadow Plane to prey upon the weakened victims.

EXPLORATION

Though the Shadow Plane is less immediately harmful than the adjacent Negative Energy Plane and may at first glance seem safer than the perilous stretches of Hell or the Abyss, it carries many of its own dangers.

North on the Shadow Plane functions in the same way as on the Material Plane region with which the realm overlaps.

Magic on the Shadow Plane

Spells with the shadow descriptor are enhanced on the Shadow Plane. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (instead of 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (instead of 60%), and *shades* conjures at 90% of the power of the original (instead of 80%). Despite the gloomy nature of the Shadow Plane, spells that produce, use, or manipulate darkness are unaffected.

Spells with the light descriptor or that use or generate light or fire are impeded on the Shadow Plane. Spells that produce light are less effective in general, because all light sources have their ranges halved on the Shadow Plane (see *Vision on the Shadow Plane*, below).

Shifting Shadows

Parts of the Shadow Plane continually flow into other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks. In addition, certain spells, such as *shadow conjuration* and *shadow evocation*, modify the base material of the Shadow Plane. The utility and power of these spells here become enhanced (see above) as they are able to tap into the morphic nature of the realm.

Vision on the Shadow Plane

The ambient lighting on the Shadow Plane is dim illumination, regardless of whether one is outside or indoors. The source of this dim light is never apparent and seems to shift and change. Light sources from mundane and magical sources alike can brighten this illumination but their ranges are halved. Magical darkness effects reduce illumination levels normally.

Voidboils (CR 2, 5, or 12)

Due to the plane's proximity to the Negative Energy Plane, portions of the Shadow Plane occasionally erupt with goutts of what appears to be black lightning and fire that tear through the planar fabric itself. Sometimes, a voidboil can be predicted by tumorlike growths that rapidly buckle the land around them and vent small sprays of negative energy (a creature that succeeds at a DC 20 Knowledge [planes] check has 1d4 rounds to prepare for the eruption), but just as often they are sudden outbursts with

no warning. A typical voidboil sprays negative energy in a 30-foot-radius burst from its point of origin. A creature can avoid the spray of energy with a successful DC 16 Reflex save; those caught within the burst take 6d6 points of negative energy damage (CR 5). Smaller voidboils (CR 2) deal only 2d6 points of damage in a 20-foot-radius burst (Reflex DC 12 negates), while particularly large or potent voidboils (CR 8) can deal up to 10d6 points of damage in a 60-foot-radius burst (Reflex DC 22 half) and persist for 1d6 rounds.



AROGGUS



NEGATIVE ENERGY PLANE

NEGATIVE ENERGY PLANE

The Nothing, The Void

The Negative Energy Plane is the realm of constant entropy and never-ending destruction, a lightless void of nothingness that destroys the raw force of life and gives rise to the animating force of undeath.

Category Inner Plane

TRAITS

Gravity subjective directional

Time normal

Realm unbounded

Structural lasting (although there is little on this plane to alter)

Essence major negative-dominant (with isolated and rare pockets of minor negative-dominant)

Alignment mildly neutral-aligned

Magic enhanced and impeded (see Magic on the Negative Energy Plane on page 117)

DENIZENS

Core Divinities none

Other Divinities none

Outsiders danavas^{B5}, hunduns^{B5}, sceaduinars^{B2}

Petitioners none

INFUSIONS

Basic You have been infused with unlife and are affected by positive and negative energy as if you were undead. Undead creatures who gain this ability instead gain a +2 bonus to their channel resistance.

Improved You can use *enervation* once per day as a spell-like ability.

Greater Negative energy suffuses your being and can be unleashed in a devastating burst once per day as an immediate action when are reduced to 0 or fewer hit points. This creates an explosion of negative energy in a 20-foot burst, centered on you, that deals 1d6 points of negative energy damage per Hit Die you have (maximum 20d6) to all creatures in the area of effect. Each affected creature can attempt a Reflex save (DC = 10 + half your Hit Dice + your Charisma modifier) to take half damage. This negative

energy damage does not heal undead. When this effect is triggered, you regain a number of hit points equal to your total Hit Dice; this healing applies immediately, and if it brings your hit point total above a negative number equal to your Constitution (or above 0 if you are undead), then the healing prevents your death.

The Negative Energy Plane is cold and inimical to life. Also known as the Void, it embodies entropy and decay. Yet while its energies empower the concept of undeath, the plane itself is without conscious malice; it destroys life as a natural consequence, like water extinguishing fire. Without negative energy there would be no natural progression of youth to aged, no progression of life to death, and no draw to pull soul energy from the Positive Energy Plane in the first place. Without the Negative Energy Plane, life could not exist, for its existence defines life.

Matter exposed to the lightless vacuum of the Negative Energy Plane is inexorably reduced to nothing. Any living creature thus exposed is sucked dry of life and doomed to the cursed half-life of undeath. Despite this brutally hostile environment, the Void is not entirely empty, as over the eons the plane has accepted terrible things hurled into its depths, abandoned or forgotten. Undead spawned from doomed mortal travelers pollute the plane and perpetually war with the original natives, the sceeduinars. These strange beings of beauty and horror rage against the influence of positive energy and hint at a great conflict between the two planes and their respective energies that raged long before the Material Plane was crafted.

DENIZENS

The Negative Energy Plane destroys life and most forms of matter, yet still, there are denizens of the realm. By far the most common are undead—particularly those without physical bodies. Wraiths are the most commonly encountered, for when a mortal creature dies on the Negative Energy Plane, a wraith often spawns during the process of death. In this case, the mortal's actual soul is not completely corrupted—what forms the wraith is scraped from the dying soul in a process that is metaphysically and emotionally excruciating. The resulting wraiths are almost mindless and have little other desire than to destroy any other form of life they come across in their aimless drifting through the Void. Other undead exist here as well, although most tend to manifest in isolated areas—only those present in significant numbers are mentioned on the encounter table on page 114.

Danavas

While scholars have argued over which of the titan races were the first created, danavas are certainly among the oldest. Though most danavas are said to lie chained beneath

the waves of endless seas (thought by many to imply imprisonment within the depths of the Maelstrom), at least one powerful danava is known to inhabit the Negative Energy Plane. This titan's name is unknown—and there may be more of its kind hidden within the Void.

Hunduns

Despite not being natives of the Void, these creatures of madness and entropy find a modicum of truth and solace in the plane's all-devouring, ravenous nothingness. For ages at a time they perch atop precipices overlooking the emptiness, basking in the negative energies exuded by the realm and contemplating entropy for eons before moving on to other mysterious tasks.

Nightshades

Of the undead who dwell on the Negative Energy Plane, the dreaded nightshades are the most infamous. Though these creatures have physical bodies, they are not affected by the constant decay the plane inflicts on solidity and reality. Nightshades are, in a very real sense, physical manifestations of the plane itself. Yet even they are not true natives. Born from dead fiends, they feed upon the Void's energies and ever seek release into other planes to spread misery and death.

Oblivions

These colossal oozes form spontaneously amid the deepest and darkest regions of the Void, shapeless monsters hatched from dark and hungry eggs. Scholars debate whether oblivions are the natural consequence of something intrinsic to the Negative Energy Plane or if they are instead a result of ancient sceeduinar manipulations of their realm. While it's true that oblivions preferentially form near sceeduinars' crystalline constructs, like apocalyptic fruit budding from dark, jagged trees, they ultimately exhibit neither allegiance nor antipathy toward sceeduinars.

Sceeduinars

Perhaps the eldest children of the Negative Energy Plane, sceeduinars resemble gargoyle-like humanoids composed of jagged, phosphorescent purple glass. In the Void's depths, where the density of negative energy reaches a point of hypersaturation, beautiful but deadly snowflake-like structures form before collapsing back into entropy. While they exist, these manifestations of negative energy produce new sceeduinars. Sceeduinars are uniformly different from any other outsider in that what passes for their soul-stuff is made of negative energy, and this difference drives their bitter hatred towards virtually every other creature in the cosmos.

Sceeduinars believe themselves the victims of a great theft of their capacity to create life, a theft they blame upon the jyoti of the Positive Energy Plane and claim was

TABLE 3-6: NEGATIVE ENERGY PLANE ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-8	1d6 shadows	6	<i>Bestiary</i> 245
9-13	1d6 allips	6	<i>Bestiary</i> 3 12
14-43	2d6 wraiths	11	<i>Bestiary</i> 281
44-53	1d8 sceaдуinars	11	<i>Bestiary</i> 2 239
54-63	1d6 greater shadows	11	<i>Bestiary</i> 245
64-68	1d4 devourers	13	<i>Bestiary</i> 82
69	1d6 movanic devas	13	<i>Bestiary</i> 2 28
70-74	1d6 nightwings	17	<i>Bestiary</i> 2 203
75-78	1d4 nightwalkers	18	<i>Bestiary</i> 2 201
79-81	1d4 lesser deaths	18	<i>Bestiary</i> 5 134
82-84	1d3 nightcrawlers	20	<i>Bestiary</i> 2 200
85-86	1 nightwave	20	<i>Bestiary</i> 2 202
87	1 oblivion	20	<i>Bestiary</i> 6 202
88	1 hundun	21	<i>Bestiary</i> 5 144
89	1 grim reaper	22	<i>Bestiary</i> 5 134
90	1 danava	24	<i>Bestiary</i> 5 246
91-100	Roll on Shadow Plane table	Varies	See page 108

perpetuated by the gods. Few creatures can interact on nonviolent terms with them due to the antithetical nature of positive and negative energy in a cosmos dominated by beings with positive energy-based souls. Even though undead are sustained by negative energy, sceaдуinars nevertheless despise them, viewing undead as parasites feeding on their plane. Early and continued attempts by daemons to forge an alliance with sceaдуinars have always ended bitterly, despite daemons' obsession with both sceaдуinars and the Void.

DIVINITIES

Vacuous and barren, devoid of any natural path for souls after Pharasma's judgment, the Negative Energy Plane has no divinity who calls it home. The goddesses and gods have little interest in the plane as a whole, barring occasional attention from servitors and priests of various gods of undeath and entropy, such as Urgathoa, Zura, and Zyphus, whose faiths study the plane and its inhabitants so as to better exploit one or the other for their own purposes.

LOCATIONS

While the vast majority of the Negative Energy Plane is empty, around its metaphorical edges lie cliff-like protrusions of solidity—extensions of reality that overhang the Void and are, over time, consumed by it. Periodically, islands of this matter break off to drift through the Nothing. When a particularly powerful entity or magical source exerts its will to prevent the decay of these cliffs or islands, pockets sometimes form where life can cling to existence. These locations are few and far between, but those few are extraordinary by virtue of the fact that they exist at all.

Eternity's Doorstep

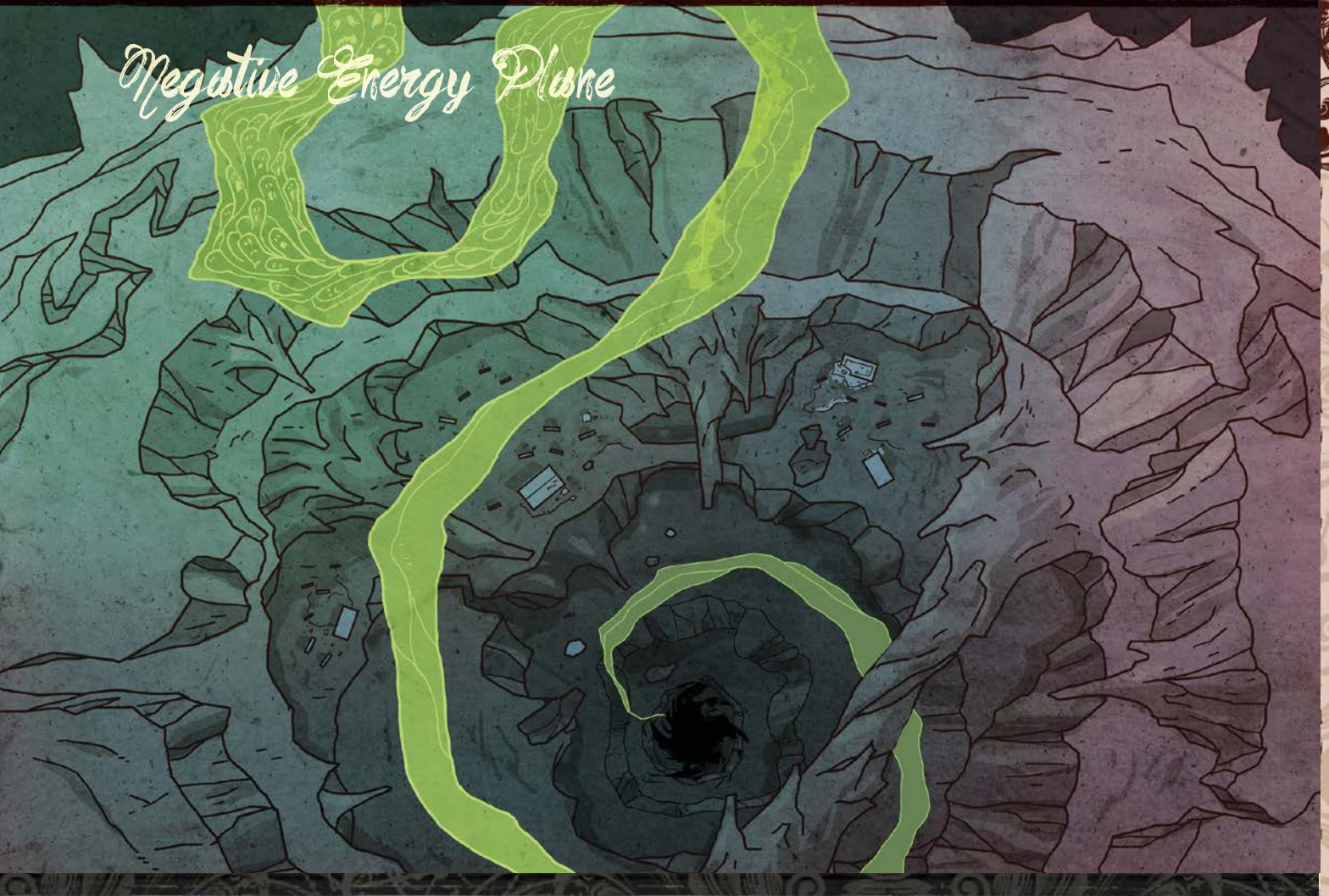
This planet-sized sphere of perfectly smooth black glass may be the Void's greatest enigma. Eternity's Doorstep looms silently within the darkness, seemingly immune to the plane's unceasing entropic onslaught. No damage marks its exterior, but at evenly spaced intervals it bears an inscribed refrain in thousands of languages: "What you think of as life is a great deception. The faithful have already been claimed, taken, and saved. You are ours."

The sphere attracts undead like a ravenous black hole, and in that capacity it has been often described as a death trap. Once captured in its tidal forces, incorporeal undead are dragged within the sphere's mass and vanish forever, while those with physical bodies are stripped of their animating spirits, leaving behind empty vessels swiftly reduced to ashes and finally to nothingness by the power of the Void. Most horrifically, intelligent undead ensnared by the sphere's pull scream in existential horror as they sink into the sphere's glassy surface, madly reaching for any purchase as the interior clouds with the impression of a legion of indistinct shades and shadows, all grasping and pulling the victim down. The awful screaming ends in resolute silence only when the undead finally slips away from sight, consumed and gone—a process that in some cases can take eons or just a few seconds in others.

Some scholars theorize that Eternity's Doorstep is an immense sceaдуinar construct, built in an attempt to purify the Void of the presence of "undead pollution," but others doubt this hypothesis. The sheer scale and power of the sphere seems to be beyond anything but the most powerful of the divine to craft. While the location's common name originated with sceaдуinars, they claim ignorance regarding its construction and purpose, and the construction of Eternity's Doorstep is very unlike their own angular crystalline architectural styles. They appreciate its effects, though, and passing flocks of sceaдуinars take mocking pleasure in witnessing the fate of those doomed undead ensnared by the sphere's poisoned and malignant siren song.

Two additional clues as to the sphere's nature exist. First, spellcasters attempting to magically divine its purpose detect only a blinding, sickening evil against the blank and unaligned background of the Void. Those performing such magical investigations rarely desire to repeat the task, reporting an overwhelming sense of something staring back at them: ancient, powerful, and utterly malevolent. Second are the mysterious visitations by groups of devourers, who drift above the sphere's surface, clearly attracted to the artifact but not drawn into against their will like other undead. Staring into the featureless depths and calling out what amount to prayers, they tilt their heads as if listening for answers from something speaking back. Devourers who make the pilgrimage to Eternity's Doorstep all whisper the same word in their prayers to the sphere: "Shepherd."

Negative Energy Plane



Fallen Duromak

Originally an inhabited planet from the Material Plane, Fallen Duromak was dragged into the Void along with its twin during a monstrous invasion of devils and qlippoth. The world, orbited by shattered, slowly disintegrating moons, remains a sterile, life-scoured tomb planet populated by wraiths, ancient constructs, an entire void-ravaged ecology, and massive numbers of nightshades formed from the sudden oblivion of the warring fiends. Duromak is laced through with still-visible scars from the unfathomable work of magic that took place prior to or during the moment of its oblivion, and this dying masterwork's echoes still erupt in patchy zones of wild magic.

Fallen Duromak is a tomb robber's wildest fantasy, with the wealth of an entire material world left for the taking. The environment is significantly more amenable than that of the surrounding Void, with the surface bearing only a minor negative-dominant essence. Additionally, the planet is mostly ignored by sceauiunar patrols. Duromak's moons, slowly breaking apart over the course of millennia, contain safe zones carved out by a few surviving devils and qlippoth

who have inexplicably adapted to the plane. Adventurers willing to brave the Void and capable of handling the swarms of undead that populate the planet have an almost untapped bounty at their fingertips, though precious few have made the attempt and survived to escape with any looted wealth. Ancient intelligent undead who survived Duromak's transposition into the Void retain no knowledge of what caused the planet's shift into this plane, their memories wiped clean by the event.

Duromak's greatest mystery is within the largest of the world's temples: a grand cathedral to Pharsma. This desecrated structure's main altar has been etched with a phrase written in Aklo: "Glory to the Cycle and the feast upon the damned." The cathedral remains littered with the bodies of those who once dwelt within, none of whom reanimated following the world's transposition into the Negative Energy Plane, suggesting that their souls were consumed or stolen at some point before the world's arrival in the Void. Whatever caused the catastrophe remains unknown. The world drifts alone and desolate, awaiting any daring or foolish enough to plunder its corpse.

Malikar's Keep

Named for its creator and ruler, the lich Xegirius Malikar, Malikar's Keep is one of the few places within the Void magically shielded from the surrounding tides of negative energy and protected (somewhat) from the threat of attacks by sceaaduinar and undead. The keep stands atop an island of heavily weathered bedrock ripped from a nameless world on the Material Plane, surrounded by a bubble of magical force that shelters a population of mortals, intelligent undead, and outsiders seeking safety, isolation, or simply a chance to profit off of their fellows.

Rarely seen outside of his tower, Malikar spends most of his time exploring other realities via methods like *astral projection* or recording his discoveries in one of his vault-scriptoriums deep within his keep's dungeons, dealing with visitors only when they make it worth his while. Malikar is cruel and sadistic, but also pragmatic, and he has come to understand the utility of a population dependent on him for their survival. Residents of his keep are expected to perform services, offer specialized skills, or bring in items difficult to obtain within the Void. The threat of exile from the keep's safe sphere usually keeps the peace even without a desire on Malikar's part to actively rule, a task he leaves to his favored minions: the meladaemon Inusalia and the devourer Phericydus.

Phericydus acts as Malikar's mouthpiece and a visual reminder of the often-preoccupied lich's rule. The devourer is a towering figure with a wide knowledge of history and the arcane, and their very presence is usually enough to quell any disputes. Phericydus maintains no residence, wandering the city and talking to himself with a look of religious ecstasy as they gaze into the surrounding Void. The devourer periodically departs the city on what amounts to a religious pilgrimage to Eternity's Doorstep. During such travels, Phericydus hires willing adventurers at great expense for protection, promising to not target them for the devourer's own soul-devouring purposes for the period of 1 year.

Inusalia has a much subtler and more grossly self-interested role. Although she supplies a significant amount of imported goods to the keep through her access to other planes, the meladaemon serves the Horseman of Famine far more than she does Malikar. She dwells within a drug parlor accessed via a curious purple door whose location drifts through the keep, with similar doors manifesting on Abaddon, the Material Plane, and in Galisemni in the Maelstrom. While cultivating her clients' addictions, she ultimately devours a significant fraction of them, but her mercantile and transit offerings are exceptionally valuable to the city and to Malikar. Notably, she offers a standing bounty on captured petitioners from all other planes for her personal consumption, addicted as she is to unique souls and those who in life experienced ever more profound sensory experiences.

MALIKAR'S KEEP

NE small city

Corruption +0; **Crime** +1; **Economy** +2; **Law** +1; **Lore** +4;
Society -1

Qualities insular, magically attuned, notorious, strategic location

Danger +15

DEMOGRAPHICS

Government magical

Population 8,900 (5,600 intelligent undead [primarily ghouls, graveknights, lichs, and vampires], 3,300 other)

NOTABLE NPCs

Xegirius Malikar (CE male human lich wizard 20)

Inusalia, the Lady of Wasting Intoxication (NE female meladaemon^{B2} alchemist^{APG} 16)

Phericydus (NE agender devourer oracle^{APG} 10)

MARKETPLACE

Base Value 6,400 gp; **Purchase Limit** 42,500 gp; **Spellcasting** 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Xul Karanith

The sceaaduinar city of Xul Karanith is equally beautiful and foreboding, an island of dangerous wonder in the Void. This massive construction drifts on currents propelled by entropy, its buildings of crystallized negative energy appearing as vast, glistening snowflakes of glass and gemstone that crackle with blue-black electrical discharges. The air in Xul Karanith hums with an eerie sound of muted chimes and the bizarre call and response of vast sceaaduinar flocks, while *spheres of annihilation* bud like fruit from treelike structures grown to offer protection against the undead and other threats from beyond the city. Xul Karanith is ruled by Gezulscondrian (NE sceaaduinar^{B2} wizard 20), a terrible creature seemingly formed from the fusion of three distinct sceaaduinar. Xul Karanith contains five portals leading to and from separate points on the Material Plane, each set within a glittering monument of black and gleaming crystal and leading to remote worlds the sceaaduinar have secretly colonized, either to observe potential allies of convenience in the Dark Tapestry or for even more sinister reasons.

EXPLORATION

The Negative Energy Plane is one of the most hostile planes in the Great Beyond, and exploration beyond its fringes, where islands and precipices from reality form somewhat stable and sheltered regions, should be attempted only by the most well-prepared adventuring groups. There are no astronomical bodies to speak of in the "skies" of this plane, nor is there a workable analog to north.

Blight Quartz

Deposits of solidified negative energy, formed by the precipitation of the plane's substance in regions oversaturated by raw entropy, can be found throughout the Negative

Energy Plane. Known as blight quartz (although the crystals are not a form of traditional elemental material), these crystals appear as black or smoky gray gemstones that periodically shimmer or crackle with eerie, dark purple energy.

The majority of blight quartz deposits are no larger than the size of a human fist. The process of crystallization diffuses the negative energy inherent in the material somewhat, but in large quantities the stuff can be debilitating. As long as a creature carries a pound or more of blight quartz or is within 5 feet of a deposit of blight quartz of a minimum of 10 pounds, that creature incurs 1 negative level. This negative level remains as long as the proximity to blight quartz continues, and disappears when these conditions end. This negative level never results in actual level loss, but cannot be overcome in any way (including via *restoration*) while proximity to the quartz continues. This is a negative energy effect.

While blight quartz cannot be worked into armor, the material can be used to augment melee weapons, as well as arrowheads, spear tips, and similar ammunition. Doing so costs an additional 200 gp per piece of ammunition or an additional 2,500 gp for a weapon. A creature hit with a blight quartz weapon must succeed at a DC 15 Fortitude save or take 1 negative level. A negative level imparted by a blight quartz weapon or ammunition lasts for 1 minute before fading and never results in permanent level loss. Negative levels imparted by multiple hits reset the duration but do not otherwise stack, nor do they stack with any other negative levels the weapon may otherwise impart, or with any negative levels the creature struck may already have. This is a negative energy effect.

Blight quartz has 10 hit points per inch of thickness and hardness 10, but the material decays rapidly when taken from the Negative Material Plane, taking 2d6 points of damage that bypasses its hardness each round until it crumbles away into nothingness.

Magic on the Negative Energy Plane

Spells and spell-like abilities that use negative energy are enhanced. Class abilities that use negative energy, such as channel negative energy, gain a +4 bonus to the save DC to resist the ability.

Spells and spell-like abilities that use positive energy (including cure spells) are impeded. Characters on this plane take a -10 penalty on saving throws made to remove negative levels imposed by an energy drain attack.

Void-Ravaged Creatures

When a mortal creature survives for months or even years without dying on the Negative Energy Plane, or it is exposed to certain potent pulses of negative energy, it can be transformed into a void-ravaged creature: an undead-like (but still living) creature infused with negative energy.

Void-ravaged creatures tend to be loners, and are only rarely encountered outside of the Negative Energy Plane.

A void-ravaged creature's quick and rebuild rules are the same. This simple template can be applied only to a living creature whose CR is 3 or higher.

Rebuild Rules (CR +1): **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR 5/—; immunity to death, energy drain, and mind-affecting effects; and the negative energy affinity universal monster rule; **Special Attacks** one natural attack (or unarmed strike if the creature has no natural attacks) gains the energy drain universal monster ability (this effect can activate only once per round, regardless of the number of successful attacks the void-ravaged creature makes; when this special attack takes effect, it imposes 1 negative level on the target; the save DC to remove these negative levels 24 hours later is equal to 10 + half the void-ravaged creature's HD + the void-ravaged creature's Charisma modifier).

Void-ravaged creatures cannot exist long outside of the Negative Energy Plane, and they treat all other planes as if those planes had the major positive-dominant essence trait.



VOID-RAVAGED HARPY



POSITIVE ENERGY PLANE

POSITIVE ENERGY PLANE

Creation's Forge, The Furnace

The Positive Energy Plane is a luminous, burning void and the origin of pre-incarnate souls—the source of all life.

Category Inner Plane

TRAITS

Gravity subjective directional

Time normal

Realm unbounded

Structural lasting (although there is little on this plane to alter)

Essence major positive-dominant (with isolated and rare pockets of minor positive-dominant)

Alignment mildly neutral-aligned

Magic enhanced and impeded (see Magic on the Positive Energy Plane on page 122)

DENIZENS

Core Divinities none

Other Divinities manasaputra kumaras

Outsiders danavas^{BS}, jyoti^{B2}, manasaputras^{BS}, turuls^{BS}

Petitioners enlightened (diaphanous, radiant versions of their mortal forms)

Qualities electricity resistance 10, immunity to negative energy effects

INFUSIONS

Basic You've been infused with raw life force, and whenever you're healed by a positive energy effect (including all cure spells), you regain an additional number of hit points equal to your total Hit Dice. You gain a +4 bonus on Constitution checks to stabilize while dying.

Improved Thanks to your deeper understanding of positive energy, you can call upon it to restore yourself or others. Once per day you can touch a creature to create one of the following effects as a spell-like ability: *cure serious wounds*, *lesser restoration*, *remove blindness/deafness*, *remove disease*, or *remove paralysis*. If you use the ability on yourself, this ability requires only a move action to activate.

Greater Once per day as a spell-like ability, you can use *raise dead* as a spell-like ability. If you use this ability on

a creature that has been dead no longer than 1 minute per Hit Die you have, the creature restored to life does not incur any negative levels and does not lose its prepared spells or spell slots, nor does this ability require an expensive material component. If you use this ability on a creature that has been dead longer than 1 minute per Hit Die you have, you must supply the material component as usual, and the target is subject to the normal side effects for *raise dead*.

The Positive Energy Plane is the source of pre-incarnate mortal souls and the wellspring of life's animating force, but despite this, it may well be the single most hostile plane of existence. Blinding, brilliant, and burning, Creation's Forge resembles the heart of a blazing star. There is precious little solid ground except for outcroppings of iridescent crystal composed of solid positive energy, and despite the popular but incorrect association of positive energy with goodness, the force of unrestrained life is relentlessly destructive to mortal flesh.

The bright twin of the Negative Energy Plane's entropic force, the Positive Energy Plane receives raw quintessence devoured by the Maelstrom, forming one pole of the cosmic cycle of souls. It is here that souls originate and begin their journey, in this place paradoxically inimical to most life, often comparatively barren and sterile, but nevertheless having an overwhelming alien beauty.

DENIZENS

That fewer beings dwell upon the Positive Energy Plane than the Negative Energy Plane is one of the oldest ironies of the Great Beyond. At least on the Negative Energy Plane, undead can dwell and prosper—but on the Positive Energy Plane, the opposite does not hold true. Living creatures are bolstered and energized by brief exposure to the Positive Energy Plane, but those who stay too long are quickly overloaded by raw life force and perish as their souls are absorbed and recycled. Despite this inhospitable feature, a few forms of life have managed to adapt and even flourish in this overwhelming plane.

Danavas

The first danavas came to the Positive Energy Plane near the dawn of creation itself, but though they are among reality's oldest denizens, today they are met with abhorrence and hatred by other natives of the plane. Jyoti view them as a grotesque meddling by the gods in a task that was removed from deific purview and instead granted to jyoti by the nameless presence of their own convoluted religion, which remains opaque to those outside their race. The presence of those few danavas in Creation's Forge, and in the Void as well, may in fact be what sparked jyoti's antipathy towards the divine.

Jyoti

Often erroneously called phoenix-kin, jyoti are the most populous natives of the Positive Energy Plane. They appear as radiant humanoid birds with glowing auras, but unlike phoenixes, which are benevolent magical beasts, jyoti are cold, secretive, exceptionally xenophobic, and have a severe antipathy and distrust of the divine. Dwelling in towering cities grown of luminous, living crystal, jyoti are guardians and stewards of their plane, and they see themselves as protectors and even cultivators of the Furnace's pre-incarnate souls. Who or what appointed them is unknown—the "appointment" may indeed simply be a perpetuation of their own perceptions of their kind's importance in the Great Beyond. Jyoti are not born, nor do they age. They form spontaneously from their plane's raw and burning essence, and their subsequent activities help to keep the cosmic cycle of souls flowing.

More than anything, jyoti abhor negative energy and those who use it, whether directly or indirectly (as in the case of undead). Yet rather than being an antipathy borne of rival energies, jyoti's relationship to sceaadinars on the Negative Energy Plane is strangely complicated; scholars suspect a deep and opaque history exists between the races. Jyoti view sceaadinars not as enemies, but as objects of profound pity, and they embrace the act of destroying them as a mercy.

Manasaputras

Manasaputras manifest when the reincarnated soul of a mortal who sought perfection and spiritual transcendence in life merges with the raw energy of life itself. Shedding the bonds of mortality, these souls continue on in their new forms, seeking to guide other mortals through the same difficult trek towards enlightenment. Manasaputras share a mutual respect with jyoti, who temper their instinctive xenophobia when they meet (though neither do jyoti actively seek out manasaputras to interact with). Manasaputras welcome visitors, and their acceptance and hospitality typically is accompanied by lessons geared toward the visitor's spiritual maturation and enlightenment. The greatest manasaputras seek out the wisdom of a mysterious presence they call the Logos—a presence some equate with the same ill-defined object of the aeons' worship and perhaps also that which the jyoti claim tasked them with guardianship of souls. Of the three, only the manasaputras ever discuss the subject with others, but their teachings come in the form of personal quests geared toward guiding scholars to come to their own conclusions, rather than simply imparting answers.

Turuls

The relationship these gargantuan and powerful avian outsiders have with jyoti is a curious one indeed—a relationship that certainly goes beyond mere physical similarity. Some believe the two races to be different

TABLE 3-7: POSITIVE ENERGY PLANE ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-20	2d6 enlightened petitioners	6	See page 118, <i>Bestiary 2</i> 208
21-25	1d6 movanic devas	13	<i>Bestiary 2</i> 28
26-70	1d8 jyoti	13	<i>Bestiary 2</i> 171
71-75	1d8 manus	16	<i>Bestiary 5</i> 163
76-80	1 maharishi manu	16	<i>Bestiary 5</i> 164
81-88	1d8 rishi manus	18	<i>Bestiary 5</i> 165
89-92	1 twilight pitri	18	<i>Bestiary 5</i> 168
93-95	1 turul	19	<i>Bestiary 5</i> 256
96-97	1 solar pitri	22	<i>Bestiary 5</i> 166
98	1 danava	24	<i>Bestiary 5</i> 246
99-100	Roll on First World Encounters table	Varies	See page 101

incarnations of the same genesis, with others going a step further to suggest turuls represent a higher form of reincarnation than jyoti. Neither turuls nor jyoti speak of the matter. Often, a turul can be found dwelling among jyoti, living alongside them atop great spires of crystal and acting as protectors and advisors even though jyoti tend to ignore their presence. More often, however, turuls prefer isolation. They often watch over places where the boundaries between the Material Plane and the Positive Energy Plane wear thin, roosting amid great crystalline trees or vast mountains of force. While moody and haughty, turuls often select mortal communities and pose as divine figures or beings of prophecy, working to manipulate and shepherd Material Plane societies toward mysterious goals.

DIVINITIES

Among the planes, the Positive Energy Plane is unusual not merely due to the lack of deities who make their domain there but because deities are entirely barred from entry and taking direct action in the realm. Whether this is a self-imposed limitation or something of a fundamental truth of reality is unclear. Among demigods, only kumaras—incredibly powerful manasaputras—maintain realms here, and they are quick to explain, when asked, that they are visitors to Creation's Forge; that such visits might last for thousands upon thousands of years is somewhat irrelevant to an ageless entity. Other demigods avoid the plane entirely. Servants of the divine face no such restriction, of course.

The deep antipathy and suspicion jyoti harbor toward the divine certainly suggests that their race's existence has some unknown link to whatever bars deities from entering the Positive Energy Plane. Some scholars have inferred their own reasons, suggesting that the presence of shackled danavas within the plane speaks to an early attempt by a deity (or maybe even an entire pantheon) to interfere with or regulate the flow of pre-incarnate mortal souls, a concept

jyoti find abhorrent. Additional sources (primarily those associated with the Horsemen of the Apocalypse—although curiously enough, not in the infamous pages of the *Book of the Damned*) refer to the Positive Energy Plane as “the feast that eludes,” suggesting early attempts by the Horsemen to investigate the source of mortal souls and potentially short-circuit the system in order to accomplish their goal of ending all mortal life.

LOCATIONS

Due to the Positive Energy Plane's brutally inhospitable nature for most creatures, it provides an exceptionally secure location to secret away artifacts, go into hiding, or otherwise escape the attention of one's enemies—even if those enemies are divinities. Others seek the plane's mysteries out of mere curiosity about the nature or meaning of life. Regardless of travelers' reasons, they will find few locations of relative safety and stability in the Positive Energy Plane, the most significant of which are explored below.

Note that unlike the other planes explored in this book, no relatively safe hub city exists on the Positive Energy Plane. The closest analogue would be the jyoti city of Arudrellisiir, but jyoti's extreme fear and distrust of non-jyoti makes that city singularly inappropriate for most visitors.

Arudrellisiir

The largest and best-known jyoti city, Arudrellisiir is a great drifting lattice of iridescent crystal whose borders stretch between and connect clusters of smaller outlying structures, all in a web of breathtaking beauty. Each cluster acts as a prism, scattering the plane's radiance into a cascading stream of colors as the city rotates in place. Arudrellisiir is anchored around a central ring of jagged crystalline towers surrounding a natural portal leading to the heart of a great blue-white star on the Material Plane. This star's light periodically flashes into the city itself, reflecting and refracting through its myriad structures.

Visitors to the city are few, and jyoti sentinels dissuade most who approach with warnings of violence. Attempts to circumvent jyoti patrols via teleportation effects are doomed to failure, for unsanctioned teleportation into Arudrellisiir results in redirection into a sequestered prison chamber within the city, where trespassers are dealt with on a case-by-case basis. Typically, an apology and payment of tribute earns release and a swift escort out of Arudrellisiir, assuming the attempt to enter was not malicious.

The jyoti of Arudrellisiir evince a caste system, with titles such as envoy, portal-guardian, scholar, soul-shaper, and soul-warden arrayed below a ruling priestly class known as the *Azudehema*, or They Who Strike Down Darkness. Arudrellisiir's leader is a towering jyoti with glimmering emerald and white plumage named **Vencirisen** (N agender jyoti^{B2} oracle^{APG} 20).

Positive Energy Plane



Dominion of Ksathras

Mentioned only vaguely in esoteric texts, scholars debate the precise syntax and meaning of the name Ksathras, uncertain whether it refers to a singular entity that created the dominion or an archaic title. Visitors report wildly different details, with some speaking of a paradisiacal mountain drifting through the burning void, some of a labyrinth of beautifully sculpted crystal, and still others of a place that drew upon their shame and failures, projecting manifestations of those things to test them. All of these are correct, for in truth this realm is the shared divine realm of the manasaputra kumaras, and they often change the dominion's appearance or even very purpose to suit their needs, reacting to visitors in ways that might bring enlightenment to those seeking it. Most who discover the dominion aren't consciously seeking enlightenment, and so their experiences are difficult, often deadly trials intended to steer them away from paths of destruction. The responsibility of meeting visitors at the dominion's gates and judging their worth is shared by all seven kumaras, but the forms they take vary wildly depending on the nature of the visitation.

The Garden

Adjacent to a trio of jyoti cities and curiously nestled within a minor positive-dominant region of the Positive Energy Plane is a massive, flat outcropping of luminous crystal harboring the Garden. Sprouting from the edifice in orchard-like rows are a massive number of redwood-sized crystalline flowers. Each enormous flower is unique in shape and color and glows with a fierce internal light. Some flowers blaze, some flicker like the guttering of a dying candle, and some stand dark, as if snuffed, their petals bearing witness only to past glories.

Groups of jyoti carefully patrol the Garden, not so much pruning or feeding the flowers as observing, recording growth rates, and venerating them with an adoration that comes closer than anything else in their society to true religious fervor. These jyoti claim to be responsible for the Garden's original planting, long before the first mortal drew breath on the Material Plane. According to them, each flower represents the soul of a mortal ascended to godhood, with the flower's radiance reflecting the divinity's respective power, areas of concern, and other elements

DARKNESS AND LIGHT

The process by which pre-incarnate souls migrate from the Positive Energy Plane into the Material Plane is not well understood; likewise, the point at which a soul infuses a life is unknown and subject to great debate across all worlds. One particularly compelling theory holds that at the heart of every star in the universe lies a pinpoint portal to the Positive Energy Plane. Whether these portals are what ignites new stars, or whether they form as a side effect of the cosmic violence of a new star's explosive birth is unclear, and the evidence gives little weight to one side over the other. If stars are the points of access for new souls into the Material Plane, however, this may explain why the Material Plane is the only plane in the entire Great Beyond that is not inhabited primarily by outsiders.

Some scholars have taken this theory a step further and have proposed that black holes are similar pinpoint portals, connecting instead to the Negative Energy Plane. How the proximity of a black hole to a world might affect the paths taken by souls into the River of Souls is unknown, since such regions of space typically leave nothing behind to learn from—black holes consume everything, after all!

associated with divine apotheosis, imprisonment, or death. While the flowers seem to have no power over the divinities they represent, the guardian jyoti use them for divinatory purposes regarding a given deity or demigod's designs and plans. The flowers' precise utility and nature is largely opaque to those not counted among these guardian jyoti, and they bar even other jyoti from the Garden's boundaries. The rare observers who manage to sneak in claim that the Garden's guardians occasionally harvest seeds, pollen, or various nectars from the flowers, their uses potentially fantastic but thus far tantalizingly out of reach.

Prismatic Vault

Despite their xenophobia, jyoti have been known to enter into bargains with divine representatives, powerful heroes, and nefarious villains to take possession of artifacts, relics, and even prisoners. The Positive Energy Plane's isolation and dangerous environment provide excellent conditions for safeguarding or imprisoning such things, and the jyoti have watched over countless such objects—or persons—for millennia. The conditions under which jyoti agree to serve as jailors or keepers of powerful artifacts vary and are subject to their often mercurial whims; they certainly don't seem to favor good over evil or law over chaos when such decisions are made.

For relatively minor charges, isolated strongholds are used for storage or imprisonment, but the largest of their repositories is known as the Prismatic Vault, due to both

the nature of its crystalline building blocks and the use of *prismatic walls* and *prismatic spheres* to safeguard its contents. The Prismatic Vault is said to contain riches beyond imagining, including hundreds of artifacts from as many different worlds. As for the prisoners kept there, the Vault is said to harbor no fewer than two imprisoned fiendish demigods, the phylacteries of two mythic lichs (along with their undead owners), and what is whispered to be a fallen inevitable divinity. What might actually be found within the deepest reaches of the Vault is likely to exceed even these wild and speculative rumors.

Titans' Prison

Hidden in the Positive Energy Plane lies the end result of a forgotten deity's (or deities') early meddling in the cycle of souls. The jyoti response was brief and terrible, displaying a capacity for organization and violence so far beyond their typical xenophobia it resembled nothing so much as a religiously sanctioned crusade. And while records of this tumultuous conflict are largely lost (with the only remnant in jyoti culture today being their disdain for the divine), one very real physical legacy still floats within the dazzling depths of the Positive Energy Plane. Drifting through the brilliant expanse is a vast crystalline globe adorned with great spindles of solidified positive energy, each spelling out, in burning text, the following words in the jyoti tongue: "Abomination," "Unwelcome," and "Unwanted." This is the Titans' Prison, a place where magic, beyond that used to maintain the prison itself, simply does not work.

Occasionally the outlines of figures within the Titans' Prison can be seen, beating upon the translucent surface from within or fighting one another in eternally pointless struggles. Travelers have also reported finding the sphere's crystalline spindles impaling the massive corpses of danavas, each slowly incinerating and being drawn back into the globe, trapped in some cycle of punishing reincarnation. Jyoti avoid the location, but the occasional manasaputra can be seen nearby, never touching the prison's walls, softly speaking words of forgiveness to those trapped inside.

EXPLORATION

The greatest danger of the Positive Energy Plane is the nature of the plane itself, but those who manage to protect themselves from being overwhelmed by raw life force and the blinding vistas can find much to wonder and marvel at within Creation's Forge. There are no astronomical bodies to speak of in the "skies" of this plane, nor is there a workable analog to north.

Magic on the Positive Energy Plane

Spells and spell-like abilities that use positive energy (including cure spells) are enhanced. Class abilities that use

positive energy, such as channel energy, gain a +4 bonus to the save DC to resist the ability.

Spells and spell-like abilities that use negative energy are impeded.

Pre-Incarnate Souls

Pre-incarnate souls have no sentience and are more akin to a form of energy than to distinct creatures, as it is the process of life itself that shapes a pre-incarnate soul into an actual soul. At most, a pre-incarnate soul acts like natural forces with a minor tendency to mirror the actions of living creatures, moving and flowing with a semblance of life and organization, though this is little more than an illusion. New pre-incarnate souls are constantly manifesting, and are almost impossible to destroy. Powerful blasts of negative energy could wipe out a pre-incarnate soul, as could magic like *wish* or *miracle*, but not effects that directly target and damage souls, since a pre-incarnate soul lacks the qualities that allow, for example, an astradaemon's devour soul ability or *trap the soul* to function. Despite these facts, jyoti are ferociously protective of pre-incarnate souls and act like shepherds where they gather, nurturing and singing to them as they slowly mature during their migration toward life on the Material Plane.

A pre-incarnate soul is a quivering, floating mass of quintessence, spiritual potential, and positive energy, and contact with one can have unusual results. A character who comes into contact with a pre-incarnate soul increases the effects of positive-dominant essence traits currently affecting the character by one step (or doubles the effects of major positive-dominant effects) for as long as the contact persists (minimum of 1 round). In addition, each round of contact with a pre-incarnate soul removes 1 negative level from a creature per round.

Radiant Creatures

Radiant creatures are mortal creatures who have been destroyed by the overwhelming fury of the Positive Energy Plane's energies. Normally, the souls of such creatures are expelled into the River of Souls and travel to the Boneyard for judgment, but occasionally they are instantaneously reincarnated as radiant creatures—glowing incarnations of their previous forms infused with positive energy.

A radiant creature's quick and rebuild rules are the same. This simple template can be applied only to a living creature whose CR is 3 or higher.

Quick/Rebuild Rules (CR +1): **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR 5/—; fast healing equal to HD; immunity to blindness, fire, mind-affecting effects, and all effects from positive-dominant essence traits;

Special Attacks one natural attack (or unarmed strike if the creature has no natural attacks) gains the ability to create a powerful burst of radiance that blinds the creature struck for 1 round unless it succeeds at a Fortitude saving throw (DC = 10 + half the radiant creature's HD + the radiant creature's Constitution modifier); this ability triggers automatically on the first successful attack in a round, regardless of how many attacks the radiant creature attempts.

Radiant creatures cannot exist long outside of the Positive Energy Plane and treat all other planes as if they had the major negative-dominant essence trait.



RADIANT HYDRA



PLANE OF AIR

PLANE OF AIR

The Endless Sky, The Firmament

The Plane of Air exists at the edge of the universe—a “skin” of wind and clouds where down seems to be in every direction at once. Here, the sky is everything there is, and only those who can fly can ever truly call this reality home.

Category Inner Plane

TRAITS

Gravity subjective directional

Time normal

Realm immeasurable

Structural lasting

Essence air-dominant

Alignment mildly neutral-aligned

Magic enhanced (spells and spell-like abilities with the air descriptor or that use, manipulate, or create air [such as those of the Air domain and the elemental air bloodline])

or impeded (spells and spell-like abilities with the earth descriptor or that use or create earth [such as those of the Earth domain and the elemental earth bloodline])

DENIZENS

Core Divinities none

Other Divinities elemental lords of air

Outsiders air elementals (including aerial servants⁸⁵, air wysps⁸⁵, anemoj⁸⁵, belkers⁸², comozant wyrd⁸⁴, invisible stalkers, and mihtus⁸²), air veelas⁸⁵, djinn, and mephits (air, cold, and dust)

Petitioners air pneuma (semitransparent, misty-looking forms)
Qualities immunity to air and electricity effects, fly speed 60 ft. (perfect)

INFUSIONS

Basic You gain a +2 bonus on Fly checks and a +2 bonus on saving throws against air or electricity effects.

Improved You can use *air walk* once per day as a spell-like ability.

Greater You can use *wind walk* once per day as a spell-like ability.

Just beyond the Material Plane floats the immense, seemingly peaceful blue firmament of the Plane of Air. Known to many

as the Endless Sky, this plane is shot through with enormous clouds, floating cities of fantastic design, meandering sheets of ice and crystal, strange spheres of brass and iron, and even more astounding features. Towering cloud walls mark the borders it shares with the edge of the Material Plane's universe, and gigantic water bubbles—oceanic ecosystems in their own right—pepper the areas abutting the Plane of Water. Although its population is scant in comparison to those of the other Elemental Planes, the Plane of Air is home to a grand djinni society, dozens of mephit kingdoms, and a plenitude of diverse creatures.

Breathable air is the plane's most dominant substance, making the Plane of Air the most hospitable of all the Elemental Planes for visitors from the Material Plane. Flying creatures have great advantages here, though nonnatives of all sorts might find themselves constrained by the lack of solid ground. Such material does exist, in the form of great chunks of drifting ice originating from the adjacent Plane of Water and magically suspended hunks of earth and crystal—but such places are few and far between.

DENIZENS

Although it is the least populated of the Elemental Planes due to its lack of solid ground, the Plane of Air still teems with life. Unlike on the outer planes, the petitioners of the Plane of Air (vaporous entities known as air pneumas) are not common, as the time it takes for an air pneuma to transition into an air elemental or similar creature is typically quite short. Listed below are several prominent or noteworthy residents whom planar travelers might encounter.

Djinn

The Plane of Air's native genies are the true lords of the Endless Sky. Powerful beings in their own right, they focus on art, culture, trade, and especially the acquisition of knowledge, which brings them great wealth and even greater influence. Calmer and more peaceful than the genies native to other planes, djinn are nonetheless quick to remind all listeners that they have been the plane's undisputed masters since before the mortal races appeared. This sense of superiority, combined with their paternalism toward nongenies, has earned the djinn a widespread reputation of insufferable self-importance.

Despite the djinn's stuffy proclamations, some believe that their superiority has not always been uncontested. Mysterious metal spheres scattered throughout the plane fuel rumors of a long-vanquished foe. A recent theory involves an ancient war between the djinn and a contingent of extraplanar outsiders, or perhaps gods. Some claim that these spheres actually imprison the genies' rivals. The djinn's failure to acknowledge these rumors, plus their refusal to build upon or even touch these spheres, has done nothing to quell such speculation.

Air Elementals

Though just as disorganized as other elementals, air elementals have their own culture and are known for being more gregarious than others of their kind. They are intelligent, but their mind-sets and emotions can change as quickly as the winds from which they are born. The elementals' mother-goddess Hshurha, Duchess of All Winds, commands obedience from all but the most rebellious air elementals.

Air elementals are not the realm's only elementals. In the places where the azure sky turns dark with violent storms, lightning elementals dash about like children playing in the sea, unleashing great bolts of electricity. Ice elementals also venture to this plane, despite being native to the Plane of Water.

Cloud Dragons

Cloud dragons are natives of the Plane of Air and are known for flitting unhindered through the expanse of the Endless Sky, indulging their fickle whims. They have an innate curiosity and may begin a quest for lore or a lost bauble only to allow a distraction to sidetrack them for years. Cloud dragons' whimsical journeys sometimes take them away from their home plane; most cloud dragons on the Material Plane traveled there for a specific but now long-forgotten purpose and, finding the mountain peaks of Material Plane worlds quite hospitable, decided to stay.

Mephits

Three types of mephits dwell on the Plane of Air: air, dust, and ice mephits. These miniscule scamps sometimes serve the powerful entities that dwell on the Plane of Air and are often seen flitting about the plane's great cities, delivering messages or running errands.

Many mephits, however, choose to remain independent. These mephits create small nations on the plane's scattered islands, and each nation's strictures and social mores depend on the type and personality of its self-proclaimed mephit ruler. Mephit nations often have confusing and contradictory laws and customs, making it easy for visitors to unknowingly break them. Moreover, familiarity with the customs of one nation never provides much help in understanding the rules of another.

Sylphs

Although uncommon on their progenitors' home plane, highly capable sylphs have left the Material Plane in fair numbers to reside on the Plane of Air. They work often as commanders of airship fleets or as extraplanar diplomats for the djinn—or, more rarely, the elemental population. Still others are high-priced guides for the plane's most esteemed or influential visitors. Some conspirators posit that such sylphs act as spies for extraplanar forces that

TABLE 3-8: PLANE OF AIR ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-5	2d6 sylphs	4	<i>Bestiary</i> 2 258
6-11	1d8 Small air elementals	5	<i>Bestiary</i> 120
12-14	1d8 Small lightning elementals	5	<i>Bestiary</i> 2 116
15-19	2d6 air pneuma petitioners	6	See page 124, <i>Bestiary</i> 2 208
20-24	1d8 Medium air elementals	7	<i>Bestiary</i> 120
25-29	1 invisible stalker	7	<i>Bestiary</i> 181
30-32	1d8 Medium lightning elementals	7	<i>Bestiary</i> 2 116
33-35	1d6 comozant wyrds	7	<i>Bestiary</i> 4 40
36-38	2d6 air mephits	8	<i>Bestiary</i> 202
39-41	2d6 dust mephits	8	<i>Bestiary</i> 202
42-44	2d6 ice mephits	8	<i>Bestiary</i> 202
45-47	1d4 belkers	8	<i>Bestiary</i> 2 45
48-50	1 mihstu	8	<i>Bestiary</i> 2 190
51-55	2d6 air wysps	8	<i>Bestiary</i> 5 282
56-60	1d8 Large air elementals	9	<i>Bestiary</i> 120
61-63	1d8 djinn	9	<i>Bestiary</i> 139
64	1 young cloud dragon	9	<i>Bestiary</i> 2 96
65-67	1d8 Large lightning elementals	9	<i>Bestiary</i> 2 116
68	1 djinni vizier and 1d6 djinn	10	<i>Bestiary</i> 139
69-73	1d6 air veelas	10	<i>Bestiary</i> 5 264
74-78	1d8 Huge air elementals	11	<i>Bestiary</i> 120
79-81	1d8 Huge lightning elementals	11	<i>Bestiary</i> 2 116
82-84	1 aerial servant	11	<i>Bestiary</i> 5 11
85-89	1d8 greater air elementals	13	<i>Bestiary</i> 120
90	1 adult cloud dragon	13	<i>Bestiary</i> 2 96
91-93	1d8 greater lightning elementals	13	<i>Bestiary</i> 2 117
94-95	1d8 elder air elementals	15	<i>Bestiary</i> 121
96	1d6 monadic devas	15	<i>Bestiary</i> 2 27
97	1d8 elder lightning elementals	15	<i>Bestiary</i> 2 117
98	1 ancient cloud dragon	18	<i>Bestiary</i> 2 97
99	1 anemos	18	<i>Bestiary</i> 5 20
100	1d8 mythic elder air elementals	18	<i>Mythic Adventures</i> 193

wish to eventually challenge the djinn for dominance of the plane, but practically no one—the air genies included—gives the theory any credence.

DIVINITIES

Few divinities make their home on the Plane of Air, with the most significant exception being Hshurha, the Duchess of All Winds. A cruel and capricious demigoddess, she builds monuments of dust and ice and destroys settlements as befits her whim. Due to her natural invisibility, few can speak to her true form. Hshurha's schemes are often so convoluted that they seem senseless, but she is, after all, an ancient entity whose very nature is as mercurial as the wind. Outwardly, she maintains a cool peace with the djinn, but some say that she consorts with efreet or even employs her own secret cabal of invisible stalkers to weaken the djinn's rule over the plane.

She was once opposed by Ranginori, the Duke of Thunder, but this elemental lord was trapped long ago within a mysterious artifact known as the *Untouchable Opal*.

LOCATIONS

The Plane of Air is full of fantastic places to visit and explore, even beyond the countless natural and artificial landing sites where the natives' commerce and culture thrive.

Armun Kelisk

The undisputed jewel of the Plane of Air, the breathtaking djinni capital sprawls across seven stone, ice, and silver platforms in an homage to the rolling terrain of a terrestrial city. Its splendor reflects the civilization's power and majesty, which is also embodied in the genies' ruler, Sultan Zafer XXXVIII, who presides over his holdings from his Sussurran Palace. Each of the metropolis's seven enormous platforms is capable of holding a city nearly three times the size of Absalom and hovers at a separate elevation from the others.

Each of the city's floating islands offers myriad airship docks and perches for flying mounts, allowing ready access to the city for nonflying visitors held in high esteem by the djinn. Each island also features several plazas with magical portals to transport residents and honored visitors from one city district to another. The plazas are well guarded, and anyone who wishes to take a portal to the High Palaces must carry one of the special crystals that indicate the sultan's favor.

Genie magic created the city's cycle of day and night. The Endless Sky has no moon, but when the light dims, the plane's distant fire orbs look just like stars. This beautiful effect helps visitors from the Material Plane feel more at home. Genie magic also affects the city's gravity, causing unattended objects to fall toward the ground within Armun Kelisk, preventing artwork, books, and traded coins from floating off into the plane's blue emptiness.

ARMUN KELISK

CG metropolis

Corruption +6; **Crime** +3; **Economy** +11; **Law** +6; **Lore** +5;

Society +3

Qualities academic, magically attuned, planar metropolis*, prosperous, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

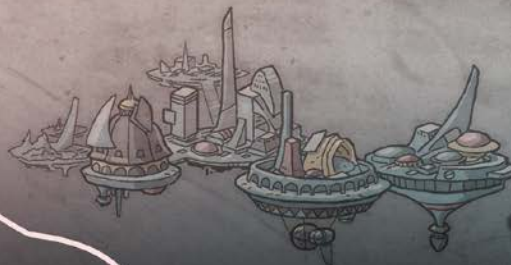
Government overlord

Population 6,100,000 (3,200,000 djinn; 1,140,000 mephits; 620,000 air wysps; 543,000 air elementals; 525,000 sylphs; 26,000 gnomes; 10,000 invisible stalkers; 36,000 other)

NOTABLE NPCs

General Ambra Shelaraskeh (CG female noble djinni magus^{UM} 9)

Plane of Air



Guildmistress Ursimina Vadovar (NE female human cleric of Norgorber 6/fighter 2)
High Priest Athlikern (N male sylph^{B2} cleric of Gozreh 10)
Kavenaugh and Tagritallia Riddlestone (NG male and female gnome experts 8)
Sultan Zafer XXXVIII (CG male noble djinni conjurer 16)

MARKETPLACE

Base Value 36,800 gp; **Purchase Limit** 270,000 gp;
Spellcasting 9th
Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Port Eclipse

Port Eclipse is an airship harbor hidden inside a gigantic, hollowed-out island. All of the port's structures—docks, inns, shops, taverns, warehouses, and more—are built on the inner wall of a massive, spherical space. Port Eclipse's current mayor is a semiretired airship captain who goes by the name of **Vendria** (N female sylph^{B2} swashbuckler^{ACG} 7). Vendria and her fellow captains keep the location of the entrance to the island's interior a closely guarded secret, and only their most trusted airship pilots learn the safe

route through the stone tunnels leading into Port Eclipse. The captains make good money taking passengers and goods into the port, and they use magic to verify the claims of those looking for passage.

Ruins of Nebrindae

If two cities composed entirely of temples and cathedrals were built on opposite sides of a huge quarry of sharp rocks, and then smashed together in such a way that only the minarets, towers, and steeples protruded, that might just begin to suggest the shape and appearance of Nebrindae. A roughly spherical asteroid of bristling spire-flanges and perches embellished with elaborate statuary, Nebrindae was supposedly once a massive temple consecrated for the worship of psychopomp ushers. Today, though, it lies in ruin, with over half of its original spires crumbled and many of the countless statues that adorn it broken or defaced. The vast structure falls endlessly through the plane, occasionally reaching planar eddies or focal points that alter its subjective gravity, sending it careening toward an alternative definition

of “down.” That the ruin hasn’t dashed itself upon one of the plane’s other massive solid bodies is a testament either to the unfathomable size of the plane or to the piloting skill of some unknown power. The latter could well be possible: even though it lies in ruins, Nebrindae is far from abandoned. Numerous clans of gargoyles inhabit the ominous spheroid. While the gargoyle factions often squabble, their skirmishes end whenever the ruins draw near another potentially valuable body drifting through the plane. At these times, hundreds of gargoyles sweep from the ruins like a swarm of stone locusts, raiding and stealing what they will. While some gargoyles may bargain with outsiders, Nebrindae is far from united, and so the ruin is avoided as an unpredictable menace by most of the Plane of Air’s inhabitants. However, some worshipers of psychopomp ushers, Pharamasma, or the infernal goddess Mahathallah believe that secrets of the psychopomp race lie hidden in Nebrindae and launch rare—and often ill-fated—expeditions into the ruins.

Sea of Night’s Embrace

Not all of the Endless Sky is filled with daylight. In the Sea of Night’s Embrace, the plane’s illumination ranges from a permanent twilight all the way to a lightless void. The deeper one travels into the sea, the darker it becomes, until the only light available is that which explorers take with them.

The Sea of Night’s Embrace is mysterious and dangerous, populated by undead horrors and creatures akin to those found in the Material Plane’s deepest oceans. Some say a portal to the Negative Energy Plane rests at the center of the Sea of Night’s Embrace. Others claim an immense, light-consuming entity dwells there. The tales say this entity currently sleeps, but if it were to fully awaken, its hunger could plunge the entire plane into darkness. This tale usually suffices to deter wanderers from venturing into the sea, but the umbral essences and singularities of absolute darkness that sometimes coalesce within the region lead shadowy spellcasters to fund investigations of the area.

Sparkling Principality of Hautansia

Among the mephit nations, the Sparkling Principality of Hautansia is the most infamous. Formed from a collection of rocky islands bound together with a thick layer of solid ice, Hautansia is ruled by His Frozen Majesty, King **Eshakhar I** (NE male ice mephit sorcerer 10). Eshakhar puts his unusually powerful ice magic to work in maintaining his kingdom, both by knitting the islands together and keeping his fellow ice mephits loyal to him. Of course, his popularity is also bolstered by the fact that mephits are not forced into subservience or disrespected in Hautansia.

Storm of Fangs

The Plane of Air is home to many permanent storms, and the djinn often give them evocative names, usually referencing particularly notorious warring silver and white dragons. The Storm of Fangs, though, dwarfs them all. This perpetual, moon-sized tempest has devoured countless travelers in its eons of existence. Drifting within are storm-lashed pieces of the Material Plane, on which roost lightning elementals, belkers, mihstus, and even stranger creatures. At the very center is said to stand the fortresslike abode of **Shanaria** (NE female elder air elemental rogue 6), who was once the right hand of Hshurha and is rumored to have overseen the duchess’s more clandestine endeavors. The air elemental broke with the duchess over a series of disputes centuries ago, though the nature of those disagreements remains the subject of much speculation.

Verglas Precessional

The palace of Hshurha, Duchess of All Winds, is a translucent construction of air coated with a thin layer of ice. Those within its walls are subject to unpleasant surprises as walls and even floors move or disappear to suit the whims of the self-proclaimed mother-goddess of air elementals and the elemental lord of air.

Those familiar with the Plane of Air usually know to respect—and fear—Hshurha. The duchess surrounds herself with a court of air elementals, various planar and extraplanar dignitaries, and esteemed travelers. A cruel, tyrannical being, she enjoys toying with all those who enter her demesne and behaves in an especially vicious manner to creatures with a solid or semisolid physical form. Only beings of gaseous or incorporeal natures have a chance of gaining her respect. She may treat with others, but only if she can clearly see value in it for herself.

Entire areas within the Verglas Precessional have naturally invisible walls and sometimes even unmarked openings in the floor, making navigation of the palace treacherous. The palace slowly rotates as it hovers above a vortex, at the center of which rests a pinpoint of utter blackness. Those who displease Hshurha literally fall out of her favor and risk being sucked into this void.

EXPLORATION

Creatures native to the Plane of Air usually have innate means of reaching a desired destination. Visitors who would explore the wonders of the Endless Sky must plan ahead, but fortunately, there are many ways to accomplish this, such as airships, flying mounts, and magic.

No standard day-night cycle exists on the Plane of Air, and the skies above (and below) are deep blue and strewn with clouds. Star-like formations can shed light, but in most reaches of the plane, the lighting itself comes from unknown sources. Travelers navigate via magic or

the sighting of visual (or other) landmarks, but no direct analog to north exists on this plane.

Dead-Air Pockets

There are spaces within the Endless Sky where the air becomes inexplicably dense, heavy, and still; travelers cannot breathe it or navigate through it. Invisible and nearly undetectable, these places are a particular bane to sky sailors, because a sail-driven airship loses propulsion as soon as it enters a pocket of dead air. Most of these air pockets are unstable and break apart and dissipate on their own over the years; some, however, have existed for millennia. Airship sailors particularly fear a place they call the Hungry Sea, a large pocket of dead air that sprawls near a major sky stream. The borders of this pocket fluctuate and sometimes capture unwary ships, dragging them deeper into the pocket when the borders recede, like the tide pulling on driftwood. Knowledgeable sailors avoid the Hungry Sea altogether, and those who ply the air currents nearby employ friendly air elementals who can sense the dead air pocket and warn them when their ships get too close. This pocket contains lost ships said to hold items of great value, but few treasure hunters dare enter a place where no goodly creatures are known to move about freely.

Fire Orbs

Although most of the Plane of Air is constantly illuminated, those who navigate the Endless Sky do so by taking fixes on the plane's distant pinpoints of light, which gleam brighter than the surrounding air. Centuries ago, curious extraplanar explorers traveled vast distances to learn more about these lights and discovered that many, if not all of them, are stationary spheres of intense heat and light. Some believe that these spheres are created by intrusions from the Plane of Fire, although there's no real evidence of this. This very notion makes the djinn nervous, however, because it might suggest that the powerful efreet are planning to mount an assault. The fact that no attack has ever happened, going as far back as anyone can remember, indicates that either the theory is incorrect or some issue within the Plane of Fire prevents the efreet from passing through these fiery spheres.

Regardless of their origins, exploring the fire orbs is impossible without using powerful magic. Most airships cannot even get close to them for fear of igniting in spectacular blazes—the fate that befell the first curious planar explorers to venture near the orbs. Additionally, the plane's subjective gravity turns the “rising” hot air generated by these orbs into a chaotic rush of air currents, twisting and colliding as they blast outward from the sphere's surface. As a result, navigation is almost impossible for hundreds of miles around them. Air pilots know to steer clear of these

regions, but those unfamiliar with them can quickly lose control of their vessels, providing easy meals for the aerial predators that lurk nearby.

Sky Streams

Countless sky streams—currents of air dense enough to carry ships—flow through the Plane of Air. They range from a few feet to a dozen miles in width and are invisible and ever-changing. Despite their mutability, sky stream routes usually connect most major locations. Sky sailors know how to navigate these currents, but unprepared travelers can easily become stranded or swept away by the winds.



KEZREK

HSHURHA



PLANE OF EARTH

PLANE OF EARTH

The Eternal Delve, The Foundation

The Plane of Earth is a vast shell of stone and minerals shot through with tunnels and caverns that range from narrow squeezes to vast vaults capable of hosting entire worlds.

Category Inner Plane

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence earth-dominant

Alignment mildly neutral-aligned

Magic enhanced (spells and spell-like abilities with the earth descriptor or that use, manipulate, or create earth [such as those of the Earth domain and the elemental earth bloodline]) or impeded (spells and spell-like abilities with

the air descriptor or that use or create air [such as those of the Air domain and the elemental air bloodline])

DENIZENS

Core Divinities none

Other Divinities Nivi Rhombodazzle, elemental lords of earth

Outsiders earth elementals (including crysmals⁹², earth wysps⁹⁵, mudlords⁹⁴, sandmen⁹², and thoqqas⁹²), earth veelas⁹⁵, shaitans, mephits (earth and salt), and xorns

Petitioners earth pneuma (stony or crystalline forms)

Qualities immunity to earth and acid effects, burrow speed 20 ft., earth glide ability (as an earth elemental)

INFUSIONS

Basic You gain a +2 bonus on Climb checks and a +2 bonus on saving throws against earth and acid effects.

Improved You can use *acid pit*^{APG} once per day as a spell-like ability.

Greater You can use *statue* once per day as a spell-like ability.

The most fixed and stable of the Elemental Planes, the Plane of Earth is an effectively limitless domain of dirt, stone, and metals, its lightless depths crisscrossed by a network of

interconnected tunnels and caverns. In primordial times, this plane was a single solid shell that barred all but the most acclimated or cunning species from entering. Since the Material Plane came into being, though, the essences of the other Elemental Planes—especially the adjacent shells of fire and water—have subtly influenced the Plane of Earth. The combination of planar convergences and the arrival of new inhabitants turned the Plane of Earth into the vast expanse of interlocking cave systems, bottomless crevasses, and bizarre, unique ecologies that it is today.

Along the immeasurable border between the Planes of Earth and Fire, stoic shaitan genies maintain bustling outposts geared toward trade, exploration, and general maintenance of the Peerless Empire's borders. These stations' official orders from the empire's capital, the Opaline Vault, are to monitor for incursions of efreeti forces from the Plane of Fire, and most maintain at least a nominal defensive military force. In practice, the warring between the shaitans and the efreet is limited to a specific conflict between the Opaline Vault and the City of Brass, and in general, shaitans harbor no enmity for their fiery counterparts, and the two types of genies sometimes even work together when their interests align.

Fully beyond the reaches of the Peerless Empire is the Blistering Labyrinth, where the elemental lord Ayrzul sleeps. The realm's deepest recesses also host cities of primeval architecture—experimentation sites that are home to some of the plane's oldest denizens: the xiomorns. These elementals created such vast underground Vaults deep below the surface of many Material Plane worlds; on the world of Golarion, these Vaults lie in the realm of Orv, thousands of feet below the surface. Today, most of the xiomorns' enormous cities on the Plane of Earth lie abandoned, their inhabitants having moved on to expand their work throughout the Material Plane. Between the lands of the elemental lord and the shaitan empire's outer reaches, city-states, provinces, and nations rise and fall within the Plane of Earth's warrens. Despite the range of inhabitants, however, uncharted domains and untapped resources yet lie across much of this territory wedged between the two greater powers of the Plane of Earth.

DENIZENS

The Plane of Earth is more populous than most natives and visitors alike realize, as entire societies can thrive within nooks and crannies that even the most experienced guides don't know exist.

Crystal Dragons

These draconic entities infused with elemental energy claim dominion over several small, personal empires in the Eternal Delve. The flighty nature of crystal dragons doesn't particularly predispose them to the rigors of ruling a nation,

but their trade savvy—especially when it comes to precious gems and metals—combined with their altruistic natures often land them in such roles. Predispositions aside, once in a position of authority, these dragons fiercely protect those in their domains, providing comfortable living conditions free from the slavery that is ubiquitous in shaitan society.

Earth Elementals

Earth elementals are some of the oldest inhabitants of the Eternal Delve, and they are so attuned to their home plane that some spend entire decades or centuries fused with their surroundings, never revealing their existence until their whims move them to action. Other earth elementals traverse the plane's interior like swarms of insects, moving in dizzying and often unintelligible patterns. Many earth elementals—and mud elementals, to a lesser extent—are reclusive and territorial, clinging ferociously to their ever-changing homes. They have few, if any, reasons to communicate with other inhabitants of the plane, and most others view them as a natural hazard inherent to existence here. On occasion, though, a great threat to the plane has mustered the elementals' strengths, and the shaitans of the Opaline Vault are constantly scheming to enlist them in their war against the efreet of the City of Brass.

Mephits

Mephits are considered pests by their domineering shaitan neighbors. The Peerless Empire subjugates earth and salt mephits without a second thought, but due to their sheer number, for every mephit captured another five go free. More often than not, when mephits are apprehended, the shaitans entrap them in extended contracts of servitude or use the empire's draconic laws to sentence them to extended work for the slightest violation. Ironically, many such mephits come to appreciate their newfound existence under shaitan rule, for it allows them to live among the trappings of power and opulence. The longest-serving of these mephits sometimes move on to become seneschals or minor power brokers within the rigid slave castes of the Peerless Empire.

Oreads

With its abundance of open-air tunnels and caverns, the Eternal Delve has historically appealed to several races more commonly found on the Material Plane, including dwarves, humans, and even elves. However, the most populous of these races are oreads, whose ancestors hailed from the Plane of Earth. Although relatively common, they typically live in smaller, more isolated populations or scattered among great cities full of other creatures. Oreads mix easily with most of the native creatures here, but many never feel truly at home. Most leverage their resiliency and adaptability to serve as envoys between shaitans and xorns

TABLE 3-9: PLANE OF EARTH ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-10	1d8 Small earth elementals	5	<i>Bestiary</i> 122
11-13	1d8 Small mud elementals	5	<i>Bestiary</i> 2 120
14-16	1d6 crysmals	6	<i>Bestiary</i> 2 61
17	1 young crystal dragon	6	<i>Bestiary</i> 2 98
18-22	2d6 earth pneuma petitioners	6	See page 130, <i>Bestiary</i> 2 208
23-27	1d8 Medium earth elementals	7	<i>Bestiary</i> 122
28-30	1d8 Medium mud elementals	7	<i>Bestiary</i> 2 120
31-35	2d6 earth mephits	8	<i>Bestiary</i> 202
36-40	2d6 salt mephits	8	<i>Bestiary</i> 203
41-43	1d10 sandmen	8	<i>Bestiary</i> 2 236
44-48	2d6 earth wysps	8	<i>Bestiary</i> 5 282
49-53	1d8 Large earth elementals	9	<i>Bestiary</i> 122
54-56	1d6 xorns	9	<i>Bestiary</i> 284
57-59	1d8 Large mud elementals	9	<i>Bestiary</i> 2 120
60-62	1d8 mudlords	9	<i>Bestiary</i> 4 195
63	1 adult crystal dragon	10	<i>Bestiary</i> 2 98
64-68	1d6 earth veelas	10	<i>Bestiary</i> 5 264
69-73	1d8 Huge earth elementals	11	<i>Bestiary</i> 122
74-76	1d8 shaitans	11	<i>Bestiary</i> 143
77-79	1d8 Huge mud elementals	11	<i>Bestiary</i> 2 120
80-84	1d8 greater earth elementals	13	<i>Bestiary</i> 122
85	1 shaitan pasha and 1d6 shaitans	13	<i>Bestiary</i> 143
86-88	1d8 greater mud elementals	13	<i>Bestiary</i> 2 121
89-92	1d8 elder earth elementals	15	<i>Bestiary</i> 123
93	1d6 monadic devas	15	<i>Bestiary</i> 2 27
94	1 ancient crystal dragon	15	<i>Bestiary</i> 2 99
95	1d8 elder mud elementals	15	<i>Bestiary</i> 2 121
96-97	1d8 carnivorous crystals	15	<i>Bestiary</i> 3 45
98	1d6 xiomorns (Vault Keepers)	17	See page 252
99	1d8 mythic elder earth elementals	18	<i>Mythic</i> <i>Adventures</i> 194
100	1 mythic xiomorn (Vault Builder)	20	See page 252

or even xiomorns. However, these roles are inherently risky, and more than a few oreads have found themselves on the wrong side of shaitans' laws or accidentally delivering a fatal insult to a proud xiomorn.

Shaitans

These large genies maintain the expansive Peerless Empire, a nation that spans the borders of the Plane of Earth and operates with ruthless efficiency. The earth genies are consummate contractors and use their talents to bind a wide array of creatures into serving them in everything from their business interests to maintaining their immaculate homes. They prefer willing servants over slaves, but those who oppose shaitans are ruthlessly forced into servitude, often spending their remaining existence toiling in the distant reaches of the Peerless Empire's mining operations. Shaitans have some manner of diplomatic relationship

with nearly every race that exists on the Plane of Earth, even extending to some tentative deals with the efreet, although the shaitans of the Opaline Vault remain at war with the fire genies and refuse to participate in any dealings with them.

Xiomorns

The xiomorns are a race of primordial builders and experimenters whose genius is tempered by a tendency to seize upon endeavors that they lose interest in relatively quickly. While xiomorns have spent recent centuries chiefly consumed with building enormous Vaults on the Material Plane, the Eternal Delve's center is full of immense, abandoned cavern-cities created by the xiomorns before they abandoned their incredible settlements on what appears to be little more than a whim. Their activities might seem capricious, but the xiomorns assert that all their actions are driven by exacting goals whose details they refuse to disclose. Xiomorns are divided into two distinct types: the Vault Builders and the Vault Keepers. The Vault Builders are mythic beings who rule over their lesser Vault Keeper counterparts. Most of the xiomorns who dwell on the Plane of Earth dedicate themselves either to crafting new vaults or venerating their patron, the elemental lord Ayrzul.

Xorns

Driven into solitude by hunger, xorns are commonly found in the wilderness regions of the Plane of Earth, far removed from territories controlled by other races. They live alone or in small communities known as clusters, distant from the open tunnels that break up the plane.

DIVINITIES

The Fossilized King Ayrzul, lord of buried secrets and earth and metal, is the most notorious of the Plane of Earth's divinities. He dwells deep in the radioactive reaches of the Blistering Labyrinth, often served by xiomorns. The Crystalline Queen Sairazul is no longer active in the realm—like the other four good-aligned elemental lords, she has been imprisoned and largely forgotten.

Nivi Rhombodazzle

Worship of the demigoddess of gambling, gems, and stealth is popular among many gnomes, especially the svirfneblin gnomes of many Material Plane worlds. Unusual among the divine in that she doesn't maintain a realm of her own, Nivi spends much of her time traveling between Material Plane worlds and the Plane of Earth on a constant hunt for the next perfect gemstone or the next high-stakes gamble to add to her ever-growing list of conquests.

LOCATIONS

Far more than a solid, unyielding mass of rock, the Plane of Earth is home to innumerable locations of interest.

Plane of Earth



Blistering Labyrinth

This radioactive maze is the divine realm of the elemental lord Ayrzul, also known as the Fossilized King. Elementals, mephits, and xiomorns are the only creatures known to be immune to the Labyrinth's unnatural entropy, though xiomorns have little tolerance for the presence of mephits in their patron's sacred lands. While the Blistering Labyrinth has no formal border markers, the blackened and warped bones of countless creatures form a jagged circumference around it, and the further one travels into the region, the truer the name becomes. Increasingly caustic, leaching heat rises from the rock, threatening to burn even the most powerful visitors. Far within, the Blistering Labyrinth becomes a maze of cyclopean bones, with every step taken treading on the remains of those who have come before. At the labyrinth's center lives the Fossilized King, an insular ruler who has never been seen outside of his realm. As a result, Ayrzul is the subject of wild rumors throughout the plane, with speculations on his nature ranging from a shaitan wizard to an undead crystal dragon to even a fragment of another long-dead deity. Ayrzul himself is

wholly unconcerned with the politics of the Eternal Delve, consumed instead with conspiring against his bitter rival, the fiery elemental lord Ymeri.

Citrinide

Immense stalactites of pure citrine line the roof of the cavernous expanse of Citrinide. Unnatural light pulsing from within its topaz-like ceiling bathes everything beneath in a pale yellow glow. Nearly 40 city-states vie for dominance in this continental cavern, each boasting an eclectic assortment of races. The exceptional amount of violence between the various powers here suggests that the gemstones overhead emit low-level psychic compulsions to all inhabitants, gently urging them into conflict with one another.

Goldhive

Housing countless miles of raw gold, Goldhive is one of the Peerless Empire's 86 Treasured Resource Holds. Intersecting tunnels—the work of the empire's slave armies in ages past—crisscross Goldhive's interior, but centuries of mining operations have yet to make even the smallest

impact on the hive's resources. The Peerless Empire has focused less on managing Goldhive in recent years, so to preserve it as a holding, the shaitans have coerced a cluster of xorns to oversee operations there.

Those expecting to loot Goldhive of its riches quickly find themselves the target of the Peerless Empire. The shaitans keep watch over the hive using a network of spies and various magical wards. Any perceived mercy in the accommodating settlement of Goldenhome is also a falsity; the resident xorns report all thefts of gold, as well as any troublesome visitors, to the empire. The shaitans' skilled hunters mercilessly track those who escape the plane with ill-gotten Goldhive gold as well as any who partake in the gold's trafficking. According to their own laws, the shaitans can legally venture even to the Material Plane to capture gold thieves.

Lavaloch

The citadel of Lavaloch rests on the border of the Planes of Earth and Fire. Here, magma-dripping towers of blackened metal soar amid tangled rivers of molten slag. A city of efreeti taskmasters and toil-worn slaves lies just past the fortress's outermost walls. Larger bastions rise from the inner city, forming a center that is at once civilized and militarized. To the majority of the shaitans on the plane, the settlement is simply an efreeti outpost that partakes in diplomatic relations with the Peerless Empire. To the stubborn leaders of the Opaline Vault, however, Lavaloch is an unacceptable incursion into their lands by a hated enemy. The disconnect between the empire's official position of cautious diplomacy with the fire genies and the Opaline Vault's open enmity with them is an ongoing source of strife among all shaitans. The efreet tend to mirror these complex relations; in general, they see the shaitans as useful potential allies, but there are some among the fire genies who would rather see the Opaline Vault burn.

Opaline Vault

The great city of the Opaline Vault is the capital of the Peerless Empire and the ancestral home of many shaitans, built along a 30-mile-wide geode near the elemental border between the Planes of Earth and Fire. Much of the city's architecture has a pearly white veneer, but ubiquitous enchanted, glowing spheres of light produce a kaleidoscope of dizzying colors that refract off the geode's walls, resulting in one of the plane's most incredible sights: the beautiful vistas that earned the Opaline Vault the moniker "The Rainbow Metropolis."

Vast towers of intermixed gold and platinum rise from a lake of acid-melted gemstones at the geode's cracked center—the city's heart. The coloration of the churning lake constantly shifts, changing based on the specific gems in

ascendance and the manipulations of the shaitan wizards responsible for the lake's ongoing maintenance. The greatest palaces of the Peerless Empire stand atop spires jutting up from the lake, held from tumbling into the acidic brew below by powerful telekinetic magic. Soaring bridges span the varied islands, which are home to pashas (the shaitan nobility) and also connect with the sultana's personal spire that dominates the geode's center.

The sultana of the Opaline Vault, Ashadieeyah bint Khalid, reigns over the Peerless Empire, having inherited the position following her father's death at the hands of the efreet some 500 years ago. The metropolis has seemingly always been at war with the City of Brass, but Ashadieeyah has only intensified the conflict.

Massive wealth flows into the Opaline Vault, thanks to the shaitans' relatively peaceful relations with other planar residents, not to mention the city's powerful guilds and established trade partnerships. However, an equally impressive amount of gold evaporates through the construction of weapons and payment of mercenary contracts that fuel the sultana's vendetta. The past centuries have not been kind to the subjects of the Peerless Empire, and Ashadieeyah's ongoing crusade against the efreet is quickly expending the immense resources of the empire she inherited.

OPALINE VAULT

LN metropolis

Corruption +6; **Crime** +2; **Economy** +11, **Law** +7; **Lore** +5;

Society +2

Qualities magically attuned, planar metropolis*, prosperous, racially intolerant (efreet), strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord

Population 6,000,000 (2,280,000 shaitans; 1,825,000 mephits; 675,000 earth wysps; 450,000 earth elementals; 300,000 dwarves; 150,000 oreads; 100,000 humans; 80,000 elves; 80,000 jann; 60,000 other)

NOTABLE NPCs

Grand Vizier Mahuroos Tepani (LN male noble shaitan abjurer 6/master spy^{APG} 4)

Krayler Cauchemar (LE male dwarf alchemist^{APG} 2/rogue 6)

Resolute-General Naseema Bilalai (LN female shaitan fighter 10)

Sultana Ashadieeyah bint Khalid (LN female noble shaitan geokineticist^{OA} 14)

MARKETPLACE

Base Value 36,800 gp; **Purchase Limit** 270,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4;

Major Items 3d4

Somnisphere

Rings of concentric glass, which prevent native elementals from using their earth glide ability to breach or escape it, encompass the Somnisphere, and strangely reinforced glass cells of varying sizes fill its interior. Each cell has magically sealable doors, and only the vast compound's jailers know how to operate them. Between the cells and other glass-encased sections zigzag a maze of tunnels, which menial pech laborers use to move throughout the facility like worker ants. The pech ensure that the cells are properly sealed and report any damage to the greater structure's outer barriers to the jailers.

These jailers vary in race from elemental-infused humanoids to elder elementals to shaitans to even the occasional crystal dragon. Keevauchtum (LN Vault Keeper xiomorn mesmerist^{OA} 4; see page 252) acts as the Somnisphere's warden. Though it once maintained a Material Plane Vault of its own, it lost its charge in some long-forgotten catastrophe, and this Vault Keeper now manages the Somnisphere as equal parts jail and refuge for wild elementals.

Stonetide

Buffering the plane's border with the Plane of Water, Stonetide is a gargantuan confederation of cities. Most of these settlements have shaitan leaders and strong ties to the Peerless Empire, but the cities nonetheless operate independently. Each is built upon a constantly eroding base of sludgy rock, and settlements routinely collapse into the adjacent Plane of Water's churning tides. The shaitans' slaves work endlessly to expand Stonetide's infrastructure away from the border, but even as the cities expand in one direction, they inevitably shed older districts into the oozing quagmire on the opposite side.

The Violent Road

Suffering a dramatic defeat upon the Material Plane, the olethrodaemon Garav, Mother of Hunger, barely escaped with her life. Her retreat led her to the Plane of Earth, where she became trapped for centuries within a labyrinth of diamond. Rage and imprisonment drove Garav mad, inspiring her current plan: to consume the Plane of Earth. What began as a one-daemon job has expanded over the centuries into the drive to employ an army of daemons, fiendish purple worms, and worse that endlessly burrow through the plane. This aimless, fiend-haunted path has become a well-known, if dangerous, thoroughfare. While most planar explorers avoid it, the route passes relatively close to the borders of the Peerless Empire, making it an easily navigable passage to the shaitan empire for those willing to risk it.

EXPLORATION

The variety of tunnels and caverns encountered by visitors to the Plane of Earth are simultaneously the primary means of travel and one of its greatest hazards. Cave-ins are common, and victims lucky enough not to suffocate instantaneously can still find themselves entombed alive. Caustic and poisonous gases are also a notable threat.

No day-night cycle exists on the Plane of Earth. Travelers typically navigate through the use of signs etched on tunnel walls or other landmarks. The presence of strong magnetic fields in the Plane of Earth allow traditional compasses to aid in navigation, provided a traveler can distinguish one specific magnetic field from the others.





PLANE OF FIRE

PLANE OF FIRE

The Everlasting Flame, The Inferno, The Eternal Furnace

A realm of perpetual conflagration, the Plane of Fire is a brilliant vortex of light and flames.

Category Inner Plane

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence fire-dominant

Alignment mildly neutral-aligned

Magic enhanced (spells and spell-like abilities with the fire descriptor or that use, manipulate, or create fire [such as those of the Fire domain and the elemental fire bloodline] or impeded (spells and spell-like abilities with the water

descriptor or that use or create water [such as those of the Water domain and the elemental water bloodline])

DENIZENS

Core Divinities none

Other Divinities Feronia, elemental lords of fire

Outsiders azers⁹², efreets, fire elementals (including fire wysps⁹⁵ and magmins⁹³), fire veelas⁹⁵, mephits (fire, magma, and steam), rasts⁹², and salamanders

Petitioners fire pneuma (smoky and burning forms)

Qualities immunity to fire effects, slam attack deals an additional 1d4 points of fire damage

INFUSIONS

Basic You gain a +2 bonus on Acrobatics checks and a +2 bonus on saving throws against fire effects.

Improved You can use *wall of fire* once per day as a spell-like ability.

Greater You can use *delayed blast fireball* once per day as a spell-like ability.

Like the brilliant, fiery colors that dance within an all-consuming blaze, the Plane of Fire is both astonishingly

beautiful and eminently hostile to most forms of life. Visitors able to safely traverse the Inferno are few and far between, as the plane quickly engulfs those without proper protection. Those who can endure its smoldering terrain—and the domains of its mercurial and often terribly cruel inhabitants—earn serious bragging rights back on their home planes, not to mention the wealth of treasure and adventure they might find here. For some elite explorers, the Plane of Fire's scintillating beauty is reward enough for visiting, though the dangers here are as unrivaled as they are alluring.

Immense swaths of the Plane of Fire consist of rolling seas of fire, rivers of lava, volcanic mountains, and burning plains, and with skies filled with flame, smoke, and rains of cinders, the landscapes here are strange indeed. In some areas, searing, sulfurous fumes supplant all breathable air, but even those places with a breathable atmosphere are often so hot that organic materials instantly sear to a crisp. In other cases, massive columns of fire engulf whole regions and contain their own unique ecosystems. Much of the plane's solid and semisolid surfaces are seas of liquid fire, molten metal, flowing lava, or other hazardous materials. Rains of melted metal, incendiary mists, and volcanic eruptions occur throughout the plane, often randomly and without warning.

DENIZENS

Although it is inherently hostile to many forms of life, the Plane of Fire is home to a surprising breadth of fire-loving species. Below are details on some of the most common or significant creatures abiding on the plane.

Azers

Among the Eternal Furnace's most populous creatures, azers have a long, complex, and in many ways tragic history on the plane. These sturdy, dwarf-like people are hardworking and self-sufficient folk, and they once lived in carefully ordered societies secluded in fortresses of iron and brass scattered across the plane. However, while these societies had internal hierarchies that ensured they functioned as efficiently as clockwork, the ancestral azer realms never paid much attention to each other or to their homelands' defenses, and this left the race ripe for exploitation.

Ages ago, as efreeti cities grew to astonishing proportions, their inhabitants began abutting azer strongholds as they pleased. The efreet simply executed the headstrong azer leaders of fortresses that resisted, afterward taking the unmoored clans into their cities to form an openly oppressed—and sometimes outright enslaved—bottom-ranking class. One by one, the mighty azer fortresses fell, their insular inhabitants unaware of the injustices that had happened to their neighbors.

Very few free azer strongholds remain, and empty and ruined fortresses stand across the landscape like iron husks. However, rumors tell of a mighty azer empire that exists far below the plane's surface, embedded in the side of a massive basalt cliff behind a raging waterfall of lava. This empire has supposedly never had contact with any other intelligent races on the plane and has access to ancestral construct magic the likes of which the rest of the multiverse has never seen. Many intrepid explorers have set out to find this empire, but none have been successful. Those few who have returned live out the rest of their short days in a strange, horrified haze, repeating the words, "Anything to sate the All-Father."

Efreet

The most widely recognized denizens of the Plane of Fire are the efreet, and for good reason: fire genies operate the most powerful empire in the Inferno—the Dominion of Flame. The dominion's cosmopolitan cities sprawl across the realm, bringing the genies' overbearing elitism, deviousness, and cruelty to nearly every corner of the plane. Their capital, the City of Brass, is among the Great Beyond's most amazing achievements.

The efreet's enemies are legion; efreet universally despise djinn, most consider themselves several orders of magnitude superior to the plane's mephit monarchy, and the efreet of the City of Brass remain in a state of open warfare with the shaitans of the Opaline Vault. Efreet think nothing of enslaving any creatures they can overpower, no matter on how large of a scale. However, despite their cruelty and volatility, they maintain a remarkable sense of terrible logic. The Dominion of Flame maintains a tense, though not openly violent, relationship with the shaitans of the Plane of Earth as a whole, and the two nations sometimes work together when the conditions are right.

Fire Elementals

The most abundant beings in the Eternal Furnace are its fire and magma elementals. Were they to form any large-scale, cohesive society, they could undoubtedly vie for control of the entire plane, but elementals simply don't think in those terms. Fiercely independent and open to negotiating with any nonhostile beings, fire elementals see themselves more as natural forces than as parts of any larger whole.

Magmins

Small but quite numerous pockets of the fiery, humanoid-shaped creatures known as magmins exist throughout the Eternal Furnace. Perhaps because magmins' settlements tend to offer little plunder of value, or simply because the suspicious folk quickly annihilate visitors they believe to be threats, no major conquerors have arrived at their doorsteps. It's said to be nearly impossible for an extraplanar visitor

TABLE 3-10: PLANE OF FIRE ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-8	1d8 Small fire elementals	5	<i>Bestiary</i> 124
9-11	1d8 Small magma elementals	5	<i>Bestiary</i> 2 118
12-16	2d6 fire pneuma petitioners	6	See page 136, <i>Bestiary</i> 2 208
17-19	1d8 thoqqas	6	<i>Bestiary</i> 2 262
20-24	1d8 Medium fire elementals	7	<i>Bestiary</i> 124
25-27	2d6 azers	7	<i>Bestiary</i> 2 39
28-30	1d8 Medium magma elementals	7	<i>Bestiary</i> 2 118
31-33	1d8 magmins	7	<i>Bestiary</i> 3 189
34-38	2d6 fire mephits	8	<i>Bestiary</i> 202
39-43	2d6 magma mephits	8	<i>Bestiary</i> 202
44-48	2d6 steam mephits	8	<i>Bestiary</i> 203
49	1 young magma dragon	8	<i>Bestiary</i> 2 100
50-52	1d6 rasts	8	<i>Bestiary</i> 2 229
53-55	2d6 fire wysps	8	<i>Bestiary</i> 5 283
56-60	1d8 Large fire elementals	9	<i>Bestiary</i> 124
61-63	1d6 salamanders	9	<i>Bestiary</i> 240
64-66	1d8 Large magma elementals	9	<i>Bestiary</i> 2 118
67-71	1d6 fire veelas	10	<i>Bestiary</i> 5 265
72-76	1d8 Huge fire elementals	11	<i>Bestiary</i> 124
77-79	1d8 Huge magma elementals	11	<i>Bestiary</i> 2 118
80-82	1d8 efreet	12	<i>Bestiary</i> 140
83	1 adult magma dragon	12	<i>Bestiary</i> 2 100
84-88	1d8 greater fire elementals	13	<i>Bestiary</i> 124
89	1 efreeti malik and 1d6 efreet	13	<i>Bestiary</i> 140
90-92	1d8 greater magma elementals	13	<i>Bestiary</i> 2 119
93-95	1d8 elder fire elementals	15	<i>Bestiary</i> 125
96	1d6 monadic devas	15	<i>Bestiary</i> 2 27
97	1d8 elder magma elementals	15	<i>Bestiary</i> 2 119
98	1 ancient magma dragon	17	<i>Bestiary</i> 2 101
99	1d8 mythic elder fire elementals	18	<i>Mythic Adventures</i> 195
100	1d8 fire whales	20	<i>Bestiary</i> 6 128

to gain a magmin enclave's trust, but those who make the attempt often look to the creatures' sacred magma pools for inspiration. Because magmins use the pools for everything from sustenance to bathing to recreation, offering precious minerals to add to the magma or protecting it from imminent threats can ingratiate such helpers with a community of magmins.

Mephits

The Inferno's fire mephits are notable for their highly developed society. The theocratic mephits have expanded much in power over recent centuries, and as their realms have grown, their customs, taboos, and rituals have increased in complexity to a degree just short of those of the efreet. However, though they are not kind creatures, they are not nearly as haughty or self-obsessed as their more powerful genie counterparts.

DIVINITIES

Whether Ymeri, the Queen of the Inferno, is the most powerful of the elemental lords is unknown, but certainly her faithful are the most widespread on Material Plane worlds like Golarion. She revels in this worship while planning her own moves against her enemies, particularly the elemental lord Ayrzul. Ymeri prizes passion and a sharp wit in her courtiers above any other qualities, though she is quick to turn cruel toward those who displease her—or worse, bore her. The previous elemental lord of fire, Atreia, the Lambent Prince, has long been imprisoned, as have the other good elemental lords.

Feronia

Unlike on the other Elemental Planes, another divinity of note dwells here: the mysterious demigoddess Feronia, known as the Fertile Flame. Feronia spends much of her time in a great commune built atop the tallest spires of her palace, the Cradle of Flames. Most believe she lives there with her fiery children, whom she's said to have conceived with various divine beings over the millennia. Her most famous and only confirmed son is Ragathiel, the product of Feronia's short-lived marriage to the archdevil Dispat; while their son was still a babe, Feronia amicably left Hell, taking Ragathiel with her, and nurtured him until he became an empyreal lord. The number of other nascent divinities Feronia currently protects remains unknown, but she is said to have thwarted several divine plots to retrieve or slay her charges. Similarly, suitors—even those of a divine nature—who try to insinuate themselves into the Cradle of Flames are invariably rebuffed, as Feronia insists on meeting and courting potential love interests on her own terms.

This might explain why Feronia is rarely seen except when she has taken a partner; even then, she often travels magically to and from her lovers' realms. Although her natural state is said to be a massive, shapeless flame shot through with intricate rivulets of shining gold, she often takes the form of a beautiful, black-skinned woman with molten eyes, a swan made of pure flame, or a phoenix with a crown of gold and sapphires.

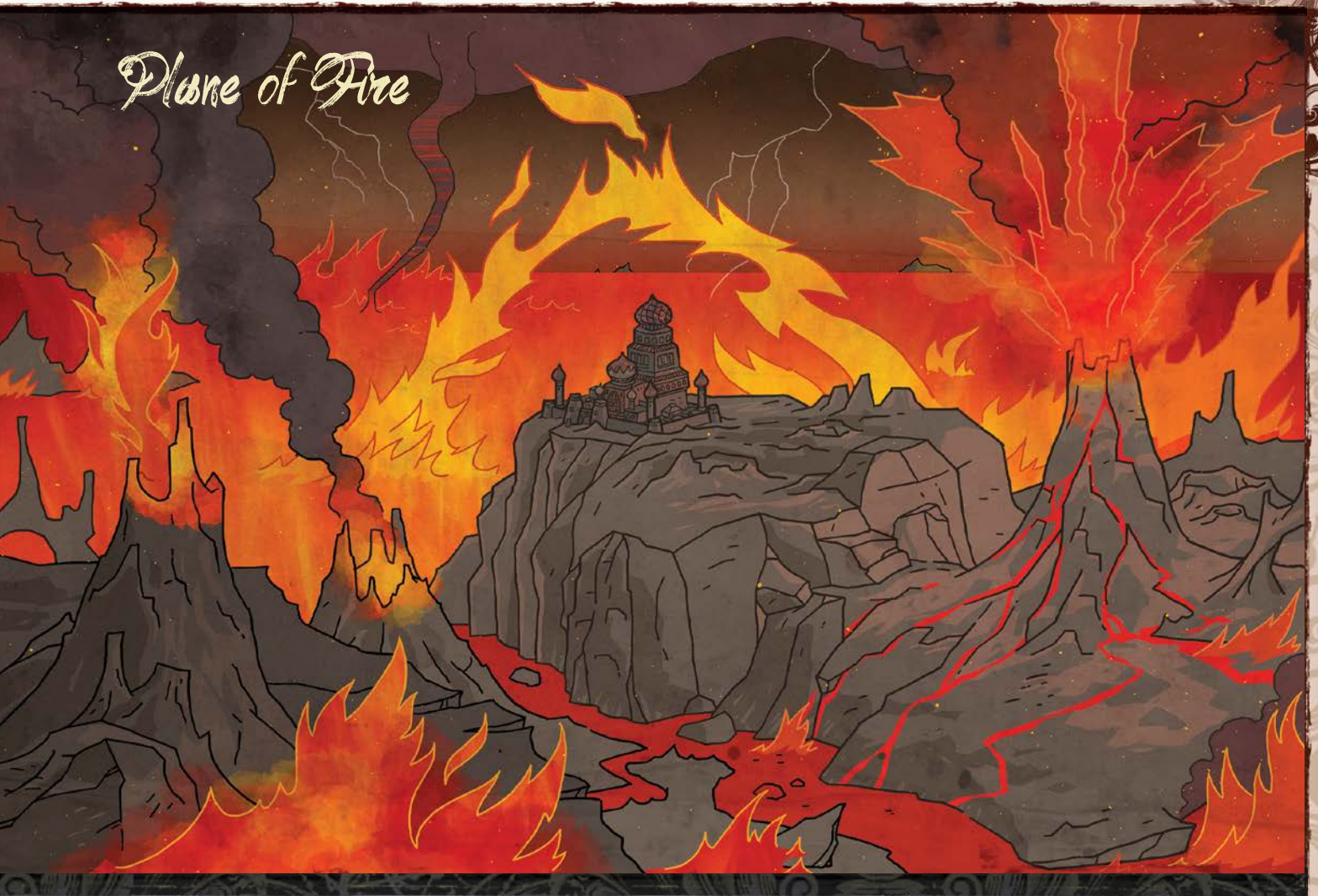
LOCATIONS

The Plane of Fire is the deadliest of the Elemental Planes to creatures that hail from the Material Plane, for its fire-dominant nature deals 3d10 points of fire damage per round to visitors (see page 60). Certain regions are safer for visitors to linger in, but most travelers would be wise to avoid the plane entirely if they don't bring protection from fire.

Auroric Palace

On the edge of the Plane of Fire, standing sentinel against incursions from the Plane of Earth, is the Auroric Palace, home of Ymeri, Queen of the Inferno. The massive palace

Plane of Fire



is constructed of crystallized flames that shine and dance brightly, despite their strange solidity. It rests upon an enormous slab of crystal, metal, and stone, the surface of which continually vaporizes from the building's heat, rising in a mist of metal droplets and producing shimmering rains of mercury and magma. The auroras of fire that hang in the sky above the palace in scintillating hues of green, yellow, blue, and white can be seen for hundreds of miles, and denizens believe that the particular combinations of colors reflect Ymeri's changing moods. In contrast, the Queen of the Inferno holds that the auroras reflect the ultimate submission of the element of earth to that of fire, and she manipulates events between the City of Brass's efreet and the Opaline Vault's shaitans to weaken her lifelong enemy, Ayrzul, the Fossilized King.

City of Brass

The pride and capital of the belligerent efreeti civilization and an embodiment of the Plane of Fire's harsh and deadly beauty, the City of Brass rests within a massive basin of hammered brass that floats upon a sea of fire. A sphere of

magic fueled by captured souls surrounds it, ensuring that the interior remains at survivable temperatures for most extraplanar visitors.

Though the efreet acknowledge the necessity of trade and welcome visitors to their capital, they barely conceal their disdain for other species. Non-efreet are second-class citizens in the City of Brass, and non-fire creatures are at the absolute bottom of the hierarchy.

The city's rulers are Grand Sultana Ayasellah Mihelar Khalidlah II, Lady of Flame and Khan of Magma, and Grand Vizier Abdul-Qawi, who maintain an uneasy detente on the surface while attempting to undermine one another behind the scenes. The grand sultana is a fierce warrior who leads the city's efreeti armies, while the vizier is a genius politician, a master of a plane-spanning spy network, and a powerful wizard with nearly unrivaled genie-binding expertise. Ayasellah claims that the circumstances under which her predecessor died were engineered by Abdul-Qawi and offers a standing reward of 100,000 gp to anyone who can bring her proof of who killed him, though most believe she suborned his military and secretly executed him in a swift coup.

CITY OF BRASS

LE metropolis

Corruption +5; **Crime** +4; **Economy** +11; **Law** +3; **Lore** +2;
Society +8

Qualities magically attuned, planar metropolis*, prosperous, racially intolerant (shaitan), strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government council

Population 6,000,000 (2,280,000 efreet, 840,000 salamanders, 720,000 mephits, 540,000 azers, 540,000 fire giants, 480,000 fire elementals, 600,000 other)

NOTABLE NPCs

Grand Sultana Ayasellah Mihelar Khalidlah II (LE female noble efreeti fighter 17)

Grand Vizier Abdul-Qawi (LE male noble efreeti conjurer 17)

Yndri Ysala (NE female noble efreeti aristocrat 3/sorcerer 6)

MARKETPLACE

Base Value 36,800 gp; **Purchase Limit** 270,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Cradle of Flames

Situated on a huge, intricately carved dais of polished obsidian that floats in the middle of a column of brilliant fire, the Cradle of Flames is the home of Feronia, the mysterious demigoddess known as the Fertile Flame. Despite her realm's perilous location, the dais's surface is entirely free of cleansing fire. Flora in the form of flaming-red bushes and vines wind elegantly throughout the dais's rocky terrain, sustaining all manner of strange wildlife, including intelligent, rabbitlike creatures with fiery tails who, curiously, do not actually burn with any heat. Other creatures that live here include an expansive community of fire veelas who devotedly worship their beloved Feronia. Protecting the Cradle of Flames on Feronia's behalf is a quartet of phoenixes, led by the demigoddess's most powerful minion, the Guardian Blaze—an enormous creature with six wings and four talons of molten obsidian.

Emberen Recess

Most magma dragons are solitary creatures, given their volatile temperaments and tendency to violent outbursts, but a few of the oldest and most powerful have banded together in a rocky volcanic region surrounded by seas of molten rock called the Emberen Recess. Here, these mighty creatures rule over their younger brethren and manage larger territories. Armies of enslaved salamanders and bound elementals serve the magma dragons by defending the region's borders and building and maintaining its spiky, grandiose structures. Though a council of dragons makes most of the daily decisions involved in ruling the territory,

the supreme ruler is an ancient and dangerously unstable magma dragon known as Caliniaya.

Inferno's Bliss

This strange settlement consists of a community of fire elementals and occasional magma elementals who prefer to manifest in the shape of humanoids. These denizens refer to themselves as the Tongues of Ymeri, and alternate between acting as the Queen of the Inferno's ambassadors and traveling to the Auroric Palace, where the elemental lord lives, to serve as advisors.

Ninefold Towers

The Ninefold Towers house the secular and spiritual authority of the fire mephits' theocratic society, most notably the Ninefold Matriarch of Holy Sublimation. Here Queen **Dirimalia VI** (N female fire mephit rogue 17/trickster^{MA} 6) lives in splendor eclipsing that of any other ruler on the Plane of Fire. Her palace ascends high into the sky, its nine interlinked towers carved from a single, massive piece of copper-veined quartz into strange and beautiful forms. The plane's heat boils the copper, sending a glittering, metallic mist into the air to fall like rain, only to be vaporized again as it approaches the eternal flames that dance around the palace. The origin of the quartz is hotly disputed: the mephits claim it was tribute from the Plane of Earth's dragons, while the efreet insist it was a gift from the shaitan genies.

The matriarch herself resides in the central tower, which is the tallest, while the other eight are reserved for her esteemed advisory council. Dirimalia enjoys a life of hedonism and alchemical experimentation, occasionally descending to the throne room at the tower's base to meet with representatives from other planes who wish to conduct trade outside the efreet's heavy taxation system. The matriarch cares little for the strict religious taboos and customs of mephit society, though she enjoys watching the diplomats and merchants who visit her strive to obey them all out of fear of offending her.

Sakalayo Peak

The tallest summit of the Plane of Fire's mighty Afoapi Range, Sakalayo Peak is also the mountains' most volatile volcano. It regularly erupts in dramatic displays; to its residents, this makes it one of the most prestigious and exciting places to live in the Eternal Furnace. The volcano's sides are encrusted with elaborate mansions and magically maintained palaces.

Many of the plane's denizens consider Sakalayo Peak sacred, as legends claim the volcano spawned the entirety of the Plane of Fire during a prehistoric eruption. Pilgrimages to bathe in the caldera are popular among the Eternal Furnace's inhabitants, though the wealthy residents do

not take kindly to ruffraff from the City of Brass tramping through their neighborhoods and attempt to discourage the pilgrims.

Zjarra

Known colloquially as the Hearth, Zjarra is a diverse settlement that serves as a landing spot and safe place to stay for visitors from other planes; as a politically neutral zone, it is favored by those who do not wish to tread in the more dangerous City of Brass. Long ago, axiomite visitors and their inevitable servants founded the city as part of a brief period of exploration before they turned their focus inward to the perfection of their society and the city of Axis. Though the axiomites are long gone, a significant number of kolyarut inevitables still patrol Zjarra's streets, ensuring that order remains in place. The city is protected by a crystalline dome made from an impermeable substance that magically maintains the climate at a steamy but bearable temperature. It is filled with lush jungle foliage, and its ecosystem was so perfectly constructed that it has maintained itself for thousands of years.

Visitors to Zjarra stay at an assortment of comfortable inns—some accept gold, but others request less common currency, such as songs, rare foods, or information—and use these accommodations' spacious courtyards, fine dining establishments, and gardens to conduct their business. Travelers come to Zjarra to trade, to attempt to form diplomatic or business partnerships with residents of the Plane of Fire, or to seek or sell information.

EXPLORATION

In a few choice places on the Plane of Fire, fire resistance or complete immunity to fire is unnecessary, as settlements such as Zjarra and the cruel efreet's City of Brass are carefully tailored to accommodate a variety of visitors. However, outside of these places, traveling on the Plane of Fire can quickly become deadly; even for those with immunity to fire, travel is perilous. Flying is the most direct way to travel on the Plane of Fire, though it is far from easy. Efreeti caravans use airships with fire-resistant exteriors and powerful magical ribs that keep them from collapsing upon themselves. Traveling with an efreeti caravan is

expensive and usually dangerous, but it is often the best option for visitors.

No day-night cycle exists on the Plane of Fire, and the skies above (or below, depending on your orientation at the time) are filled with ash, cinders, fire, and smoke. Travelers navigate via magic or the sighting of visual (or other) landmarks, but no direct analog to north exists on this plane.



YMERI

KEZREK



PLANE OF WATER

PLANE OF WATER

The Boundless Sea, The Deep

The Plane of Water is a seemingly endless ocean with neither surface nor floor, a sunken realm that lies between the Planes of Air and Earth.

Category Inner Plane

TRAITS

Gravity subjective directional

Time normal

Realm immeasurable

Structural lasting

Essence water-dominant

Alignment mildly neutral-aligned

Magic enhanced (spells and spell-like abilities with the water descriptor or that use, manipulate, or create water [such as those of the Water domain and the elemental water bloodline]) or impeded (spells and spell-like abilities with

the fire descriptor or that use or create fire [such as those of the Fire domain and the elemental fire bloodline])

DENIZENS

Core Divinities none

Other Divinities elemental lords of water

Outsiders marids, mephits (ooze and water), tojanidas⁸³, water elementals (including water wysps⁸⁵), and water veelas⁸⁵

Petitioners water pneuma (watery-bodied forms)

Qualities aquatic subtype, immunity to water and cold effects, swim speed 40 ft.

INFUSIONS

Basic You gain a +2 bonus on Swim checks and a +2 bonus on saving throws against water and cold effects.

Improved You can use *control water* once per day as a spell-like ability.

Greater You can use *vortex*^{APG} once per day as a spell-like ability.

With the Plane of Air serving as a vast sky and the Plane of Earth forming its floor, the Plane of Water is a breathtaking, endless ocean of salt and fresh water alike. Generally growing

more saline with increased proximity to the Plane of Earth, the Boundless Sea nonetheless contains within its primeval tides vast pockets of pristine fresh water, salt-choked dead seas, freshwater rivers flowing in tandem with ocean currents, and even enormous bubbles of floating air, all of which contain their own unique and vibrant ecosystems.

Sprinkled throughout the plane are even stranger features, such as enchanted springs that bubble into underwater pools, warping whatever wildlife lives within them, and pockets of acid and poison that form roiling lagoons and refuse to dilute into the surrounding ocean. Enormous, whirling torrents of blood and chum, too large to have formed through organic means, sustain environments incomprehensibly alien to all but the most savvy natives of this plane. Although the Boundless Sea's temperature is largely tepid, strong currents of ice-cold and boiling-hot water thread throughout it, imperiling those unfamiliar with the terrain.

Most of the plane is liquid, but foreign elements can be found here as well, having fallen into the plane over the eons. For instance, hunks of rock from the Plane of Earth form vast floating reefs alongside fragments of lost cities and forgotten worlds. Enormous chunks of ice have also meandered into the Boundless Sea from the Plane of Air; on many such solid escarpments natives have constructed bustling cities, often alongside small populations of ice elementals. Jagged spires of solidified magma reach straight into the Endless Sky, while a handful of sunken spheres from the Plane of Fire light some portions of the seas, burning like underwater stars. The Boundless Sea's other light sources include gently filtered light from the Plane of Air and, near where it meets the Plane of Earth, massive, roving schools of luminescent fish.

Water pressure remains even throughout the plane, allowing disparate life forms to travel throughout without much difficulty, and kingdoms and creatures alike can and often do grow to unfathomable sizes. Near the border with the Plane of Air, enormous storms occasionally descend into the turbulent waves, forming mountain-sized whirlpools and waterspouts. At the border with the Plane of Earth, the waters are clogged with iron and silt, and thermal vents shoot out jets of nutrients and superheated blasts of brine.

DENIZENS

Though civilization exists only in pockets of the Boundless Sea, water-breathing life-forms of all types thrive on this elemental plane. Merfolk, sahuagin, and numerous other humanoids dwell in the endless depths, gathering in villages, cities, or even nations, while deadly monsters like krakens and scyllas are less common but much feared. Unlike their kin on the Plane of Air, elementals and mephits native to the Plane of Water do not gather in groups. Water elementals act much like brutal beasts of the wild, while mephits prefer

to lurk in the nooks and crannies of other societies. The petitioners known as water pneumas, like other pneumas, are short-lived and swift to make the transition into elementals once they arrive on the Plane of Water. The most significant denizens of the plane are explored below.

Brine Dragons

Past the Boundless Sea's salinity interchange, the Plane of Water teems with brine dragons. Although most scholars assume that the dragons bask aimlessly in the plane's saltier depths, in reality most live there at the behest of Kelizandri, elemental lord and Brackish Emperor.

Marids

The Boundless Sea's water genies claim to be the absolute and rightful rulers of the Plane of Water in its entirety, but in truth, the disparate marid nations have been divided for nearly 10,000 years. The event that scattered the marids' empire was the death of the last Saline Padishah, Niloufar the Great, and the destruction of her capital city Arzanib by the elemental lord Kelizandri.

Visitors to the Boundless Sea tend to find that the marids are some of its more accessible natives. Marid society follows very strong rules of hospitality, meant to help facilitate peace between members of their notoriously capricious race. Marids also enjoy foreign visitors and performers for their own sake, and the genies go out of their way to invite and support such guests. Many marid cities have a foreign quarter that provides food and breathable air, and nobles eagerly welcome opportunities to do business with surface dwellers. The lack of safe, reliable, and organized transport routes between the marid settlements, however, means such trade is infrequent at best.

Merfolk

Merfolk immigrants to the Plane of Water prefer to dwell in dimly lit waters, while their deep merfolk kin (*Pathfinder RPG Bestiary* 5 172) keep to the lightless seas near the border with the Plane of Earth. Merfolk are a secretive people, going to great lengths to avoid other races and keep intruders out of their domains. An explorer is more likely to merely feel the presence of merfolk than to actually see one, as merfolk weave complex webs of illusion, build decoy cities, and construct misleading trails to lead curious outsiders miles away from their true homes. They have also been known to relocate or even destroy sites of significance to keep adventurers from finding them. This causes no end of frustration for other denizens of the plane, from knowledge-seekers to travelers who simply need stable landmarks.

Sahuagin

Often dismissed as simple savages, the sahuagin of the Plane of Water are entrenched planar immigrants whose

TABLE 3-II: PLANE OF WATER ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-7	2d6 merfolk	3	<i>Bestiary</i> 204
8-15	2d6 undines	4	<i>Bestiary</i> 2 275
16-23	1d8 Small water elementals	5	<i>Bestiary</i> 126
24-25	1d8 Small ice elementals	5	<i>Bestiary</i> 2 114
26-30	2d6 water pneuma petitioners	6	See page 142, <i>Bestiary</i> 2 208
31-35	1d8 Medium water elementals	7	<i>Bestiary</i> 126
36	1 young brine dragon	7	<i>Bestiary</i> 2 94
37-38	1d8 Medium ice elementals	7	<i>Bestiary</i> 2 114
39-43	2d6 sahuagin	7	<i>Bestiary</i> 239
44-47	2d6 ooze mephits	8	<i>Bestiary</i> 203
48-51	2d6 water mephits	8	<i>Bestiary</i> 203
52-55	1d6 tojanidas	8	<i>Bestiary</i> 3 270
56-59	2d6 water wysps	8	<i>Bestiary</i> 5 283
60-64	1d8 Large water elementals	9	<i>Bestiary</i> 126
65-66	1d8 Large ice elementals	9	<i>Bestiary</i> 2 114
67-68	1d8 mudlords	9	<i>Bestiary</i> 4 195
69-72	1d6 water veelas	10	<i>Bestiary</i> 5 265
73-77	1d8 Huge water elementals	11	<i>Bestiary</i> 126
78	1 adult brine dragon	11	<i>Bestiary</i> 2 94
79-80	1d8 Huge ice elementals	11	<i>Bestiary</i> 2 114
81-84	1d8 greater water elementals	13	<i>Bestiary</i> 126
85-87	1d8 marids	13	<i>Bestiary</i> 142
88-89	1d8 greater ice elementals	13	<i>Bestiary</i> 2 115
90	1 marid shahzada and 1d6 marids	14	<i>Bestiary</i> 142
91-94	1d8 elder water elementals	15	<i>Bestiary</i> 127
95	1d6 monadic devas	15	<i>Bestiary</i> 2 27
96	1d8 elder ice elementals	15	<i>Bestiary</i> 2 115
97	1 ancient brine dragon	16	<i>Bestiary</i> 2 95
98	1 scylla	16	<i>Bestiary</i> 2 241
99	1 kraken	18	<i>Bestiary</i> 184
100	1d8 mythic elder water elementals	18	<i>Mythic</i> <i>Adventures</i> 196

strength should not be underestimated. The Boundless Sea's sahuagin originated from the Material Plane and, they say, alighted here several thousand years ago to fulfill a prophecy. While well known for quick and vicious invasions of neighboring kingdoms, these sahuagin are even more infamous for fighting among themselves. Most major nobles in their cities claim lineage back to the first sahuagin emperor. Sahuagin warlords are some of the most adaptable residents of the Plane of Water, grasping for any advantages they can find to bring them to greater heights of conquest and power.

DIVINITIES

Kelizandri, the Brackish Emperor, is the only notable divinity who keeps a domain on the Plane of Water, though sightings are rare due to the elemental lord's swings

between relative lethargy and periods of bloodthirsty activity. During the former, Kelizandri descends upon territories that abut his empire and engages in wanton destruction, annihilating all who resist and claiming their treasures. During the latter, the elemental lord retreats to the Palace of Salt and Bones, resting on the ruins of an ancient marid city of carved coral that the emperor long ago conquered and pulled into his realm. Although his rage seems sated during these periods, the elemental lord is not totally inactive. Rather, he often roams the waters immediately surrounding his palace, gorging himself on krakens and brutally punishing those brine dragons he believes are not bringing proper honor to his name. This immense draconic demigod was once opposed by the elemental lord Lysianassa, the Empress of the Torrent, but she long ago vanished from the plane.

LOCATIONS

The lack of solid ground throughout most of the Boundless Sea means that any stable cities and landmarks quickly become noteworthy, while the sheer size of some ecosystems can make them significant in their own right.

Axtarr, Firros, and Palixna

These three spheres of flame hang suspended in a cluster in the depths of the Boundless Sea, where they burn so hot that even the plane's infinite water cannot quench them. Most scholars suspect the three originated from the Plane of Fire, though a few fringe theorists instead believe the stars to be the remnants of long-dead divine beings whose journey into the Boundless Sea proved fatal. Regardless of their origin, these sunken stars light up the surrounding ocean and provide heat for thousands of tropical ecosystems. Members of several races have learned to harness the spheres for energy and light, leading to the founding of a few settlements on nearby escarpments.

Evershale

Mysterious and ancient, Evershale is a miles-long slab of carved rock that holds one of the largest remaining marid-ruled cities. Though the marids claim authority over this massive rocky shelf, they did not create it. Rather, powerful marid shahzadas found it over 15,000 years ago floating abandoned in the current, and many believe that its strange carvings link it to some ancient civilization long since forgotten. Adding to the city's mystery is its curious dimensional instability; the stone is riddled with one-way portals, most of which lead from desert oases or the bottoms of rivers on the Material Plane to the city—but not vice versa.

These portals have resulted in Evershale becoming a refuge for planar fugitives of all types. Having recognized the potential for enormous profits, the marids embraced their city's role; guilds, mercenary outfits, merchant

Plane of Water



companies, and more provide all manner of morally ambiguous services, from creating new identities to accepting assassination contracts with no questions asked. Despite the city's reputation as a haven, Evershale's marids and the non-marid citizenry alike are more than willing to play both sides of every conflict. Even its contentious Shale Circle of six shahzada leaders—who all claim to be descended from one of the city's six founders but have never revealed their identities publicly—often clandestinely take bids from bounty hunters while simultaneously promising greater protections to the hunted.

Lion's-Mouth Hold

Settled in an impossibly enormous kelp forest that stretches from the bottom of the plane to nearly the top, the Lion's-Mouth Hold is a natural wonder and all the more significant for its eponymous inhabitant. The Lion's Mouth is a massive jellyfish composed of billions of intelligent organs, with a bell that floats near the Plane of Air and tendrils that reach through the entire kelp forest. All of the massive jellyfish's organs are self-aware and capable

of perception, allowing the Lion's Mouth to see all activity that goes on within its domain. The Lion's Mouth suspects that someone—or something—granted it this intelligence, and likely for a specific purpose, but even it does not know why, or how long it had been growing before its thinking reached this higher level.

The Lion's Mouth boasts truly potent psychic powers, but it is extremely ignorant of the world around it. Childlike and innocent, it knows nothing of the Great Beyond, other races, politics, civilization, or even philosophical concepts such as good and evil. Ever since its relatively recent awakening, it has been reaching out for teachers to come to the hold and educate it about the world beyond, as it does not wish to leave its kelp forest for any length of time. While most visitors have obliged simply to indulge the alien intelligence, some canner individuals have realized the potential of swaying the Lion's Mouth to their own causes. Lion's-Mouth Hold is thus filled with an eclectic mix of scholars teaching the Lion's Mouth "facts" to support their personal agendas, each hoping to receive as a reward a taste of the psychic power that the enormous jellyfish can reportedly bestow.

Mapailek

A mixed community consisting mainly of humans and selkies (*Bestiary* 4 236), the settlement of Mapailek is carved into the heart of an iceberg, its labyrinthine ice tunnels stretching across the border between the Plane of Water and the Plane of Air. The city's complex system of machines is powered by lightning that its citizens harvest from storms in the Endless Sky. This energy, collected through metal poles sunk into the ice, is used to maintain an environment that is comfortable for all residents. The midsized community also hosts a large construction yard for submersibles, making it a convenient border town for those who wish to travel from the Plane of Air to the Plane of Water.

The Palace of Salt and Bones

Storytellers claim that the Palace of Salt and Bones is the richest, most magnificent place in all the Boundless Sea. For that reason alone, adventurers sometimes approach it, hoping either to infiltrate it or to offer obeisance to its ruler Kelizandri, the Brackish Emperor, in exchange for trading rights. However, no ferry operators who value their lives willingly approach the palace, and the few adventurers who actually make it back from such expeditions are forever changed. Alongside their claims that the tales of the palace's wealth are understated rather than exaggerated, these witnesses also note the palace's bizarre, pale-skinned servitors and the superficial resemblance they bear to sahuagin. Scholars believe this means that Kelizandri may not only be harvesting sahuagin wealth but also the sahuagin themselves, warping them into some entirely new species.

Phantom's Ebb

Located in the plane's deepest recesses, Phantom's Ebb is known widely as a place that no natural light can pierce. The surrounding region is a slowly drifting graveyard of ships, famous for swallowing those unfortunate enough to stumble into it. Phantom's Ebb itself consists of the pulled-in wreckage from crashed ferries, as well as the remains of ruined airships from the Plane of Air and ships from the oceans of the Material Plane. These latter two come to the area by way of the powerful planar portals known to many Boundless Sea natives as phantom voids.

The ebb's lightless nature is, in truth, due to the fact that it consists wholly of shadows and greater shadows: undead terrors that have no need of air and prefer to skulk far from any source of light. Rumors persist of an ancient shadow lord known as the Lightless Lord who holds control over its lesser kin, but if such a being exists, no one has seen it and returned with the tale. For the most part, the shadows of Phantom's Ebb lurk in their sunken graveyard, preying on passing travelers as the ebb moves; its motion is slow, but enough to make it difficult to plot on charts or avoid.

Savisura

Savisura is an elaborate temple complex suspended in beautiful, green-blue water illuminated by rays of light that filter down through vast sheets of ice. Followers of the vanished elemental lord Lysianassa excavated it eons ago, carving it from a vast chunk of ice that had been dislodged from the border with the Plane of Air. When Kelizandri defeated Lysianassa, all of Savisura's attendants and worshipers vanished, and the temple soon fell into neglect. As ages passed, both Lysianassa and Savisura were mostly forgotten, and most of the plane's inhabitants now consider the temple to be no more than an eerie relic of a bygone era.

While magic has preserved the temple's elaborate carvings, those who examine the icy structure closely may also discover that it is not entirely abandoned. Frozen in the walls are creatures that resemble monadic devas, covered in thick, icy veins running like rivulets over their skin and armor. Generations ago, a small circle of tritons descended from clerics of Lysianassa attempted to excavate the creatures, believing that they were the fallen elemental lord's trapped servitors. These attempts simply caused the uncovered devas to shatter, their icy fragments drifting off into the currents, and the tritons left the remaining angels in their icy prison. However, to this day travelers often hear voices echoing throughout the complex—haunting, indistinct, and distorted by the water. Some believe that the frozen angels are speaking, but the true source of the sound is unknown.

In recent years, water naga pilgrims have gravitated to Savisura, claiming that the singing heralds a god-creature they call the Queen of the Depths. Whether the nagas literally believe that a deity resides in Savisura or they are describing an allegory is uncertain, but it has been sufficient for them to establish a small outpost in and around the temple. From here, they seek—and offer massive rewards to—adventurers who might help them with an endeavor they refer to only as the Awakening. The nagas' leader is **Lindalliss** (N male water naga^{B3} summoner^{APG} 4), who claims that only the Queen of the Depths' chosen few can help bring about the Awakening's glory. Lindalliss is maddeningly closemouthed about the nagas' motivations and has rejected several would-be allies without explanation.

Vialesk

The Plane of Water's largest independent city, Vialesk, drifts in warm waters lit by the sunken star called Palixna. One of the few settlements in the Plane of Water capable of supporting air-breathing life, this bustling trade center also serves as the capital of a small nation of undines whose ancestors migrated here from the Material Plane centuries ago and who lovingly refer to Vialesk as the City of Splendid Waves.

Vialesk consists of several tiers of buildings that extend deep into the city's stony foundation and to heights far above. Vialesk welcomes outsiders, going to great lengths to accommodate land dwellers and any other races that might wish to visit. Half of its structures are enveloped in a bubble of air magically tethered to the city that provides a breathable atmosphere for merchants visiting Vialesk. The opposite half of the metropolis reaches far down into the watery depths; the upside-down buildings pose no impediment to the aquatic creatures who inhabit them. The city's marketplace lies at the center between these two districts, allowing both land dwellers and water dwellers to visit and do business freely.



VIALESK

N metropolis

Corruption +4; **Crime** +4; **Economy** +11; **Law** +1; **Lore** +4; **Society** +8

Qualities magically attuned, nooks and crannies, notorious, prosperous, strategic location, tourist attraction

Danger +20

DEMOGRAPHICS

Government council

Population 282,000 (150,000 undines, 20,000 locathahs, 20,000 tritons, 15,000 water mephits, 10,000 merfolk, 10,000 tojanidas, 7,000 marids, 50,000 other)

NOTABLE NPCs

Admiral Amarant Navar (LN female undine^{b2} fighter 12)

Councilor Vaitea Una (N female middle-aged undine^{b2} expert 4/sorcerer 4)

MARKETPLACE

Base Value 33,600 gp; **Purchase Limit** 220,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Nooks and Crannies Given the highly diverse demographics of this sprawling city, nearly all goods and services imaginable—and many that aren't—are available for those who know how to look in the right places. At the same time, the city's guard does an impeccable job of keeping troublemakers in line. (*Economy* +4, *Crime* -1)

EXPLORATION

The simplest and most common way to traverse the Plane of Water is to swim, but this method is often not viable for non-aquatic planar visitors. Even those creatures to whom swimming comes naturally usually find that the plane's sheer vastness makes it nearly impossible to navigate with self-propelled locomotion alone. Instead, those on longer journeys use the plane itself, as the Boundless Sea is full of currents of all sizes, intensities, temperatures, and directions. Some currents are useless for travel, as they double back upon themselves or are controlled by notorious mephits and water elementals, but others are well-traveled routes of rushing water. For-hire ferries, both natural and manufactured, float through the Boundless Sea, many with magically sustained air bubbles that provide a habitable atmosphere for non-aquatic passengers.

No standard day-night cycle exists on the Plane of Water. Some regions of the plane exist in continual darkness, while others are lit by way of sunken stars, luminescent fish, or simply a flickering, diffuse light from an indeterminate source. Travelers navigate via magic or the sighting of visual (or other) landmarks, but no direct analog to north exists on this plane.



ASTRAL PLANE

ASTRAL PLANE

The Silver Sea

A seemingly endless expanse of silver mist, the Astral Plane connects all realities and provides the souls of the dead a route to the afterlife.

Category Outer Plane (Transitive)

TRAITS

Gravity subjective directional

Time timeless

Realm immeasurable

Structural lasting (although there is little on this plane to alter)

Essence mixed

Alignment mildly neutral-aligned

Magic enhanced (see Magic on the Astral Plane on page 153)

DENIZENS

Core Divinities none

Other Divinities Alseta, Apsu

Outsiders aeons^{B2}, astral leviathans^{B4}, danavas^{B5}, elohims^{B4}, psychementals^{B5}, shining children^{B2}, shulsagas^{B4}

Petitioners untethered (astrally projected versions of past lives sans silver cord)

Qualities incorporeal subtype, fly speed 20 ft. (perfect)

INFUSIONS

Basic You gain a +2 bonus on saves against curses, diseases, and poisons. You also gain a +4 bonus on Wisdom checks to maneuver in subjective directional gravity.

Improved You always succeed at Wisdom checks to maneuver in subjective directional gravity. Increase your maximum lifespan and the number of years you must age to reach each age category by 10%. You can act under the effects of *haste* as a free action for 1 round; you can activate this ability a number of times per day equal to your Hit Dice divided by 4 (minimum of 1 round per day). These rounds need not be consecutive.

Greater Select one of the following afflictions: curses, diseases, or poisons. You become immune to the effects of that affliction. Increase your maximum lifespan and the number of years you must age to reach each age category

by an additional 10% (20% total when combined with the improved infusion above), and you do not retroactively age or hunger when departing a plane with the timeless planar trait. You gain a fly speed of 60 feet (perfect) on the Astral Plane.

The Outer Sphere revolves around the Inner Sphere, gliding upon a matrix of metaphysical material known as the Astral Plane, much as tectonic plates coast upon a planet's liquid mantle. This plane may seem to be an empty expanse of faint, shimmering, silvery clouds, yet astral space is a diffuse realm of colliding philosophies, eternally echoing thoughts, quintessential detritus, and undreamt ideas. Dispersed, these particles are barely perceptible. However, the Plane of Fire at the Astral Plane's heart churns this silvery sea with its physical and metaphysical heat, sending roiling currents coiling outward to eventually brush against the Outer Planes in a form of cosmic convection. As these currents collide, so too do concepts, legends, and raw quintessence, drawing in more and more material to form new islands of solidity or even entire demiplanes. Those new locales birthed near an Outer Plane often absorb that realm's ideals, whereas those spawned far from other planes can manifest the unspoken principles of nearby creatures.

Cosmic convection by the Plane of Fire is not the only force to stir the Astral Plane. The River of Souls courses through this sea in a spiraling whorl imperceptible to most, yet the movement of souls is as powerful as any oceanic current for those with the tools to harness it. Likewise, the Antipodal Flow cascades back to the Inner Sphere in an opposing spiral, carrying the pulverized quintessence of the Outer Planes back to the Positive Energy Plane to fuel the cycle of souls. Both metaphysical waterways attract the attention of opportunists, be they daemons and night hags hoping to snatch stray souls or enterprising wizards and cosmic filter feeders harvesting the Antipode's limitless potential—ultimately consuming mere drops from a deluge.

DENIZENS

For most, the Astral Plane is merely a Transitive Plane—a means of reaching more desirable destinations, be it via teleportation or traveling through the Silver Sea. However, those who call this realm home live and die here, all the while contesting with the plane's timeless quality; while these species never hunger or age, neither do they heal naturally or truly grow in ways familiar to those from other realms.

Aeons

The multiverse may sustain itself through the cycle of souls, yet there are so many moving parts that could fall out of alignment that the system as a whole requires constant maintenance. The inscrutable aeons serve this role; the Astral Plane is not only their highway for reaching the far

corners of the cosmos, but also where they originate. Just as astral material can aggregate to form demiplanes, so too do stray thoughts broadcast from other planes sometimes coalesce on this plane. As diametrically opposite ideas grind against one another, they form energized drifts that flash with momentary bursts of emotional auras and crackle in metaphysical debates. Referred to as aeonic nebulae, these colorful fields eventually reach a critical mass, whereupon the clashing concepts' eddies take permanent form as new aeons, each often embodying the same dichotomy as the nebula from which it was born.

From there, most aeons disperse to wherever they're needed in the multiverse; the Astral Plane's relatively high concentration of aeons is due almost exclusively to their creation here and to their use of the realm for transportation. The only aeons who are otherwise regularly found on the plane are bythos, guardians of time and planar travel. These cloud-like beings vigilantly patrol the Astral Plane, watching for those who would exploit the plane's timeless quality and connectivity to distort the flow of time elsewhere or to unite two realms best kept separate—at least according to their silent judgment.

Astral Dragons

Much as mortal legends can imprint themselves on the Astral Plane as legendary spirits, so too did dragonkind brand itself upon this timeless sea. Astral dragons are descendants of several especially powerful draconic echoes that awoke within the Astral Plane and began acting autonomously. The astral dragons of today strive for excellence, much as their progenitors did, continuing to clash with one another to carry on conflicts both new and impossibly old.

Astral dragons exist in a timeless realm and do not age in the same way true dragons do. Astral dragons' contests, experiences, and inspirations refine each individual's psychic potential, granting it a greater presence on the Astral Plane and allowing it to grow gradually in size and power. Those astral dragons that travel to other planes can age several categories spontaneously as both the passage of time and accrued self-confidence trigger an explosive growth spurt in a matter of seconds—which is particularly troubling if a dragon suddenly becomes too large to fit back through the portal from which it came.

Astral Leviathans

The Astral Plane's greatest wanderers are astral leviathans, massive whalelike beings with asymmetrical eyes, a multitude of overlapping jaws, and warped, skinless muscles. Astral leviathans require little sustenance—even without the plane's timeless trait—but prioritize variety in their diet. This drives them to open rifts, where food particles or even hapless creatures might fall into the Silver Sea. Like elephants seeking water, astral leviathans have an unerring

TABLE 3-12: ASTRAL PLANE ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-8	1 othaos	5	<i>Bestiary</i> 5 10
9-18	2d6 untethered petitioners	6	See page 148, <i>Bestiary</i> 2 208
19-23	2d6 paracletus	7	<i>Bestiary</i> 2 11
24-43	2d4 shulsagas	8	<i>Bestiary</i> 4 245
44-45	1 juvenile astral dragon	9	<i>Bestiary</i> 5 88
46-49	1d4 theletos	9	<i>Bestiary</i> 2 14
50-53	Silver squall	10	See page 153
54-60	1d6 psychementals	11	<i>Bestiary</i> 5 197
61-62	1 devourer	11	<i>Bestiary</i> 82
63-65	1d4 moon dogs	11	<i>Bestiary</i> 5 174
66-67	1d4 yithians	11	<i>Bestiary</i> 3 286
68-72	1d3 night hags on nightmares	12	<i>Bestiary</i> 215, 216
73	1 adult astral dragon	13	<i>Bestiary</i> 5 88
74-75	1 astral deva	14	<i>Bestiary</i> 10
76-78	1d6 akhanas	15	<i>Bestiary</i> 2 9
79	1 ancient astral dragon	18	<i>Bestiary</i> 5 89
80-81	1d4 bythos	18	<i>Bestiary</i> 2 10
82-86	1d6 whyrlishes	18	See page 248
87-90	1d4 astradaemons	18	<i>Bestiary</i> 2 63
91-92	1 astral leviathan	18	<i>Bestiary</i> 4 14
93-94	1 pleroma	20	<i>Bestiary</i> 2 12
95	1 ouroboros	21	<i>Bestiary</i> 6 206
96	1 elohim	23	<i>Bestiary</i> 4 86
97	1 danava	24	<i>Bestiary</i> 5 246
98-100	Roll on Boneyard Encounters table	Varies	See page 180

sense of where they've been before and what they can find there—a quality that the nomadic shulsagas value when they befriend and recruit leviathans as traveling companions. The immense beasts in turn appreciate shulsagas' companionship and ability to sense nearby planar breaches where the leviathans might sample some new cuisine or culture. Other species tend to be more forceful in their dealings with astral leviathans, trapping or enchanting them and rigging them with cargo harnesses to carry freight across the plane.

Danavas

Like most titans, danavas trace their origins to the earliest days of creation when they served as peacekeepers of reality. The same titan wars that saw their evil kin banished to the Outer Planes also resulted in danavas' imprisonment, for their methods of policing the cosmos were deemed too severe. Although they are sealed across a variety of planes, most reside in perpetual captivity in a handful of cities that float through the Astral Plane. From there, they scry upon distant worlds, agonize over the ways in which mortals unbalance existence, and convene to discuss how best to restore cosmic order.

Devourers

Those fiends and evil spellcasters who find a break in the Astral Plane and escape beyond the Outer Sphere sometimes return, twisted and transformed into devourers. Many of these undead linger on the Astral Plane, where they compete with night hags and astradaemons in plucking victims from the River of Souls. But other outsiders vigilantly guard the river, so devourers often wander to other realms or traverse the Astral Plane in search of easier prey.

Elohim

The powerful elohim are virtually silent about their own origins, yet they are the source of life on countless worlds. The prevailing hypothesis is that the gods crafted elohim as impartial servitors who would then create mortal forms to help populate reality's initial draft in the First World, only to cast elohim aside when the gods moved on with the Material Plane's creation.

No matter their original purpose, elohim today predominantly inhabit the Astral Plane. There they build new demiplanes seeded with never-before-seen species and possibilities before departing to begin the process again elsewhere. For all their powers of creation, elohim seem incapable of reproducing, and most shulsagas believe that elohim created them as a form of proxy children. While many shulsagas have since spurned their creators, others believe that by attaining a truly enlightened state, a shulsaga can transcend its simple form and metamorphose into a new elohim. Enduring shulsaga tales of their paragons support this idea; however, elohim's dwindling numbers suggest otherwise—that elohim are on the path to extinction.

Ouroboroses

The cycles of divine creation and destruction that created the multiverse echo eternally through the Astral Plane, slowed by neither time nor matter. This never-ending process has coagulated into serpentine beasts known as ouroboroses, forever left to consume themselves and be reborn in an unending loop.

Psychementals

Just as souls can cross planar boundaries, so too can powerful thoughts echo outward like ripples in the astral sea. Particularly exuberant, passionate, or traumatic thoughts can gather quintessence as they travel, gradually developing sentience as they collide with other ideas and memories. From these clashes develop psychementals, intellects formed from hundreds of consciences that lack the context they knew in life. These fragmented personalities can war with one another for centuries before coming to an uneasy consensus, and although the collective can behave as a unified whole, surprises can shock the entire system into a fury of unpredictable internal squabbling and even violence.

Astral Plane



Shining Children

The accretion of metaphysical material not only begets demiplanes, but also emits intense pulses of light and energy. Quintessence adheres to the brightest of these sparks, creating life in a painful process that forever imprints itself on the anthropomorphic creature that results: a shining child. Born out of cosmic trauma, these beings seethe with spite, and their telepathic communications echo with the furious roar of their birth. Every demiplane leaves a different imprint on its “offspring,” who seem capable of identifying others of their own cohort by some sixth sense. Not every demiplane spawns shining children, but the greatest demiplanes can create cohorts that are scores strong. Forever trapped in apparently adolescent bodies, these children dedicate themselves to scholarship in a futile effort to understand their role in the multiverse and the burning injustice of their births.

Shulsagas

Although the spindly shulsagas are among the more anthropomorphically relatable species native to the Astral

Plane, they rarely welcome visitors. Their isolationist preferences aren't just for their own peace, but more importantly for the sake of their charges: the nascent demiplanes that they guard. Just as formative demiplanes can absorb the influences of nearby Outer Planes, so too can stray moral influences, power-hungry manipulators, and other forms of meddling (accidental or otherwise) contaminate a new world. Casual travelers often describe shulsagas as hunters, though as outsiders on a timeless plane, these creatures have virtually no need for conventional sustenance. Instead, their tracking, territorial behavior, and ability to sense planar rifts ensure that their adopted nurseries remain sacrosanct. Shulsaga tribes act as planar shepherds, departing each demiplane in their care once they're certain it has coalesced completely and isn't at immediate risk from stray philosophies.

Shulsagas take it upon themselves to practice moral moderation so that they do not corrupt their charges themselves. Those who demonstrate discernable alignment extremes are often cast out to fend for themselves, ideally using their travels to rediscover a neutral outlook and return

APSU AND THE IMMORTAL AMBULATORY

Apsu is the god of good dragons, leadership, and peace. Unlike that of his arch-enemy Dahak, Apsu's divine realm is highly mobile and wanders the planes. This realm is a massive world known as the Immortal Ambulatory, a demiplane within which Apsu's rule is absolute. Apsu rarely leaves the Immortal Ambulatory, instead directing the demiplane's travels from plane to plane as he desires. While the Immortal Ambulatory freely wanders the Great Beyond and it is most often found within the boundaries of the good-aligned planes (especially Heaven), it uses the Astral Plane as its vector for travel between the planes.

to the tribe. Rarely, shulsagas decide to cultivate a particular planar trait or ethical foundation for a demiplane, and when they do, their envoys travel far across the Astral Plane in search of strong-willed individuals (often adventurers) who become honored guests of the tribe and serve as mental templates to shape a new realm. Likewise, shulsagas sometimes reach out to strangers to help them fend off a confirmed threat, whether that means destroying shining children spawned by a demiplane or discouraging an errant elohim's unsolicited attempt to populate a demiplane.

The only creatures that shulsagas implicitly trust are aeons, whom they view as divine messengers. When an aeon expresses its desire to impose change on something in the shulsagas' territory, shulsagas typically stand aside or even shift their priorities to aid the aeon—even if that seems to reverse the tribe's previously held beliefs. It is this mutability that can cause a previously friendly tribe of suddenly seem xenophobic or hostile.

DIVINITIES

Although the Astral Plane is often traveled by divinities (particularly demigods in astral form) or used as a neutral meeting ground, very few divinities keep realms in the Silver Sea. One notable exception is the demigoddess Alseta, patron of doors, transitions, and years. She generally does not pursue her own goals, but instead acts primarily as a servitor to other gods and an arbiter to their disputes when they meet on the Astral Plane.

LOCATIONS

Although many of the Astral Plane's greatest attractions are its demiplanes, it boasts other destinations in its own right.

Argent Gate

Alseta's domain consists of an ornate gate and adjoining temple located on a massive piece of silver that floats through the Astral Plane. Legend holds that the site was once located in Axis, but Alseta moved it to the Astral Plane

to avoid making visiting divinities of nonlawful alignments uncomfortable. The Argent Gate itself is capable of generating portals to almost anywhere in the Great Beyond, but Alseta controls access to it. This realm is often used as a neutral meeting ground for deities, and despite her minor standing in the ranks of the divine, to date no divinity has taken advantage of their greater power when visiting her domain.

Soulmouth

Like true waterways, the River of Souls is fed by a host of tributaries as the deceased flow from the center of the Great Beyond to its outer edges. However, the majority of these do not meet the flow partway; most pool into a vast ocean of souls that slowly orbits the Inner Sphere. At its heart spins an immense vortex that drags in nearby spirits before funneling them inextricably outward along the River of Souls.

Riding the vortex like a floating leaf drifts Soulmouth, an enormous flower that blooms five vast feathers in place of petals. The flower faces toward the Inner Sphere, greeting oncoming souls with the vibrantly decorated buildings located on its petals. A legion of catrinas garbed in elaborate feathered costumes stand watch for restless souls, to whom these psychopomps float out to provide counsel and consolation. Those dead who dread the journey ahead or cling to their old lives can rest here for a time, while the thoughts and prayers of the living echoing from the Inner Sphere become trapped and imprinted on the massive feathers' barbules. The catrinas help restless souls find the assurances and well-wishes of those they left behind, providing closure that guides the deceased to the River of Souls.

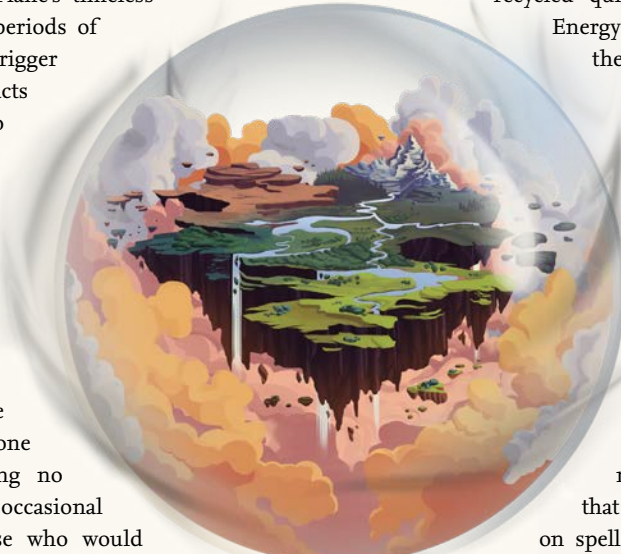
A quintet of yamarajes rules the city, each claiming one of the petal districts as its own. Here they oversee the operations of Soulmouth, though periodically the draconic overseers host elaborate feasts in which and garrisoned outsiders, psychopomps, souls, and visiting mortals, are all welcome. Although outwardly these celebrations seem to unify the outsiders in service to the cycle of souls, many agents use the events to maneuver against one another—either directly or through adventurers they recruit during the festivities.

Yulgamot

The planetoid Yulgamot flies through the Astral Plane on the convection currents of the Plane of Fire, and it has become one of the few places the nomadic shulsagas consider their own. From here, shulsaga drift-readers can sense the movements of the plane and read where demiplanes are most likely to form next, and the combination of Yulgamot's velocity and these shulsagas' expertise allows travelers to slingshot themselves from the city to the far reaches of the Astral Plane—a trip

that takes a mere 3d20 days. This journey can be even further shortened when Yulgamot's passage intersects with the River of Souls or Antipodal Flow, though this convergence also results in strange visitations or utterly bizarre weather phenomena.

The city's greatest attraction is its active chronology; those on Yulgamot or within several hundred feet of it suppress the Astral Plane's timeless trait, allowing controlled periods of natural healing that do not trigger retroactive aging. This attracts a host of visitors who treat the asymmetrical planetoid as a clinic and spa, where they can wipe away lifetimes of bruises and scrapes that might not otherwise disappear without healing magic. Mercanes readily set up shops to cater to these travelers. Shulsagas condone this commerce, demanding no taxes yet expecting an occasional modest tribute from those who would profit from trade.



IMMORTAL AMBULATORY

YULGAMOT

N metropolis

Corruption +2; **Crime** +4; **Economy** +7; **Law** +2; **Lore** +4;
Society +8

Qualities holy site, magically attuned, prosperous, relative time, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government council

Population 115,300 (56,500 shulsagas, 34,000 assorted humanoids, 500 mercanes, 24,300 other)

NOTABLE NPCs

Aeshoulth, the Sixteen Stones (N female shulsaga^{B4} ranger 15)

Erru, the Icy Scream (CN female shulsaga^{B4} summoner^{AP6} 13)

Goambu (N male advanced mercane^{B2})

Taltakeem, the Shining Citadel (N male shulsaga^{B4} druid 14)

MARKETPLACE

Base Value 28,800 gp; **Purchase Limit** 170,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Relative Time The settlement suspends the timeless planar trait, allowing aging, natural healing, and the progression of afflictions for creatures in its borders. This does not inflict retroactive aging or hunger, as would occur when leaving the Astral Plane.

EXPLORATION

The Astral Plane is a disorienting realm with directional subjective gravity, allowing each creature to “fall” at great speed in the direction of its choice.

No day-night cycle exists on the Astral Plane. The light of the Plane of Fire surrounding the Inner Sphere, along with the flow of souls from life to death (or the flow of recycled quintessence back to the Positive Energy Plane) can aid in navigation if these energies can be detected, but no truly workable analog to north exists on the Astral Plane.

Magic on the Astral Plane

All spells and spell-like abilities used within the Astral Plane can be employed as if they were improved by the Quicken Spell or Quicken Spell-Like Ability feats, though this has no effect on spells and abilities that have already been quickened or on spells from magic items. Spells thus quickened are prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell or ability can be cast per round.

Silver Squalls (CR 10)

Weather is virtually nonexistent on the Astral Plane, but drifts of aggregating thoughts can turn violent when sparked by competing ideas. These trigger chain reactions known as silver squalls, which erupt into clouds of obfuscating chatter punctuated by arcing bolts of psychic energy. A silver squall's effects target all creatures in the area and vary by the debate the squall represents, dealing 2d6 points of ability damage to Intelligence, Wisdom, or Charisma (depending on the nature of the debate), causing the confused condition for 1d10 rounds, or striking victims permanently blind, deaf, or mute. A silver squall generally fills a 300-foot-diameter sphere and lasts for 2d6 rounds. Each round a creature is exposed to a silver squall, it must succeed at a DC 20 Will save to resist the squall's effect; once a creature has been affected by a particular squall, it cannot be affected by that same squall again. Sentient beings caught within a squall can calm the storm as a full-round action by discerning its constituent ideas (typically with a successful DC 30 Knowledge [planes] check) to dismantle the controversy. Larger squalls exist that can last for days; quelling these storms can require complex arguments better represented by the verbal duels system (*Pathfinder RPG Ultimate Intrigue* 176). Silver squalls are mind-affecting effects.



HEAVEN

HEAVEN

The Holy Mountain, Paradise, Realm of the Righteous

Heaven is a plane of goodness and purity as expressed through law and order, from which the souls of the righteous strive to battle evil and spread justice far and wide across the multiverse.

Category Outer Plane (lawful good)

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence mixed

Alignment strongly law-aligned, strongly good-aligned

Magic enhanced (spells and spell-like abilities with the good or lawful descriptor) and impeded (spells and spell-like abilities with the chaotic or evil descriptor)

DENIZENS

Core Divinities Erastil, Iomedae, Torag

Other Divinities Easivra, Shizuru, Tsukiyo, dwarven pantheon, empyreal lords

Outsiders archons, angels

Petitioners elect (similar to mortal forms, with glowing halos and feathered wings)

Qualities fly speed equal to base speed (average)

INFUSIONS

Basic Your acceptance of Heaven has fortified your physical endurance and bolsters your presence. You gain a +1 bonus on Fortitude saves, a +2 bonus on Diplomacy checks against good creatures, and a +2 bonus on Intimidate checks against evil creatures.

Improved You can call down Heaven's divine fury as a standard action, channeling it through your own body and expelling it all around you. Once per day, you can release this divine energy in a 30-foot-radius burst centered on you. Each evil creature within the area takes 1d8 points of damage per character level you have (maximum 10d8) and is blinded for a number of rounds equal to your Charisma modifier

(minimum 1 round). On a successful Will save, an affected creature takes only half damage and negates the blindness.

Greater You can keep Heaven's champions from being called home before their work is complete. Twice per day, you can use *breath of life* as a spell-like ability. If the target is lawful good, you can use this ability as a move action. If the target is evil, it becomes staggered for 10 minutes unless it vows to repent for its evil ways.

Heaven is a realm of perfect goodness and exquisite order, and its residents see the two as inextricably linked—righteousness requires structure, but structure is pointless without a just and noble goal. It is a realm of crusaders striving to help others, by word or by sword, as well as those of pure heart who simply seek to follow the rules and foster harmony through love and service.

Most creatures perceive Heaven as an enormous mountain with an inaccessibly distant peak, yet this description is deceptively simple, as the mountain's slopes can simultaneously contain seemingly endless plains, vast lakes, yawning canyons, or whatever else it might need to accommodate petitioners from millions of different environments. Distances shift depending on the needs of the traveler, and even the same specific locations can be perceived differently according to the conceptual frameworks of the viewer.

Regardless of its appearance, Heaven always consists of seven tiers, each immeasurably vast in its own right and organized by metaphysical purpose and philosophy rather than by any sort of relative value. All but the topmost tier are overseen by powerful entities called stewards, each with a title specific to the role they fill. While these entities are never the most powerful on their tier, such is Heaven's regard for proper governance that even deities acknowledge the rights and responsibilities of these officials. A list of Heaven's seven tiers appears in the Heaven's Tiers sidebar on page 158.

DENIZENS

Heaven is home to a wide variety of good-aligned outsiders. Agathions, azatas, and other emissaries from Heaven's sister realms of Elysium and Nirvana are generally welcome to study, trade, or aid in Heaven's war efforts, provided they acknowledge Heaven's authority and follow its rules. Couatls, peris, zuishin kami, and other native outsiders can often be found here as well, accepting divine missions to carry out on the Material Plane, but celestial blood alone is not enough to get someone through Heaven's gates. All mortals (including aasimars) are generally prohibited from traveling beyond Heaven's Shore except on official business. Huge tracts of picturesque wilderness on Heaven's slopes hold a tremendous variety of celestial animals, all living in peace without the need to hunt one another.

Angels

Less common than archons but still a vital part of Heaven's society are the angels, celestials with a more flexible attitude toward law and order than their archon kin. Often serving alongside archons but generally operating independently, angels help raise important questions and prevent the ossification that can accompany too much deference to authority. Together with the archons, they ensure that Heaven's society continually grows and changes, adapting to be the best possible version of itself.

Archons

Heaven's guardians and primary decision makers are the archons, beings of perfect lawful goodness. Archons understand that organization is key to preventing the forces of evil and chaos from taking over and that individual desires are less important than serving the greater good when the state of the entire multiverse is at stake. They are crusaders first and foremost, fighting in or supporting Heaven's armies as they defend the innocent and punish the wicked. While their detractors sometimes paint them as authoritarian zealots, archons in truth are generally compassionate toward those of good intent and tolerate even those less righteous creatures who obey the law, saving their fiery blades for fiends and other irredeemable entities that recognize neither law nor righteousness. Within Heaven, their focus is often on teaching and training petitioners, yet their commitment to serving their cause doesn't stop them from laughing often and taking joy in their friends and work.

The Elect

The bulk of Heaven's population is made up of its petitioners, often referred to as "the elect." These judged souls of the worthy dead come to Heaven both as a reward for lives well lived and to help promote Heaven's doctrine of loving justice. Under the guidance of the resident celestials, many of the elect eventually transform into angels or archons, yet even those who never make the transition often find satisfaction in aiding Heaven's goals through honest labor. While petitioners are objectively treated well by Heaven's bureaucracy, they're still seen primarily as a resource with a role to play and are often viewed as too vulnerable to leave Heaven or interact with other races that might taint their purity.

DIVINITIES

Unlike Hell or the Boneyard, Heaven is not ruled by a single deific monarch. Instead, a variety of powerful divinities collectively govern Heaven through careful cooperation and service to the greater good. While the deities are sovereign within their own realms and may take actions on other planes as they see fit, within Heaven all are expected to

TABLE 3-13: HEAVEN ENCOUNTERS

d%	Result	Avg. CR	Source
1-10	1d6 lantern archons	5	<i>Bestiary</i> 20
11-13	1d6 cassisians	5	<i>Bestiary</i> 2 26
14-23	2d6 elect petitioners	6	See page 154, <i>Bestiary</i> 2 208
24-28	1d6 hound archons	7	<i>Bestiary</i> 19
29-38	2d6 harbinger archons	8	<i>Bestiary</i> 3 18
39-41	1 balisse	8	<i>Bestiary</i> 5 22
42-44	1d8 chorals	10	<i>Bestiary</i> 5 23
45-46	1d6 argent wardens	11	See page 228
47-49	1d4 couatls	12	<i>Bestiary</i> 49
50-60	2d6 legion archons	12	<i>Bestiary</i> 3 19
61	1 young paradise dragon	12	<i>Bestiary</i> 6 104
62-63	1d6 movanic devas	13	<i>Bestiary</i> 2 28
64-65	1d6 zuishin	12	<i>Bestiary</i> 3 165
66-70	1d6 shield archons	13	<i>Bestiary</i> 2 31
71-72	1 peri	14	<i>Bestiary</i> 3 218
73-74	1d6 monadic devas	15	<i>Bestiary</i> 2 27
75-78	1d6 excinders	15	<i>Bestiary</i> 5 34
79-80	1 planetar	16	<i>Bestiary</i> 11
81	1 adult paradise dragon	16	<i>Bestiary</i> 6 104
82-89	1d6 trumpet archons	17	<i>Bestiary</i> 21
90-92	1d6 astral devas	17	<i>Bestiary</i> 10
93-94	1 gate archon	17	<i>Bestiary</i> 5 35
95-96	1 star archon	19	<i>Bestiary</i> 2 32
97	1 bastion archon	20	See page 226
98	1 empyrean	20	<i>Bestiary</i> 5 24
99	1 ancient paradise dragon	21	<i>Bestiary</i> 6 105
100	1 solar	23	<i>Bestiary</i> 12

comply with the realm's holy, meritocratic government, allowing even the lowliest lantern archon to call a deity to account. Of course, not all of Heaven's divinities play significant roles on Golarion today. For example, the sun god Easivra is no longer widely worshiped on Golarion, although his influence is likely stronger in other realms.

Empyrean Lords

Operating just beneath the primary deities are the lawful good empyrean lords—agathions, angels, archons, or azatas who have achieved the spark of divinity necessary to become demigods. Encompassing dozens of individuals, this pantheon is responsible for much of the day-to-day leadership of Heaven, with each lord having a particular area of concern.

Erastil

Erastil has negligible interest in crusades (or anything that takes his followers away from their communities), and instead watches over those good-hearted souls who abstain from joining Heaven's righteous war machine, choosing pastoral afterlives that look much like idealized versions

of their mortal lives. This inevitably frustrates Iomedae, but she has long since given up trying to convince the god to take action and instead simply accepts the necessity of his role.

Iomedae

A relative newcomer by celestial reckoning, Iomedae has nevertheless managed to capture the hearts of Heaven's crusaders with her skill and fervor. Indeed, Heaven itself seems to have endorsed her, granting the divine general an expansive realm that produces far more than its share of archons, with large swaths of Heaven's armies training under her expert tutelage. Iomedae maintains strong alliances with many other good-aligned deities, and she is the most outspoken regarding the need to take direct action against the forces of evil and chaos.

Shizuru and Tsukiyo

The lovers Shizuru (goddess of ancestors, honor, and the sun) and Tsukiyo (god of jade, the moon, and spirits) dwell in Heaven, yet do so on opposite sides of the Holy Mountain and only rarely spend time together. Their following is stronger in the Dragon Empires of Tian Xia than in the Inner Sea region.

Torag

Dwelling below the mountain of Heaven, Torag is friendly with his fellow deities, though he is less interested in Iomedae's crusades than he is in Erastil's focus on home and hearth. While he happily outfits Heaven's armies with the fruits of his realm's forges, he focuses primarily on watching over his people and defending Heaven against potential incursions rather than taking the fight to the enemy. Although not all of them are lawful good, the deities in the dwarven pantheon keep their own realms within Torag's realm, with the notable exception of Droskar, who long ago abandoned his kin to relocate to the Abyss.

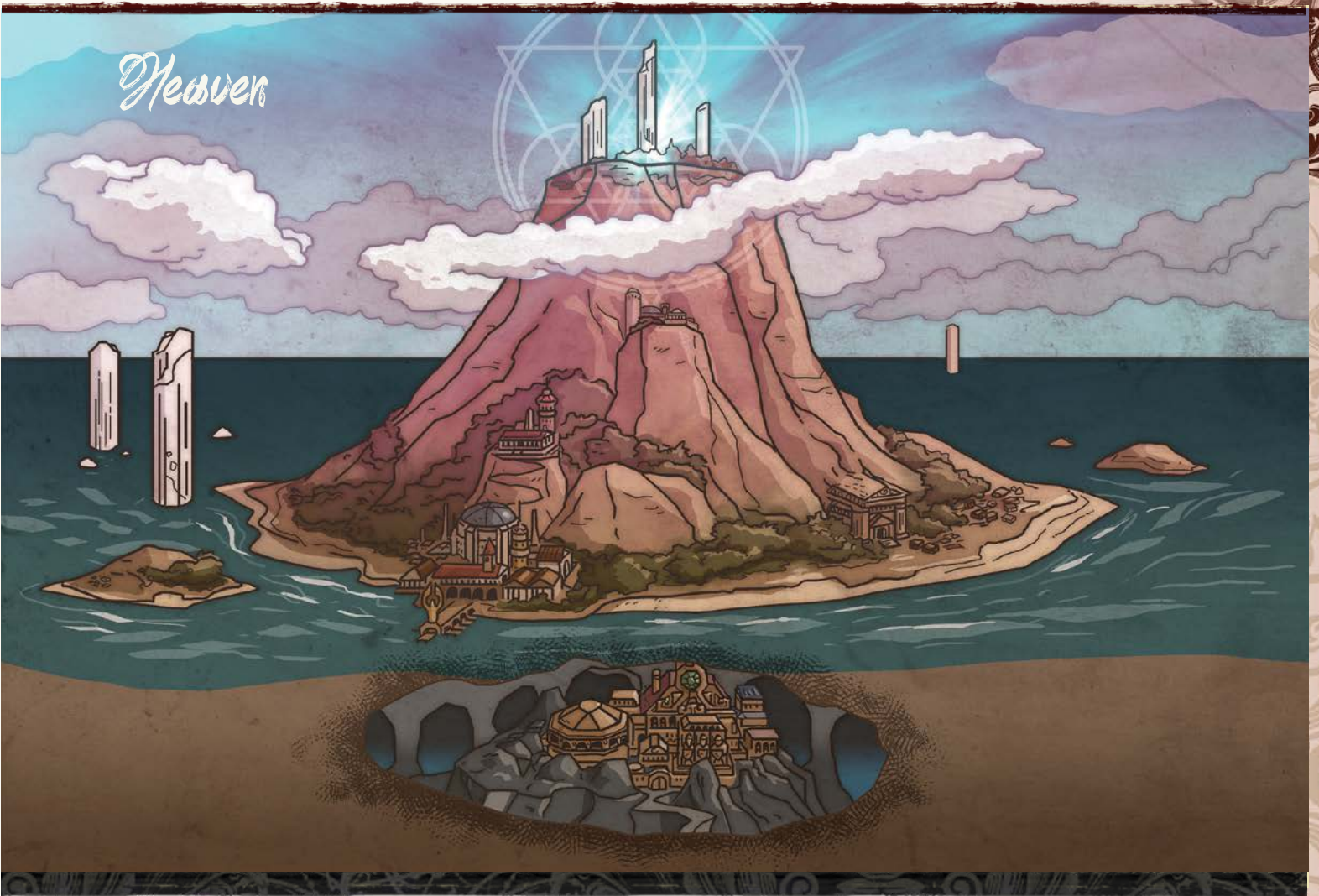
LOCATIONS

Heaven's reaches contain a wide variety of locations to explore, but one should not mistake the realm as a safe place to visit for everyone.

Alabaster Passage

Visitors to Heaven are usually advised to appear in the Fields of Serenity surrounding Heaven's walls, where long lines of petitioners wait patiently to prove their respect for law and approach the gates for admission. Those who seek to skip this step and enter Heaven via magic without a direct invitation often find themselves on the Alabaster Passage, a white flagstone path, surrounded by heavily armed archons. If the visitor is of an appropriately lawful

Heaven



and moral character, the archons offer greetings and guidance; all others are immediately detained.

Chambers of Repentance

This network of cells deep within Heaven's mountain holds fiends and other wicked individuals who, for various reasons, Heaven believes may yet be capable of redemption. The prisoners are ministered to by a variety of archons, including several Redeemed—former fiends who have shed their evil ways to become celestials. One of the most outspoken of these volunteer reformers is Arathuziel the Chained, a former apostate devil who now appears as a beautiful angel with chained wings and eyes that constantly weep blood.

Courts of Accord

This white stone building and the gardens around it on the sixth tier host Heaven's leaders when they need to discuss matters of importance. Just behind it stands the Red Rotunda, an outdoor amphitheater in which demon lords and other powerful evil creatures are publicly executed.

Forgeheart

Torag's realm isn't part of any specific tier of Heaven, but rather exists as a series of vast caverns within the mountain. From here, the souls of his devoted smiths rejoice in an eternity of challenging and satisfying labor, crafting armor and weapons for Heaven's armies, while his warriors maintain Heaven's subterranean defenses, protecting the mountain from Abyssal incursions and other threats that seek to tunnel up from below.

Grand Court of Heaven

This ornate complex stands on Heaven's sixth tier and is where Heaven refines its laws and precedents and hears cases appealed from the 77 circuit courts that roam the planes. A regularly rotating roster of 71 angels, archons, deities, and empyreal lords staffs the Grand Court.

Great Library of Harmonious Scripture

Located on Heaven's fourth tier, the Great Library consists of nine shining towers connected at their bases, within which lies all of Heaven's collected knowledge, in the

HEAVEN'S TIERS

Heaven's seven tiers (ordered from lowest to highest) and their stewards are as follows.

THRESHOLD

The Threshold includes both of Heaven's border fortresses and the area just within their gates. Its current stewards are Lord of the Wall Arqueros and Lord of the Gate Julera Twice-Crowned.

PROELERA

Heaven's second tier is the mustering ground for its vast crusader armies, overseen by Corenel Stormcaller, the Voice of the Shining Host.

CLARION

Watched over by High Preceptor Homani, the introspective petitioners of this realm are devoted to duty, learning, and self-purification, improving their minds and spirits to better aid Heaven in its goals.

REQUIUS

This pastoral region is home to those souls worthy of Heaven yet uninterested in joining Heaven's holy crusades. Watching over their idyllic cities and villages is the Shepherd of Requius, a role currently filled by the empyreal lord Andoletta.

ILLUMIS

Home of righteous scholars dedicated to fully understanding Heaven's values and translating them into policy, this layer serves as Heaven's center of moral and philosophical debate, administered by Chief Moderator Xokariel.

IUDICA

The center of Heaven's government and administration, Iudica is run collectively by the Council of Vision—the Head, the Heart, and the Hand, who represent knowledge and wisdom, love and salvation, and righteous military action, respectively.

THE GARDEN

A place of mysteries even the deities don't completely understand, this small garden floats untended and uninhabited above the rest of the mountain.

form of both celestial documents and works acquired from mortals. In addition to written texts in a million languages, the library also contains systems and docents in charge of maintaining oral traditions, musical cycles, story objects, color epics, and other less common forms of communication, all vetted for truth through the use of divine magic by the Veracity Choir. While the library is

welcoming to most good-aligned scholars, research done here is often discreetly monitored, and the most dangerous information is kept locked safely away or destroyed forever by excinder archons in the Heresy Ovens far beneath the library.

Heaven's Shore

Often jokingly called "Heathen Shore," this city is Heaven's largest trade port and the capital of the tier of the Threshold. It is also the only Heavenly city that allows a resident population of foreigners. Situated on the mountain's first tier, Heaven's Shore is where people of good intent from all planes—including the Material Plane—can come to petition Heaven, study underneath angels and archons, and trade for Heavenly goods. While Heaven's Shore is heavily guarded to ensure no unauthorized visitors pass beyond its terraced-garden borders, most of Heaven's residents appreciate the port's necessity, both as a means of trading for goods other planes can make more cheaply and as an opportunity for unofficial diplomacy and education. The town caters to transient traders, and the resident population is primarily outsiders, ranging from djinn and nephilim to mercanes and axiomites, with a smaller population of mortals who've been allowed to set up shop. The city is extremely safe, welcoming, and well run—if somewhat bureaucratic, administered expertly by the entirely archon Council of Oversight from the elegant Hall of Others.

HEAVEN'S SHORE

LG metropolis

Corruption +2; **Crime** -4; **Economy** +10; **Law** +5; **Lore** +4;

Society +9

Qualities holy site, magically attuned, planar capital*

(*Law* +2, *Lore* +2, *Crime* -8), planar metropolis*, prosperous, strategic location

Danger +10

DEMOGRAPHICS

Government council

Population 4,300,000 (430,000 archons; 430,000 angels; 86,000 aasimars; 2,150,000 other good- and neutral-aligned outsiders; 1,204,000 other mortals)

NOTABLE NPCs

Commander Faralan of the Sixth Wing (LG advanced hound archon fighter 7)

Councilor Kesmorae, Secretary of Mortal Relations (LG legion archon^{B3} wizard 5/elritch knight 2)

Speaker Lelian Gef, Resident Representation Committee (LG female aasimar wizard 13)

MARKETPLACE

Base Value 33,600 gp; **Purchase Limit** 270,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Mirialin, City of Justice Seekers

Famed for its dedicated agnosticism, this elegant metropolis on the fourth tier is one of that level's largest cities, catering to those purehearted and law-abiding souls who refuse to choose a particular god or who reject divine authority outright. Within the city's walls, its leaders insist on maintaining their independence from Heaven's hierarchy, yet they remain so steadfast in their dedication to Heaven's principles that the archons see no choice but to accept them as allies rather than subjects.

Prime Vallation

This is the official name of the great wall of diamond and pearl that surrounds Heaven's first tier. An infinity of golden gates interrupt its stoic march, each granting entrance to a line of petitioners from a different Material Plane world.

Summerlands

Wide swaths of picturesque wilderness characterize Erastil's realm, broken up by islands of cultivated fields and small villages. Here, petitioners recreate idealized versions of the communities they knew in life, with families and neighbors pulling together to work the land and welcome each new generation that arrives, while the oldest members slowly fade away and disappear into the landscape, their spirits becoming part of the land that supports their people. Breaking up this pattern are three larger trade cities—Erastar, Farmarket, and Homestead—each centered around a portal that flickers between other planes for the purposes of trade. These portals are a subject of much debate within Heaven, as they could potentially allow enemies direct access to Heaven's heart, but Erastil remains unbending in the belief that his petitioners need foreign trade and exposure to remind them what makes their communities unique. As a compromise, each of these portals lies at the center of a Walled Market, a series of nested stone domes three layers deep and painted to resemble lush fields and open sky, staffed by archon defenders ready to repel any attempted invasion.

Swordhome

Iomedae's realm lies on Heaven's second tier, a peaceful but militant land of castles and keeps whose style draws heavily from Aroden's former realm in Axis. Within these castles, archons train dutifully for their role in Heaven's great war, while petitioners from a huge variety of mortal races rub shoulders, fins, feathers, and chitin in their efforts to support the Heavenly crusaders.

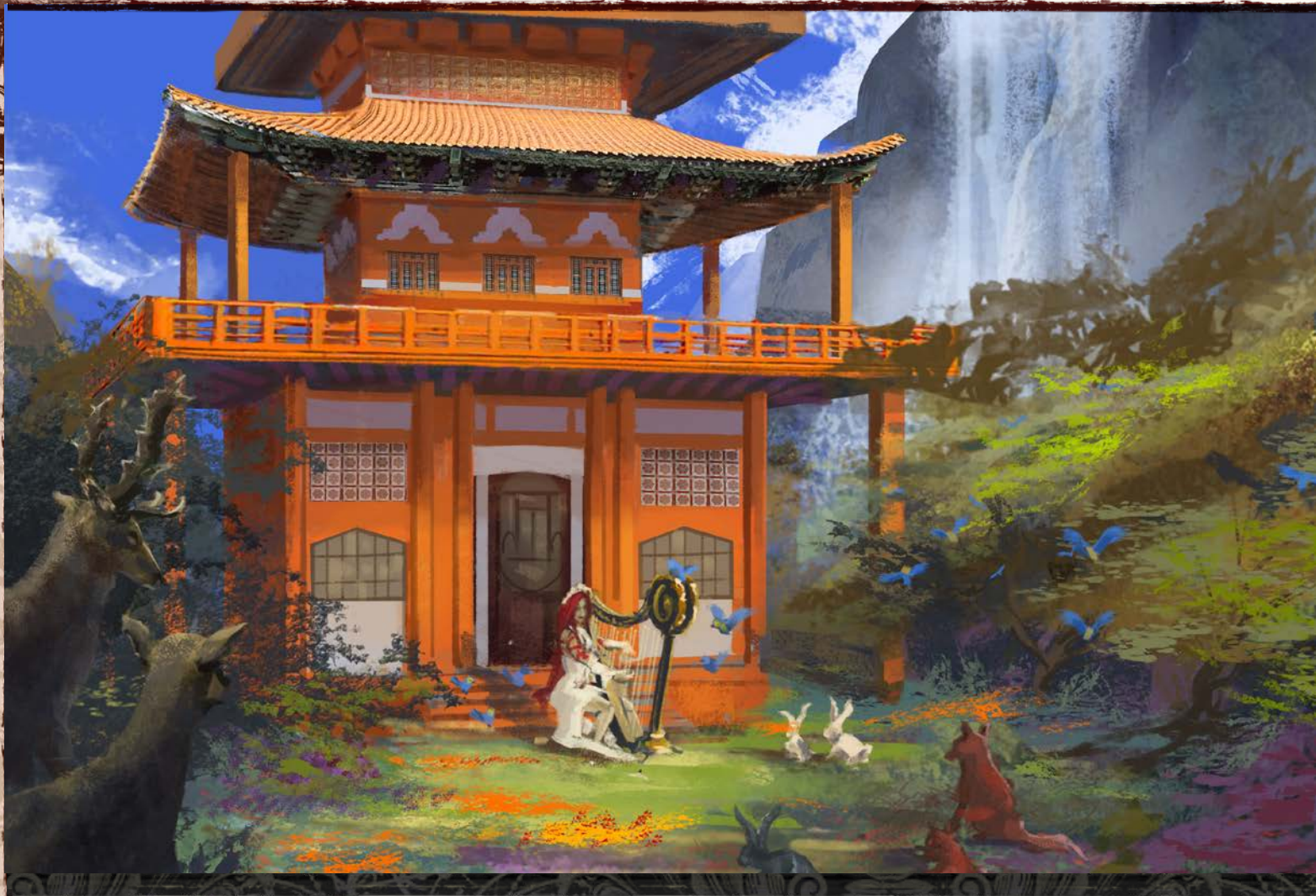
EXPLORATION

Heaven has a standard day-night cycle of 12 hours each, with the sun, moon, and stars manifesting overhead in ways that

are comforting and familiar to the viewer. Travelers from different worlds see different celestial bodies above, but in speaking with each other, they are able to interact in ways that both parties find meaningful. Likewise, navigation on Heaven functions in a familiar way—to travelers from a Material Plane world like Golarion, “north” is toward Heaven's unattainable peak. As a result, of all the Outer Planes, Heaven is the least jarring to visit in these regards, as would make sense for a place known as Paradise.



JULERA TWICE-CROWNED



NIRVANA

NIRVANA

The Great Wilderness, Sanctuary of Enlightenment

Nirvana is a realm of pure good—an idyllic wilderness of enlightenment and redemption.

Category Outer Plane (neutral good)

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence mixed

Alignment strongly good-aligned

Magic enhanced (spells and spell-like abilities with the good descriptor) and impeded (spells and spell-like abilities with the evil descriptor)

DENIZENS

Core Divinities Sarenrae, Shelyn

Other Divinities Daikitsu, Kurgess, Qi Zhong, empyreal lords

Outsiders agathions^{B2}, angels, foo creatures^{B3}, moon dogs^{B4}, peris^{B3}

Petitioners cleansed (animals that symbolize the originating souls' personalities)

Qualities resistance 10 to cold and sonic, +2 Wisdom

INFUSIONS

Basic Nirvana's influence has enlightened your mind. You gain a +1 bonus on Will saves, a +1 bonus on Perception checks, and a +2 bonus on Sense Motive checks to avoid being bluffed.

Improved You can focus on Nirvana's serenity, allowing you to restore a creature's sense of self with a touch. This functions as *restoration*, but it cannot cure ability damage or drain to Strength, Dexterity, or Constitution, nor can it eliminate fatigue or exhaustion. You can use this ability once per day. As a spell-like ability, it does not require a diamond dust component unless the target is nongood, in which case you must supply the 100 gp or 1,000 gp of diamond dust as if you had cast the spell normally.

Greater You gain truespeech and can speak with any creature that has a language, as though you were using the

tongues spell. You gain a +4 bonus on all saving throws against language-dependent effects, and any language-dependent effect you create that allows a saving throw has its save DC increased by 1.

Nirvana is a realm of rolling fields, lush forests, deep blue seas, tall mountains, and hidden valleys. Its pastoral wilds are home to intelligent animal petitioners, animalistic agathions, shining angels, and other creatures of pure good. Nirvana holds mysterious secrets to higher states of existence, and pilgrims and inhabitants alike seek to explore and unearth those mysteries through their interactions on the plane.

DENIZENS

Nirvana is home to multitudes of creatures, some of them unique entities formed through transcendent self-actualization. The realm is heavily populated by what appear to be wild animals, when in truth these “animals” are the plane’s petitioners: mortal souls allowed to live out the afterlife in the peaceful reaches of the Great Wilderness.

Agathions

Agathions are a race of outsiders that incorporate animal features into their forms; the vast majority appear as anthropomorphized natural beasts. Unlike angels (who often travel the planes as messengers), archons (who are often called upon to wage war against fiends far afield from Heaven), or azatas (who revel in the bliss of exploration), agathions rarely leave their home plane save for when they are conjured elsewhere. This planar introversion is quick to vanish if an agathion realizes that stepping off-plane will allow it to aid a mortal soul, but opportunities for such events on a plane as idyllic as Nirvana are few and far between.

Agathions come across as mysterious and wise, full of strange aphorisms and animal-themed metaphors. They generally default to the serenity of an enlightened community of mutual respect but quickly transition to animal ferocity, speed, and strength when necessary to protect themselves and others from the forces of evil. Their primary demeanor of peaceful wisdom and patience allows them to serve as mediators in disputes among other celestials, with both free-spirited azatas and order-minded archons often agreeing to accept agathion arbitration as a fair and reasonable means to resolve conflicts between law and chaos.

Angels

While angels make their homes on all three of the good-aligned Outer Planes, Nirvana is home to more angels than any other plane, in large part because Nirvana’s impartiality to law or chaos makes it the most pleasant realm for many angels to reside within. That one of their most powerful

members, the sun goddess Sarenrae, maintains her divine realm here further attracts angels to the plane.

Angels often carry messages for their divine patrons, traveling numerous planes to deliver the missives; when they remain at home in Nirvana, angels prefer to spend their time in contemplation, meditation, and pleasant conversation with other natives of the realm. Although the vast majority of angels are formed from mortal souls, the most powerful angels predate the existence of mortals entirely. Today, most of these angels are empyreal lords or deities like Sarenrae herself.

The Cleansed

Although all souls shed the memories of their mortal lives upon becoming petitioners, those who become the cleansed embrace this aspect most and view their transformation into animals—the “purest” of forms—as a manifestation of their lives starting anew. Yet they maintain their sapience, and in their pursuit of deeper spiritual understanding and communion with Nirvana, grow ever more thoughtful and wise. In Blossomheart, Everlight, and other deific realms, petitioners might hold shapes more closely resembling their original bodies, particularly when necessary to pursue pastimes inconvenient for an animal, such as painting or humanoid sports, yet even when such a petitioner might appear almost entirely human, it bears a deep adoration and respect for animal life.

Foo Creatures

While foo dogs and foo lions are the foo creatures most commonly summoned to the Material Plane to serve as guardians, foo creatures that correspond to every animal in existence dwell in the wilds of Nirvana and are the most common ascended form of a typical cleansed petitioner. In Nirvana, foo creatures are far less serious than they are on the Material Plane, and they frolic and play with any who would join them, even those whose ordinary animal would naturally be their predators. Foo creatures are eager to help any agathion who asks for assistance and typically extend this spirit of cooperation to other visitors, provided those visitors treat them with kindness and respect.

The most powerful foo creatures are known as the imperials; as a general rule, each species of animal is represented by one imperial foo creature in Nirvana at a time. When such a creature dies, or if it makes an extended visit to another plane, a new foo creature ascends to the role to fill the vacancy.

Moon Dogs

Moon dogs are nomadic guardians, roaming in packs that protect Nirvana from interlopers. While they foster no ill will toward Nirvana’s other inhabitants, they prefer the company of their own kind and do not mix with other outsiders.

TABLE 3-14: NIRVANA ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-5	2 foo dogs	4	<i>Bestiary 3 120</i>
6-9	1d6 cassisians	5	<i>Bestiary 2 26</i>
10-14	2 foo lions	6	<i>Bestiary 3 120</i>
15-19	2d6 cleansed petitioners	6	See page 160, <i>Bestiary 2 208</i>
20-24	1d10 silvanshees	7	<i>Bestiary 2 21</i>
25-27	1 balisse	8	<i>Bestiary 5 22</i>
28-35	1d10 reptials	9	<i>Bestiary 5 13</i>
36-43	1d8 vulpinals	10	<i>Bestiary 2 22</i>
44-46	1d8 chorals	10	<i>Bestiary 5 23</i>
47-54	1d8 roselings	11	See page 243
55-62	1d6 avorals	12	<i>Bestiary 2 16</i>
63-66	1d6 movanic devas	13	<i>Bestiary 2 28</i>
67-68	1d6 monadic devas	15	<i>Bestiary 2 27</i>
69-76	1d12 moon dogs	15	<i>Bestiary 5 174</i>
77	1 planetar	16	<i>Bestiary 11</i>
78-82	1d8 leonals	16	<i>Bestiary 2 20</i>
83-85	1d6 astral devas	17	<i>Bestiary 10</i>
86-93	1d6 peris	17	<i>Bestiary 3 218</i>
94-95	1d6 cetaceals	18	<i>Bestiary 2 17</i>
96	1 draconal	20	<i>Bestiary 2 18</i>
97	1d6 cervinals	20	<i>Bestiary 5 12</i>
98	1 empyrean	20	<i>Bestiary 5 24</i>
99	1d4 sirrushes	23	See page 245
100	1 solar angel	23	<i>Bestiary 12</i>

Peris

While most peris are native to the Material Plane, the first of their kind originated in Sarenrae's realm of Everlight as her favored minions. Today, many peris continue to dwell in Nirvana and serve the Dawnflower's needs. In the city of High Ninshabur, peris play a role akin to that of the city guard, but in this capacity they always seek diplomatic and nonviolent resolutions to conflicts. A peri guardian forced to attack or imprison a troublemaker counts the act as a failure in her role, and she strives to avoid such ends except in the most extreme of circumstances. Peris encountered in Nirvana are natives of the realm, not outsiders native to the Material Plane, but they retain the native subtype when visiting the Material Plane.

Roselings

Not all of Nirvana's denizens have characteristics that resemble those found in the animal kingdom. The enlightened plants known as roselings originally sprang from Blossomheart and have since spread peace and friendship throughout the plane. They share a particular kinship with azatas and other visitors from Elysium and often host such outsiders in their homes, serving as guides for them during their stay. Roselings are detailed further on page 243.

DIVINITIES

Numerous benevolent deities from various pantheons as well as a large contingent of empyreal lords dwell in Nirvana.

Daikitsu

The patron of the kitsune race, Daikitsu, is more widely worshiped in the Dragon Empires of Tian Xia than anywhere else on Golarion, but she is one of the more active deities in Nirvana and spends the majority of her time exploring the plane and interacting with its inhabitants and visitors alike, typically in the guise of a beautiful woman or a capricious fox. She has been known to gift those who please her with potent enhancements to their equipment, but she never does so if she even suspects they know her true nature—the Lady of Foxes knows that when creatures realize she is a goddess, they tend not to show their true colors.

Empyreal Lords

Empyreal lords are embodiments of transcendent multidimensional virtues that mortals attempt to encapsulate with words and philosophies familiar to them. Each empyreal lord is a paragon of a particular celestial race—in Nirvana, native empyreal lords are either agathions or angels, but their interests and areas of concern vary greatly.

Kurgess

Kurgess the Strong Man was once a mortal athlete who died saving others from a brutal trap. The half-mortal son of Desna and Cayden Cailean, Kurgess made the transition to the god of bravery and competition thanks to sponsorship from his deific parents. His rumored dalliances with the goddess Milani are often the subject of good-natured local gossip in Nirvana, but while the two deities share much in both origin and philosophy, they have not yet publicly confirmed their relationship.

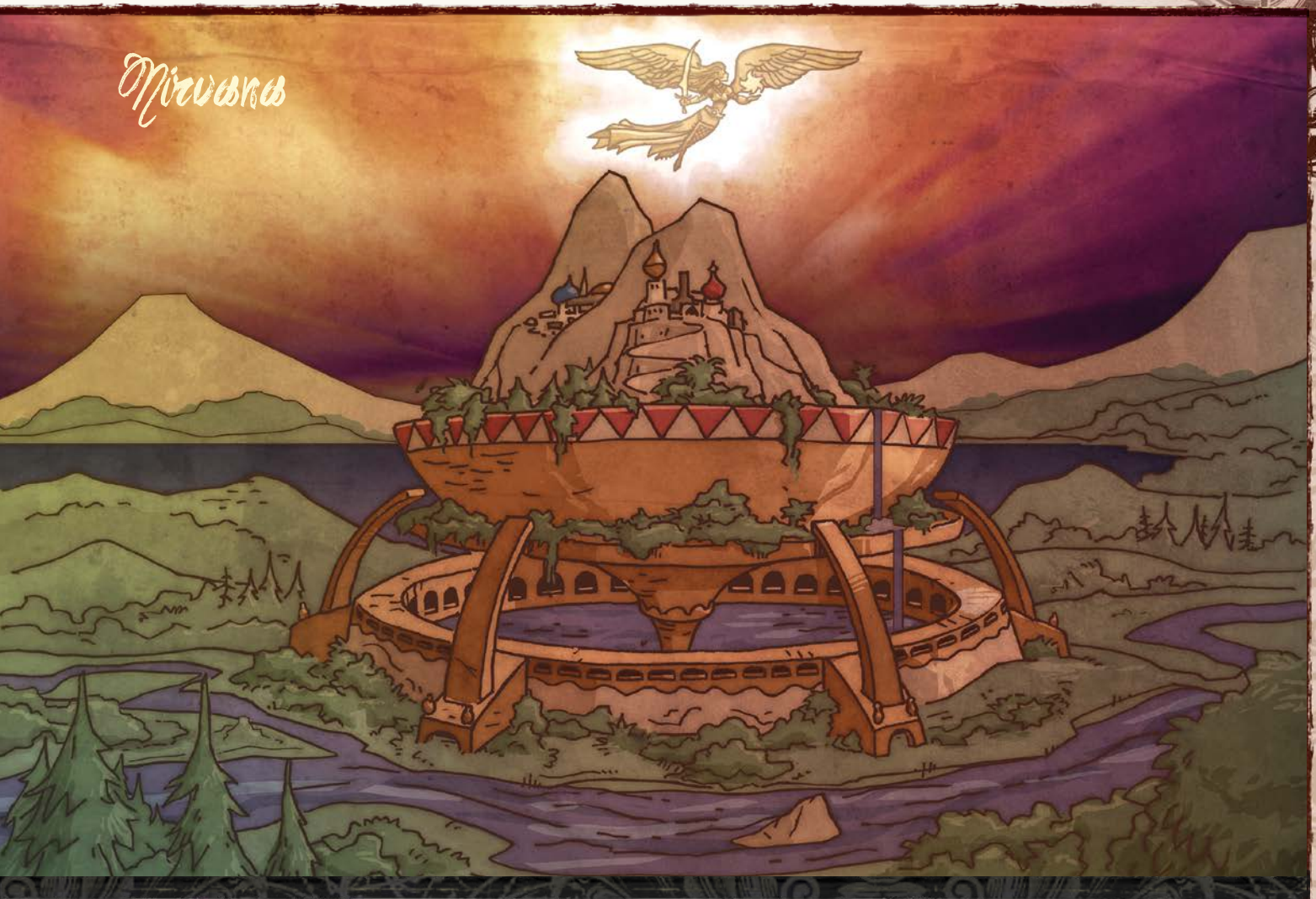
Qi Zhong

The Master of Medicine is a god of healing, magic, and medicine. Despite his power, he focuses on methods of healing other than simple positive energy, including alchemy, herbalism, and application of the five elements: water, earth, metal, fire, and wood. His followers are concentrated more in the Dragon Empires of Tian Xia than elsewhere, and they espouse these teachings in the hopes of educating others in methods of self-care and recovery that any—not just those capable of casting divine spells—can master.

Sarenrae

Also known as the Dawnflower, the Everlight, and the Healing Flame, Sarenrae is the goddess of healing, honesty, redemption, and the sun. Sarenrae stands as one of the oldest deities of the Great Beyond and was already a powerful

Mirrored



angel of divine rank at the dawning of divinity. While she is at odds with Asmodeus and his evil lies, the two deities have worked together to imprison a greater threat in the past: the Rough Beast, Rovagug. Sarenrae's hope that cooperating with Asmodeus in this endeavor would seed in him a spark of redemption never came to light, and today she regards the Prince of Darkness as an icon of the irredeemable, ironically placing him in the same very limited category as Rovagug.

Most good deities get along well with Sarenrae, but some tradition-bound and narrow-minded divinities interpret Sarenrae's willingness to forgive great evils as a weakness that could undermine a community's safety. While Sarenrae believes in redemption when possible, she realizes that certain beings are beyond redemption, and so she commands her servitors to train in swordplay with the scimitar in order to swiftly destroy irredeemable fiends and undead. Sarenrae believes in allowing her followers to understand their own truths—a lesson preached again and again in her holy text *The Birth of Light and Truth*, even to the point that the last few pages of each copy are left blank for each individual owner to fill in their own additions. While this philosophy has

led many to enlightenment, throughout the ages Sarenrae's faith has been plagued by schisms from those who have misunderstood her portents. While each of these breaks pains Sarenrae's heart, she would have it no other way, for the capacity to forgive one's self and correct one's past mistakes is perhaps the greatest act of redemption there can be.

Shelyn

Shelyn, the Eternal Rose, is the goddess of art, beauty, love, and music. When Shelyn was born, she was a flighty and shallow goddess of beauty and the arts living in Elysium, but when her mother died and granted her daughter dominion over love as well, Shelyn transcended her old self and moved to the valley of Blossomheart in Nirvana, bringing several transcendent azatas along with her. Now Shelyn focuses on all sorts of beauty, and her holy book, *Melodies of Inner Beauty*, teaches her faithful that true beauty comes from within, through stories, allegory, music, and poetry.

With few exceptions, other divinities can't help but love Shelyn each in their own way, though the form that love

takes in some of the more despicable divinities tends to be incredibly repugnant. Most nonevil deities respect and admire Shelyn, and her long philosophical debates with Pharasma are something of a legend among the divine. While some call Shelyn the Eternal Maiden, she has in fact had many lovers throughout the millennia, most recently and significantly a polyamorous on-again, off-again relationship with Desna and Sarenrae.

Shelyn's most complex relationship is with her older half-brother, Zon-Kuthon, who left to explore the realm beyond the Great Beyond after a fierce argument between the two. When he returned, he had become a horrific god of mutilation and pain, and after a confrontation in which Shelyn stole her brother's malign glaive, Zon-Kuthon was imprisoned in the Shadow Plane. Although he is now freed from that prison, the divine siblings have yet to come to terms despite Shelyn's constant hope that her brother might someday be redeemed.

LOCATIONS

Nirvana is home to more enchanted groves, hidden dells, painted beaches, and other breathtaking natural secrets than could be explored in an immortal's lifetime.

Blossomheart

Shelyn's divine realm is an idyllic valley filled with beautiful gardens, inspiring studios, open-air amphitheaters, and other places to admire, celebrate, and create beauty. Blossomheart is open to any and all visitors who agree to show love and respect to those around them. The most famous garden within the realm is the Eight Rings: a series of eight concentric gardens, each of which can be reached only through contemplation and realization of the themes of beauty expressed in the previous garden. It is said only Shelyn and two others have reached the innermost garden. A vast marble amphitheater in Blossomheart is often used by the empyreal lords of Nirvana as a place to gather for grand balls, concerts, and other musical gatherings. Finally, rumors hold that somewhere deep within Blossomheart lies an empty valley called Eternal Hope, where Shelyn hopes one day her brother, once he is redeemed, can reside.

Dragonmane Mountain

The central mountain of Nirvana rises from a vast golden basin at the plane's heart and bears upon its slopes the plane's two greatest cities: High Ninshabur and Llorith. It is believed that Sarenrae herself dwells atop the mountain's peak, but in fact her realm of Everlight drifts even higher above this impossibly distant reach. The mountain earned its name for the legend that it was formed eons ago when the first and largest of the sirushees gave up its sapience and identity to provide its mistress, Sarenrae, a foundation upon which to create her divine realm.

Everlight

Sarenrae's realm is a place where no violent thought can exist, and those who would seek to intrude and break this reality find that they cannot enter at all—Everlight simply does not exist to those who seek to do harm within its expanse. Suffused with golden light, Everlight is a realm free of deceit, as lies are physically impossible there. The original homeland of the peris, it is a place where servitors of Sarenrae of all stripes can gather and plan their celestial crusades without fear of being overheard by spies or other enemies of the faith. Everlight is visible throughout Nirvana as a gleaming sun in the sky, and its light shines down forever without burning or destroying environments—an embodiment of all that is good and beneficial about sunlight and the day without any of the disadvantages.

Field of Champions

Also known as Kurgess's Field, the Field of Champions is an enormous carnival of games of agility, endurance, skill, and strength, where petitioners and mortals alike compete for eternal acclaim. Often, empyreal lords and other demigods seek to participate in the games here, but when they do, they accept voluntary disadvantages so as not to have an entirely unfair advantage over mortal contestants.

High Ninshabur

Ruled by the Council of Light and Truth and overseen by the current high councilor, Nadiya Haldazhai, High Ninshabur acts as a trade hub between Everlight, the rest of Nirvana, and even other planes thanks to the high concentration of innovative healing magic the city produces. From the minarets of High Ninshabur, visitors can look in awe at radiance of Everlight shining down upon the streets and towers. The city is the largest in Nirvana and is visible from most vantage points throughout the plane, perched atop the great Dragonmane Mountain at what is commonly believed to be Nirvana's heart.

High Ninshabur existed long before the city of the same name arose in Golarion, and it continued to exist after that city's destruction. Many of the buildings lost and lives ended during Ninshabur's devastation were saved and relocated by Sarenrae here in High Ninshabur, with all evidence of destruction (including memories of the horrific and painful event) blessedly removed.

Although High Ninshabur's council does not govern any portion of Nirvana beyond its walls, the city's prominence has nonetheless resulted in it serving as a sort of capital city for the plane, and many of the plane's inhabitants make regular pilgrimages to the magnificent city every few centuries in order to bask in its glories or to embrace its diversity. And while Sarenrae herself does not dwell in the city, she can often be seen walking its streets in human form; on such occasions, she takes advantage of the opportunity to

learn from those less fortunate than herself and to remind herself that the privileges she enjoys as one of the greatest deities of the Great Beyond should not absolve her of the responsibility she has to care for those who dwell within it.

HIGH NINSHABUR

NG metropolis

Corruption -6; **Crime** +4; **Economy** +10; **Law** +2; **Lore** +6;
Society +11

Qualities academic, holy site, planar capital* (*Lore* +2, *Society* +2, *Corruption* -8), planar metropolis*, prosperous, strategic location

Danger +10

DEMOGRAPHICS

Government council

Population 5,550,000 (2,500,000 agathions; 2,000,000 cleansed petitioners; 520,000 humans; 400,000 peris; 50,000 angels; 15,000 aasimars; 10,000 dwarves; 10,000 halflings; 5,000 elves; 40,000 other)

NOTABLE NPCs

High Councilor Nadiya ibnat-Haldazhai (CG female aasimar rogue 20)

High Priestess Khaira al-Tabsagali (NG female human cleric of Sarenrae 20)

Inspector Mijbar (NG male peri inquisitor^{APG} of Sarenrae 12)

MARKETPLACE

Base Value 30,400 gp;

Purchase Limit 250,000 gp;

Spellcasting 9th

Minor Items all available;

Medium Items 4d4; **Major**

Items 3d4

Isle of the Penitent

This fogged isle offers sponsored evildoers who showed a spark of true regret upon dying a chance to face their pasts and grow, emerging in time as angels should they succeed.

Llourith

Llourith, the so-called City of the Angelic Host, is a beautiful and breathtaking metropolis of spires built into the side of Dragonmane Mountain, where it's visible from across the fields of Nirvana. Open only to angels and those who have proven themselves incredible friends and allies to the angelic cause, Llourith is a place for angels from all three celestial

planes to gather and strategize, hammer out disputes between various choirs, and simply rest and relax for a short while before they return to active duty.

Sea of No Shadows

Although this vast ocean fills the basin below the golden bowl that holds Dragonmane Mountain aloft, the light of Everlight above sets its surface sparkling at all hours of the day: no shadows exist in this sea, and no mountain can block the rays of sunlight from above. The waters of the Sea of No Shadows are unnaturally clear as well, allowing light to penetrate to its floor deep below. The realms of numerous empyreal lords can be found along the golden walls that line the sea's coastline.

EXPLORATION

Although Nirvana is a plane of serenity and pure good, it remains a fascinating place to visit. The plane offers unique opportunities for encounters of introspection and philosophy, allowing characters a chance to examine their actions, assumptions, and beliefs and possibly grow or evolve. Even in a plane of such purity and good, however, dangers exist. Check the encounter table on page 162 for a list of monsters that could be encountered in Nirvana.

Nirvana's most significant celestial body is Everlight, which is the realm of Sarenrae, appearing as a sun hanging in the sky above at high noon; thus, the plane's day-night cycle consists of a rhythmic fluctuation of Everlight's illumination. Every 12 hours, the sun dims or brightens, transitioning from the light of noon to the darkness of the full moon over the course of a 5-minute dimming or brightening. At "night," Everlight appears as a pale-silver sun that is not painful to look upon. What appear to be silvery stars in the night sky are in fact angels tasked with a perpetual dance in the firmament above, and each angel drifts around Everlight in a never-ending rotation so slow as to be invisible to mortal perceptions.

Navigation is made via the sun: instead of "north," denizens of Nirvana use the phrase "sunward," and they use the term "widdershins" to indicate moving in the opposite direction, rather than "south." "Dawnward" is used in place of east, and "duskward" in place of west.



KHAIRA AL-TABSAGALI



ELYSIUM

ELYSIUM

The Promised Land, Realm of Heroes

Elysium is a place of bold deeds and fiery passions, where heroes clash and revel, and freedom is prized above all.

Category Outer Plane (chaotic good)

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence mixed

Alignment strongly chaos-aligned, strongly good-aligned

Magic enhanced (spells and spell-like abilities with the chaotic or good descriptor), impeded (spells and spell-like abilities with the lawful or evil descriptor)

DENIZENS

Core Divinities Calistria, Cayden Cailean, Desna, Gorum

Other Divinities Kofusachi, Milani, elven pantheon, empyreal lords, giant pantheon

Outsiders angels, azatas, cynosomas*, Elysian titans⁸², empusas*

Petitioners chosen (idealized versions of souls' mortal bodies)
Qualities resistance 10 to cold and fire, +2 Charisma

INFUSIONS

Basic Elysium has inspired your artistic sense and quickened your agility. You gain a +1 bonus on Reflex saves, a +2 bonus on Acrobatics checks to avoid provoking attacks of opportunity, and a +2 bonus on a single type of Perform check of your choice.

Improved You can use *confusion* once per day as a spell-like ability. Lawful or evil targets take a –1 penalty on saves against this effect, while lawful evil targets take a –2 penalty on saves.

Greater Elysium's blessing bolsters your bravery and sense of self. Whenever you are under the effects of an ongoing fear effect, a possession effect, or an effect that grants mental control over you (such as *dominate person*), at the beginning of each of your turns, you can attempt a new saving throw against that effect as though you were initially exposed to it.

On a success, the effect immediately ends. You can attempt a number of additional saves this way each day equal to 3 + your Charisma modifier (minimum 4/day).

Elysium is beautiful beyond any landscape of the Material Plane, teeming with rich and vibrant life. By day, a golden sun shines brightly down upon the emerald fields and azure seas, while by night, the sky is a sea of glittering stars escorting a silver moon on its journey. Nothing in Elysium knows much of restraint; its mountains stretch taller and its oceans yawn deeper than on any world on the Material Plane, accounting for some of the greatest extremes in elevation in all the Great Beyond. Yet these extremes are not limited by Material Plane realities: the tops of Elysium's tallest mountains have plenty of breathable air and its deepest oceans receive ample sunlight.

DENIZENS

In Elysium, a plane of bountiful life, celestial versions of most Material Plane creatures are common and often far more intelligent than their counterparts. Beyond these, numerous other sorts of creatures roam Elysium and live out their lives there: capricious havoc dragons, cynosomas and peris visiting from their respective home planes, empusas (see page 232) on missions of vengeance or espionage for the elven deities, and whimsical shape-changing sapphire oozes (see page 244), can all be encountered throughout Elysium. But the most populous creatures of all in the Promised Land are the eager and passionate azatas.

Angels

As in Heaven and Nirvana, angels can be encountered in number in Elysium, be they chaotic good natives of the realm or messengers traveling from elsewhere on divine missions. Of the three good-aligned Outer Planes, though, Elysium hosts the smallest number of angelic natives. This is not to say that Elysium is any less benevolent than the other planes—simply that in Elysium, the desire and need for divine representation is less than on those other planes, for Elysium's divinities prefer to handle their own affairs rather than rely upon intermediaries.

Azatas

Of the true outsider races, none embody Elysium's nature better than the azatas. Azata culture is passionate and competitive, with honor gained through great accomplishments such as heroic deeds and impressive works of creativity. Despite their fierce independence, azatas place great stock in community among their own kind. Many azatas pledge themselves to factions known as courts, such as the Court of the Muse or the Court of the Burning Gale. Befitting the azatas' fickle nature, however, allegiance to a court lasts only until the ruler's whims shift.

Non-azatas are almost never invited to join these courts, though as with all things Elysian, the dedicated can achieve nearly anything.

The Chosen

The petitioners of Elysium are known as the chosen and manifest as idealized versions of their mortal bodies; as a result, Elysian societies often strongly resemble the Material Plane realms from which their member petitioners hail. For example, in the realm of the elven pantheon, most petitioners appear as elves and live their afterlives in much the same way that elves live on the Material Plane. Of course, the chosen retain their mortal memories no more often than any other petitioner, so while in appearance some chosen may closely resemble their mortal incarnations (assuming the mortals were comfortable in their own skin), in personality they have fully embraced their outsider roles.

Traditionally, the chosen are the category of petitioners who most quickly ascend into a higher form of outsider after arrival in the afterlife, in large part due to their affinity to the identity of their "idealized selves." When such a petitioner ascends, in most cases he does so into a half-celestial version of the race he was when alive. Such half-celestials may then at a later date ascend once more into actual angels, azatas, or other outsiders, but many live out the rest of their afterlives in their new but familiar forms. In realms where a chosen's idealized form does not fit the constraints of a Medium petitioner (as is the case often in Jotungard, the realm of the giant pantheon), the transformation to a half-celestial happens swiftly after arrival in Elysium, often after only a few days or even mere hours spent in an uncomfortably sized form.

Elysian Titans

Among the mightiest of the Promised Land's outsider races, the Elysian titans retired to the plane after the ancient war that turned them against their now-imprisoned thanatotic kin in the Abyss. The Elysian titans are great lovers of the arts and often depart their opulent mountaintop villas and floating palaces for the lands below in search of new wonders to enjoy.

DIVINITIES

One of the curious realities about the divinities who dwell in Elysium, be they true deities or merely demigods, is the fact that not all of them are particularly strong thematic fits for a realm of equal parts chaos and goodness. This points to one of Elysium's greatest strengths, though: its diversity in chaos. Unlike more rigidly constrained planes such as Axis, Heaven, and Hell and unlike planes such as the Abyss that are brutally inimical in nature, the Promised Land is welcoming to a wide range of ethos and ideals. While this

TABLE 3-15: ELYSIUM ENCOUNTERS

d%	Result	Avg. CR	Source
1-8	1 gancanagh	4	<i>Bestiary</i> 5 38
9-11	1d6 cassisians	5	<i>Bestiary</i> 2 26
12-26	2d6 chosen petitioners	6	See page 166, <i>Bestiary</i> 2 208
27-31	2d6 lyrakiens	8	<i>Bestiary</i> 2 38
32-33	1 balisse	8	<i>Bestiary</i> 5 22
34-37	2d6 sapphire oozes	8	See page 244
38-47	1d6 bralanis	9	<i>Bestiary</i> 24
48-58	1d6 lillends	10	<i>Bestiary</i> 26
59-60	1d8 chorals	10	<i>Bestiary</i> 5 23
61-65	1d10 yamahs	10	<i>Bestiary</i> 6 36
66	1 young havoc dragon	12	<i>Bestiary</i> 6 100
67-68	1d6 movanic devas	13	<i>Bestiary</i> 2 28
69-71	1d6 raelises	13	<i>Bestiary</i> 5 39
72	1d6 monadic devas	15	<i>Bestiary</i> 2 27
73-75	1d6 cynosomas	15	See page 229
76	1 planetar	16	<i>Bestiary</i> 11
77-81	1d6 ghaeles	16	<i>Bestiary</i> 25
82-84	1d4 peris	16	<i>Bestiary</i> 3 218
85	1 adult havoc dragon	16	<i>Bestiary</i> 6 100
86-90	1d6 empusas	16	See page 232
91	1d6 astral devas	17	<i>Bestiary</i> 10
92-93	1d4 brijidines	19	<i>Bestiary</i> 2 37
94-95	1d8 uinujas	19	<i>Bestiary</i> 6 33
96	1 empyrean	20	<i>Bestiary</i> 5 24
97	1 ancient havoc dragon	21	<i>Bestiary</i> 6 101
98	1 solar angel	23	<i>Bestiary</i> 12
99	1d6 veranallias	23	<i>Bestiary</i> 6 34
100	1d6 Elysian titans	24	<i>Bestiary</i> 2 266

makes Elysium the most welcoming of the Outer Planes for the average mortal to visit, it also makes it the most dangerous of the good-aligned Outer Planes for the same visitors—those who travel to Elysium cannot rely upon everything they meet there being equally friendly.

Calistria

Calistria is the most widely worshiped of the elven divinities, perhaps a testament to the universal appeal of her areas of interest (lust, revenge, and trickery) among so many races. Of the elven deities, she is also the most nomadic, often taking extended “vacations” to the Maelstrom or even, it is rumored, to the Abyss when Elysium begins to feel too cloying and uplifting for the perplexing goddess.

Cayden Cailean

Cayden Cailean may be a mere stripling by the standards of Elysium, having migrated to the Promised Land shortly after ascending to divinity only a few short millennia ago, but already he has become one of the most popular (and perhaps notorious) deities of the realm.

Desna

Desna is beloved by many of Elysium’s natives, and while she maintains a deific realm in Elysium—a flying villa attended by a small army of loyal and powerful azatas—her true realm is the demiplane of Cynosure (see page 211).

Elven Pantheon

Although Calistria is the most powerful of the elven divinities, the deities Findeladlara (goddess of art), Ketephys (god of the forest), and Yuelral (goddess of magic) are the three deities who most closely represent classic elven values.

Empyrean Lords

The majority of the empyrean lords who dwell in Elysium are powerful azatas, but a handful are instead unique and powerful angels. With separate areas of interest and diverse worshipers, they all maintain sizable realms of their own scattered throughout the Promised Land.

Giant Pantheon

The giant races worship a large pantheon of divinities (most of whom are demigods), but unlike the oversized stature of their kind, the giant pantheon does not hold a particularly oversized role in Elysium. Content for the most part to remain within their floating realm of Jotungard, a continent-sized fortress and wilderness that drifts on clouds above the Boundless Azure Ocean, the giant divinities are quick to exile those among their ranks who either risk the sanctity of the realm or raise arms against their sisters and brothers.

Gorum

Long ago, Gorum settled in Elysium under mysterious circumstances; if any azatas know the reason this warlike nongood deity chose to make his realm on a chaotic good plane, they remain resolutely silent. That Gorum’s petitioners and agents rarely wage war against other inhabitants of Elysium, and instead focus their aggressions mostly inward or against foes on the Maelstrom, certainly helps other deities to tolerate the warmongering god.

Kofusachi

Kofusachi the Laughing God (a god of discovery, happiness, and prosperity worshiped primarily in Tian Xia) enjoys visitors to his realm, but he has little interaction with Elysium’s other divinities.

Milani

The goddess of devotion, hope, and uprisings is an unusual case in that she maintains two separate realms, dividing her time between Elysium (where her ethos and interests align with the realm) and Axis (where she works to combat oppression and institutionalized inequalities).

Elysium



LOCATIONS

Elysium is a vast and ancient realm, and the following locations only scratch the proverbial surface.

Boundless Azure Ocean

The Boundless Azure Ocean—commonly referred to as the Boundless—is Elysium’s largest expanse of water. The skies above this immensity are a favored location for the plane’s numerous flying castles and other aerial structures, particularly the giant realm of Jotungard. Beneath the floating fortresses, aquatic azatas, celestial merfolk, and other creatures swim in the ocean’s crystal-clear waters or sun themselves upon its islands and shores of white sand. In many reaches, the borders of the Boundless have no beaches or land at all, instead merging seamlessly into the churning chaos of the Maelstrom itself.

Clashing Shore

As its name implies, Gorum’s domain is a massive battlefield that stretches along one border between Elysium and the shores of the Maelstrom. Clashing Shore is peppered

with keeps under continual siege or in constant states of repair and refortification, with battles raging day and night throughout the realm. Here, the chosen of Gorum can engage in battle without beginning or end, without reason or resolution—focusing on only blood, steel, and the heady violence of war. There is little welcome to be found here for travelers, but those willing to prove themselves in the heat of combat may be accepted after a fashion, and there are few finer places in all the goodly planes to hone one’s mastery of battle. Gorum himself disdains thrones and courts; the god strides the shore in colossal form, turning the tide of battle unpredictably wherever he goes.

Elarian

The domain of the elven pantheon, Elarian is barely distinguishable from the forests and fields beyond its borders, but the deeper into this realm one travels, the more sculpted and engineered the landscape grows. It isn’t quite clear when the transition from wilderness to civilization takes place, but those who reach the sprawling heart of Elarian could not mistake the realm for anything but the

city it truly is. Elarian has a maddening habit of simply not existing to those who bring harm to the elven pantheon or their wards, save for tantalizing visions of a sprawling city perched at the edge of an immense cliffside that draws no closer regardless of any amount of travel.

Calistria's domain within Elarian is relatively small, although her palace nevertheless sprawls larger than the largest structures on the Material Plane. This palace stands at the center of the so-called Gardens of Deceit and Delight, an ever-shifting hedge maze and deceptively deadly paradise whose winding paths often extend far from Elarian's borders. To those who know these routes, these pathways can be used as hidden entrances into Elarian, although those who take advantage of the gardens in this way to bring unwanted mayhem to Elarian inevitably find themselves the targets of Calistria's unstoppable vengeance.

Emerald Song

The wandering "city" of Emerald Song is not a traditional city at all. Rather, it is a gathering of thousands of lillends, encompassing dozens of kinships. When Emerald Song settles in a region to rest—often only briefly (by their standards), and never in the same place twice—the azatas' collective magic creates a temporary township of pavilions, forums, and exotic open-air buildings formed of magical blown glass, stone, wood, and stranger substances.

A festival atmosphere pervades Emerald Song during periods of settlement, as the lillends revel in the sharing of exotic artwork, fine food and drink, performances, tales, and other pursuits. At such times, visitors from across the planes are drawn to the city's wondrous sights, and even mighty deities don humble disguises to see wonders from Elysium and beyond. In Emerald Song, ballads and stories are worth more than gold and jewels, and the traveler with tales to tell finds herself showered with praise and wealth alike; some of the lillends even deal in experience itself, trading wondrous crafts for treasured memories and hard-won lessons.

Emerald Song is governed—in the loosest possible sense—by a single ruler, Anduarine the Muse. This fickle yet gracious lillend princess rules with a light hand, largely letting her kin do as they please. The Muse concerns herself more with sharing songs and tales, as well as indulging her latest romantic pursuits—trysts that focus on the excitement and friendship of romance. Many of her children have become great half-celestial heroes in their own rights.

EMERALD SONG

CG large city

Corruption +0; **Crime** -1; **Economy** +4; **Law** +2; **Lore** +9;

Society +3

Qualities academic, city of tales, peaceful, prosperous, tourist attraction

Danger +0

DEMOGRAPHICS

Government magical

Population 24,000 (16,000 lillends, 4,000 other azatas, 2,000 other outsiders, 1,000 humanoids, 1,000 other)

NOTABLE NPCs

Anduarine, the Muse (CG intersex lillend bard 13)

Jaelriha, the Silent Sting (CN female empusa* cleric of Calistria 12)

MARKETPLACE

Base Value 12,000 gp; **Purchase Limit** 75,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

SPECIAL QUALITIES

City of Tales The lillends revel and delight in sharing countless stories from across the planes. (*Lore +4, Society +2*)

Peaceful The lillends of Emerald Song strive to keep their gathering safe for all. (*Crime -4, Danger -10*)

Hero's Heart

While the elven realm of Elarian is difficult to find even to those who devote their lives to seeking it out, Cayden Cailean's realm is almost annoyingly simple to reach. In maps of Elysium, Hero's Heart is often depicted at the center of the Promised Land. This is not because Hero's Heart is one of the oldest locations in Elysium (it is, in fact, among the newest sites on the plane), nor because it is a site of immense power, but simply because it has a way of seeming to put itself in a traveler's path. Azatas, petitioners, and all manner of other wanderers congregate here, for Hero's Heart welcomes all who seek camaraderie, glory, or even just rest from the wearisome road. Cayden himself can be found in any part of his domain, sharing in the pleasures and challenges of the realm.

The center of the domain, known as Reveler's Rest, is a disparate cityscape filled with innumerable feast halls, inns, and taverns. Here, travelers and residents can dine, drink, rest, pass the time, sing songs, and tell tales with revelry and camaraderie. Fights are hardly rare—even expected—but nothing worse than a hangover awaits participants. Those seeking more intimate companionship find Reveler's Rest just as welcoming; Cayden and his worshipers see no shame in such pleasures, nor in the sharing thereof.

The wild outskirts of Hero's Heart are known as the Fields of Battle. Here, warriors test themselves against one another or against challenges unknown, seeking glory and honor in competition. The challenges are often arranged by servants of Cayden Cailean, though they are sometimes arranged by the native azatas, and those who triumph find reward in keeping with their deeds. The less traveled corners of the fields are home to all manner of labyrinths, ruins, and other examples of dungeoncraft; like the Starstone Cathedral where Cayden ascended, these dungeons constantly shift and evolve, offering the thrill of delving to those who seek such harrowing experiences. The most notable inhabitant

of the Fields of Battle is Milani, who maintains a small and relatively humble divine realm on its outskirts—a mazelike fortress of roses where the goddess spends her time between leading uprisings and visiting other deities (of whom Cayden Cailean is a favorite).

Jotungard

The sprawling realm of Jotungard is composed of immense buildings and oversized terrain, all forever adrift on a continent-sized bank of solid clouds. Here, the majority of the giant pantheon rules over an empire of half-celestial giants ascended from the chosen. Smaller folk are tolerated only on the fringes of Jotungard, and even then only if they bring important trade, valuable information, or especially silvered tongues. Now and then, Jotungard drifts entirely out of Elysium to coast above the Maelstrom, typically during times of great internal conflict among the resident giants.

Sevenfold Cynosure

The crystalline mountain palace of Sevenfold Cynosure exists simultaneously here and within the heart of the star Cynosure when Desna wills the palace to manifest in Elysium.

Starlit Grotto

Elysium's benevolent chaos is not for sea and sky alone. Beneath the earth, the Starlit Grotto—named for the innumerable twinkling lights that fill its vaulted ceilings and illuminate its vastness—stretches below much of Elysium's landscape. The subterranean realm is no less beautiful than the lands above, with stone and crystal forming its own breathtaking natural beauty. The grotto is not without its dangers, however, for the deepest reaches of this underworld are uncomfortably close to the Abyss. Some of the oldest azatas speak of “blistered wounds” in the deep places and of war against an evil older than demonkind or the azatas themselves.

The Witchwood

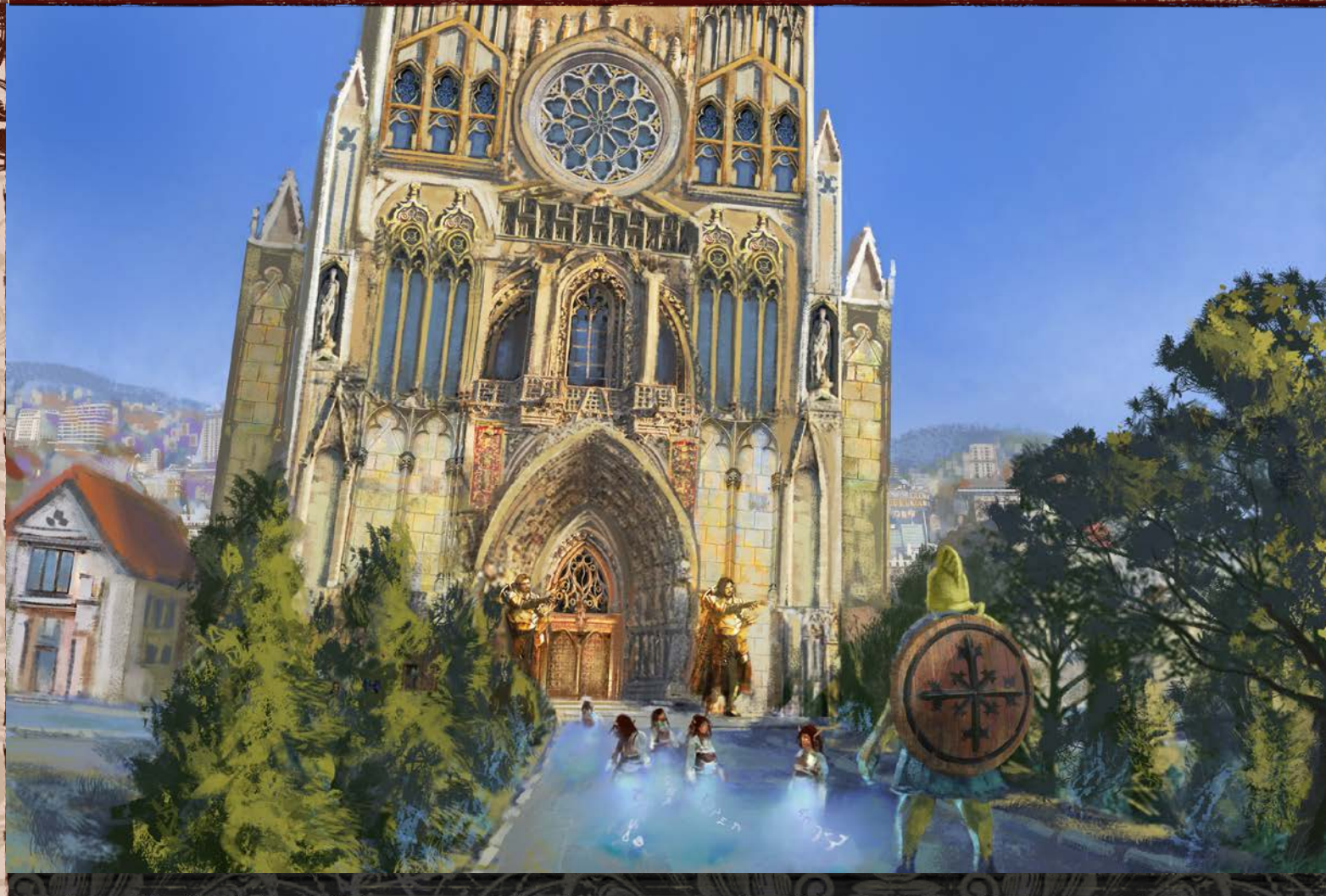
This riot of greenery contains all forms of plant life among its dense thickets and tangled boughs. Mighty sequoias tower over primeval cycads, jungle creepers drape themselves over thick-needled evergreens, and ferns and undergrowth of all varieties form a thick carpet upon the forest floor. Not all the flora stays firmly rooted in place, however. Celestial shambling mounds lumber along and viper vines slither through the anarchic morass, guided by celestial treants that commune with the vast wildness. In places, ancient temples and keeps are choked by the rampaging flora, often with treasures of great antiquity still sealed within; the architecture and size of many of these immense structures suggest ancient ties to the titans themselves, although the titans who dwell in Elysium today have little to say on the matter.

EXPLORATION

Despite its good alignment, Elysium is far from universally safe, and regions of true wilderness grow increasingly perilous farther from the heartlands of the Promised Land, where monsters and worse are known to dwell.

Elysium's day-night cycle varies, potentially changing with each dawn and dusk. When a new day dawns, roll 1d12 to determine the number of daylight hours for that day, and roll 1d12 with each dusk to determine the number of hours that night will last. In certain areas, the passage of day and night may be stable, or it may pass faster or slower, but to most of Elysium's denizens, the unpredictability of the days' lengths is a welcome bit of whimsy and randomness. Celestial bodies exist, with the brightest star in the night sky being a manifestation of Cynosure that gives Elysium a fixed “north” that can be used to navigate. The number and color of Elysium's moons vary by region, but there remains only one sun during each day.





AXIS

AXIS

The Eternal City, the Perfect City, Utopia

The Perfect City of Axis sits at the base of Pharsama's Spire and serves as a border between Heaven and Hell.

Category Outer Plane (lawful neutral)

TRAITS

Gravity normal

Time normal

Realm finite

Structural lasting

Essence mixed

Alignment strongly law-aligned

Magic enhanced (spells and spell-like abilities with the lawful descriptor) or impeded (spells and spell-like abilities with the chaotic descriptor)

DENIZENS

Core Divinities Abadar, Irori, Norgorber

Other Divinities Brigh, Lissala, Milani, halfling pantheon, primal inevitables

Outsiders aeons^{B2}, apkallus^{B5}, axiomatics^{B2}, inevitables^{B2}, mercanes^{B2}

Petitioners remade (unblemished bodies covered in metallic writing)

Qualities immunity to hostile transmutation effects, +2 Intelligence

INFUSIONS

Basic The rigidity and order of Axis bolsters you physically, enhances your ability to notice tiny imperfections, and inspires your ability to create. You gain a +1 bonus on Fortitude saves, a +2 bonus on one Craft skill of your choice, and a +2 bonus on Perception checks to find secret doors or hidden traps.

Improved You are never far from the comforts and safety of urban life. You can use *secure shelter* once per day as a spell-like ability.

Greater You can transform yourself into a whirling cloud of glowing glyphs and symbols as a standard action. While in this form, you gain a fly speed of 60 feet with perfect

maneuverability and can move through small cracks as per *gaseous form* (but you are not prohibited from entering water). You gain DR 10/chaos and regeneration 5/chaos and are immune to precision damage and critical hits while in glyph form. You can remain in this form for up to 1 minute per level each day, but these minutes need not be used consecutively.

Axis is a bastion of immutable law set against the ever-crashing tide of pure chaos that is the Maelstrom. From the outside, Axis appears as a pristine city surrounded by a wall of gold amid a demolished wasteland littered with ancient, skeletal corpses of titans left over from a war during the Age of Creation. Known as the Eternal City, the Perfect City, or even Utopia, Axis is actually millions of separate cities folded and layered atop, within, and around one another in an elegantly arrayed masterpiece of architecture and city planning. Many of the city-districts within Axis are either a deity's domain or the remnants of a domain of a deceased deity. Magical portals at major crossroads connect the countless cities, aiding in navigation and travel. At Axis's back, looming impossibly tall, rises Pharama's Spire—the foundation of the Boneyard.

Before the rise of mortal life, the realm of Axis was a blank slate—an empty wasteland surrounding the base of Pharama's Spire. As cities and laws were introduced by mortal acts, portions of the Maelstrom crystallized and broke away from that churning sea of infinite possibilities. These crystalline shards fell into the rough-hewn wasteland around Pharama's Spire and became the Threefold Pillars of the Axiomite Godmind, allowing order and rigidity to manifest physically. It is from this seed, this Godmind, that the first axiomites emerged, and from them, in time, came their aphorite mortal proxies.

Since its foundation, Axis has endured countless assaults on its walls from its enemies, but three legendary wars bear special mention. The first of these wars was against a legion of powerful proteans whose devastating assault resulted in the creation of the first inevitables as guardians and protectors of law. The second was a colossal conflict between the gods and titans, the scars of which can still be seen and explored in the wasteland that surrounds the city. The third and final war was against the Rough Beast Rovagug, before he was sealed away by a collection of powerful deities, when he descended upon Axis in what may be the most devastating disaster the city has endured.

DENIZENS

Countless creatures from across the planes have come to settle in Axis, bringing with them a sampling of their distinct cultural and societal ideals, yet each bound by the constant of law and order. Despite being a plane of indisputable law, there is a wealth of diversity apparent in Axis.

Aeons

While aeons have traditionally attended their unfathomable duties and pursued their mysterious goals within the silver reaches of the Astral Plane, they have increasingly become a notable presence in Axis. In many cases, their duties clash with those of the inevitables. Only recently has this slow but inexorable shift in aeon behavior been noted by planar scholars, who describe a trend of aeons favoring order over entropy. Many of those scholars have begun to wonder whether the aeons have designs on Axis itself. The aeons, true to form, provide no real clues.

Aphorites and Axiomites

The first inhabitants of the Perfect City were the axiomites—humanoid incarnations of the Godmind that brought the city into existence so long ago. Axiomites are Axis's architects and caretakers, and they are the most populous of the realm's inhabitants, whereas aphorites are mortal incarnations of the same ideal. Unlike their immortal kin, most aphorites travel to other planes and worlds, either intentionally or accidentally. The rare aphorites who are encountered in Axis tend to be entirely forgettable or utterly legendary, having chosen to remain in the city out of complacency, or having returned there after incredible exploits.

Apkallus

The axiomites are not the only physical manifestation of the Godmind, nor are they the most powerful. As the scope and size of Axis and its laws grew, so too did the need for a dedicated race of guardians and caretakers of those laws. The mythic apkallus were the result, and while they remain rare sights in the city, their influence is felt every day when historians, judges, or scholars research or record lore about Axis. In times of great need, the apkallus rise up to defend the city, stepping beyond their role as mere archivists. Few who have faced even a single apkallu in combat would think to cross one again.

Inevitables

The inevitables are a created race, yet they live and think. They share many features with constructs, but each is a specific individual. Originally created by the axiomites long ago in response to a protean assault on Axis, the inevitables today serve as Axis's guardians, patrolling its streets and defending its portals and walls, or acting as agents of law across the planes.

Mercanes

Although Axis hosts a mind-numbing array of merchants of an equally mind-numbing collection of races, the mercanes are the most ubiquitous of the city's traders. It seems likely that the first mercanes arrived at Axis to establish trade routes from elsewhere, but where that "elsewhere" may have

TABLE 3-16: AXIS ENCOUNTERS

d%	Result	Avg. CR	Source
1-10	2d6 aphorites	4	See page 224
11-15	1 othaos	5	<i>Bestiary</i> 5 10
16-25	2d6 remade petitioners	6	See page 172, <i>Bestiary</i> 2 208
26-33	2d6 arbiters	7	<i>Bestiary</i> 2 162
34-43	1d4 mercanes	7	<i>Bestiary</i> 2 188
44-48	2d6 paracletuses	7	<i>Bestiary</i> 2 11
49-51	1 zelekhut	9	<i>Bestiary</i> 2 167
52-56	1d10 novenaruts	10	See page 236
57-58	2d6 theletoses	13	<i>Bestiary</i> 2 14
59-68	2d6 axiomites	14	<i>Bestiary</i> 2 36
69-73	1d6 kolyaruts	15	<i>Bestiary</i> 2 163
74-76	1d6 akhanas	15	<i>Bestiary</i> 2 9
77-81	1d8 valharuts	15	See page 237
82-84	1d6 maruts	18	<i>Bestiary</i> 2 166
85	1 lipika	18	<i>Bestiary</i> 5 8
86	1d3 bythos	18	<i>Bestiary</i> 2 10
87-88	1 lhaksharut	20	<i>Bestiary</i> 2 164
89	1 pleroma	20	<i>Bestiary</i> 2 12
90	1 apkallu	23	<i>Bestiary</i> 5 32
91-95	Roll on Heaven table	Varies	See page 156
96-100	Roll on Hell table	Varies	See page 192

been is unknown. One popular theory, particularly among the mercanes themselves, speaks of a lost demiplane within the Astral Plane that they were forced to abandon. No matter where they came from, today the mercanes are every bit the natives of Axis, and embody the notion of mercantilism and economy with every fiber of their being.

DIVINITIES

Axis is the home of many divinities, some of whom control significant reaches of the plane. But despite the use of the word “god” in its name, the oldest presence in Axis, the Godmind itself, is not truly a god—or even, strictly speaking, an entity at all. Its capacity to act and react is manifest in the actions and reactions of the axiomites. It’s not entirely inaccurate to consider the axiomite race as a whole to be the Godmind, and that when the Godmind manifests appearances at the Threefold Pillar, it is but a powerful reflection of the combined subconscious persona of the entire axiomite race.

Abadar

The most powerful of the deities to reside in Axis also controls the largest portion of the city. Abadar freely admits that he is far from the eldest of Axis’s inhabitants, and he does not claim to control the city as a whole, but over the eons his association with the Eternal City and his role as the god of cities has increasingly cast him as the closest thing the plane has to a “ruler.”

Brigh

Known as the Whisper in the Bronze, the goddess of clockwork, invention, and time has worshipers on many worlds, yet it’s rare for large numbers of her faithful to congregate in any one place.

Halfling Pantheon

Just as they tend to adopt the cultural motifs and traditions of other races they live among, halflings vary widely in their patterns of worship. Many pay homage to divinities like Abadar, Erastil, and Norgorber, focusing primarily on divinities associated with civilization and trade, the values of home and family, and other creature comforts. Two feuding halfling demigods, Chaldira (goddess of battle, luck, and mischief) and Thamir Gixx (god of greed, opportunity, and thievery) make their homes here on Axis. While neither is particularly suited to a realm of boundless law, the comforts and opportunities afforded by the Perfect City are too great for either to pass up. Both of the demigods prefer to keep low profiles and, as such, do not maintain divine realms of their own.

Irori

Irori’s faith is most popular on the world of Golarion, for it is there that he lived as a mortal before he attained self-perfection and ascended to divinity. He maintains a divine realm called the Serene Circle on Axis, but spends much of his time in exploration across the planes as he continues his quest of self-improvement.

Lissala

Lissala is the goddess of harsh duty, fate, obedience, and runes, but her time on Golarion has long since passed. With the fall of the empires of Azlant and Thassilon, her worship all but vanished for thousands of years, and only recently has it been rekindled in the Inner Sea region.

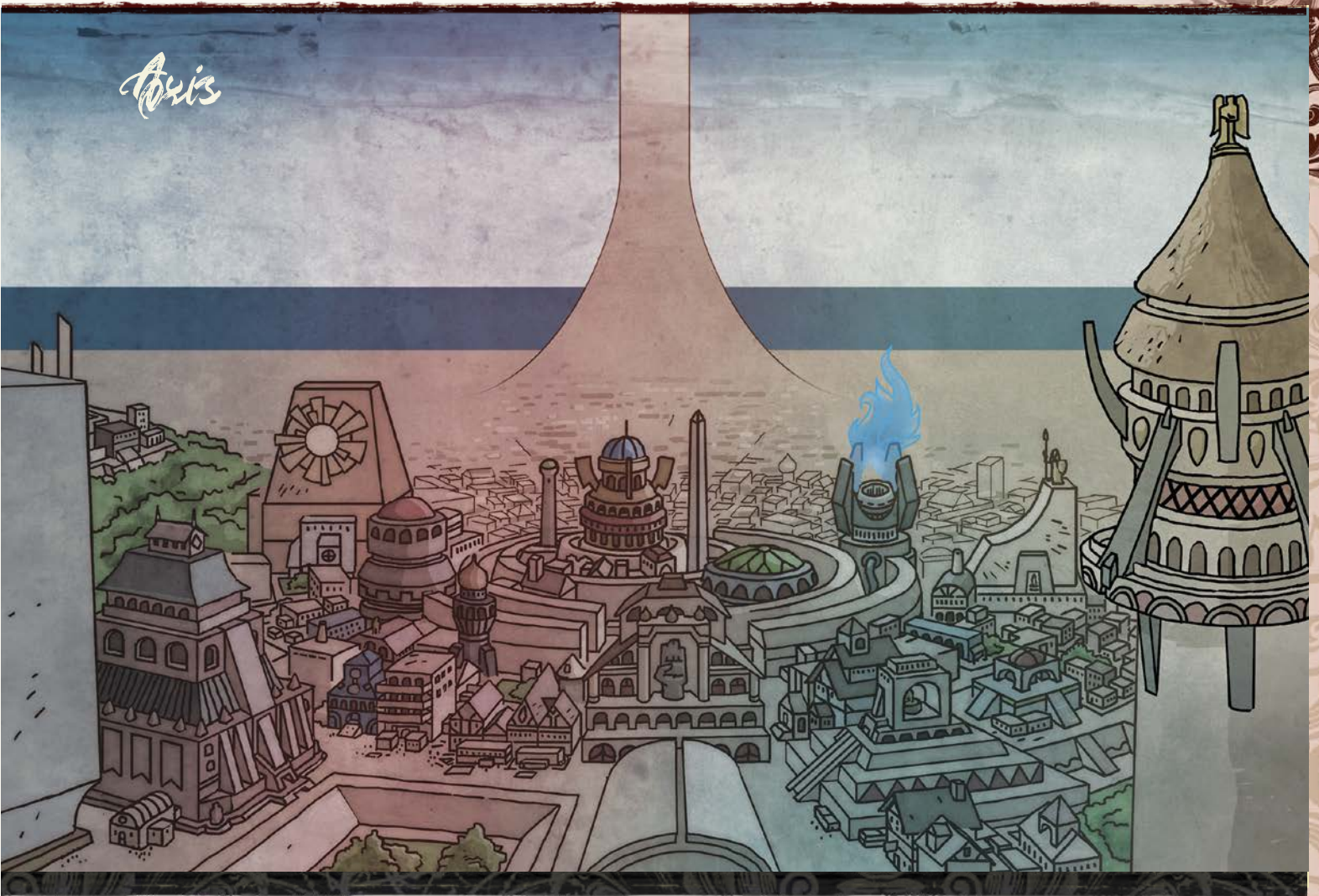
Milani

As a goddess of uprisings, Milani’s devotion to chaos and good makes her an unusual inhabitant of the realm of Axis, but in her mind (and those of her faithful) she is an absolutely essential addition to the realm. Oppression and institutionalized inequality are unfortunate side effects of civilization, and when pockets of such flare up (as they often do) in Axis, Milani strives to help the downtrodden as best she can. Often, she seeks to lead such victims away from Axis to relocate them to friendlier realms, such as Elysium or a Material Plane world like Golarion.

Norgorber

Whereas Abadar may be uncomfortable with the notion of anyone considering him to be the ruler of Axis, to the god of greed, murder, poison, and secrets, such a notion

Axis



is ambrosia. Norgorber dwells below Axis, tolerated by the other gods as a necessary evil (for without the potential for crime, what need is there for law?) but befriended by none of them. His realm is relatively small, yet his rule there is absolute, giving him and his minions a stable base from which to prey upon the Perfect City above.

Primal Inevitables

The most powerful of the inevitables are the caste of primal inevitables, those who were first to be crafted by the axiomite Godmind eons ago. Since that time, these primals have grown in power, achieving the strength of demigods, but relatively few remain today—roughly only a quarter of their original number still survives.

LOCATIONS

Axis is a city of cities, divided up into thousands upon thousands of discrete urban realms called districts. Conventional travel between these cities is possible, but the distances can be extreme, particularly for shorter-lived races like humans. To allow for swifter travel, the

city maintains an elegant network of portals at major crossroads. The destinations of the portals can be determined by speaking the correct numerical designation for a desired location.

Adamantine Crucible

One of the largest structures in Axis is the sprawling Adamantine Crucible, a massive fortress-foundry dedicated to the sole purpose of creating inevitables. Responsibility for running the crucible falls on the shoulders of Master Smith Laikorus, who has held his title for nearly 9,000 years. Within the foundry's halls, great machines separate metal from raw ore, while lake-sized smelting pits further refine the materials that serve as the skin and skeletons of the soldiers that form the armies of Axis.

Aktun

Aktun is one of the largest of Axis's districts, and it serves as both the divine realm of Abadar and the capital of the city of cities. The streets of Aktun are laid out in a combination of concentric circles crossed by spoke-like

avenues radiating out from the First Vault at Aktun's core. While all the districts of Axis are open to travelers from across the planes (with proteans being the notable singular exception), Aktun is perhaps the district that is friendliest to mortal visitors. Abadar's influence ensures that this is a place that mortals can come for inspiration in building their own cities without worrying about the dangers intrinsic to planar travel.

The First Vault at the center of Aktun is Abadar's personal palace, a sprawling structure of amphitheatres, factories, guildhalls, monuments, treasuries, and more. While all who want to may visit the First Vault, entrance is regulated by four access points in its encircling walls. Deep within the First Vault lies a repository of the perfect version of every type of creature and object, the "treasury" of the god of wealth. Access to this treasury is controlled by Abadar himself.

AKTUN

LN metropolis

Corruption +2; **Crime** -4; **Economy** +13; **Law** +7; **Lore** +8; **Society** +2

Qualities academic, planar capital* (*Economy* +2, *Law* +2, *Crime* -8), planar metropolis*, prosperous, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government magical

Population 7,200,000 (2,500,000 humanoids; 1,700,000 aphorites; 1,200,000 axiommities; 750,000 inevitables; 500,000 mercanes; 550,000 other [including a constantly changing number of remade petitioners])

NOTABLE NPCs

Abadar (LN god of cities, law, merchants, and wealth)

Besendi of the First and Final Bond (LN female mercane^{B2} rogue 16)

Nolokolon the Worldweaver (LN male aphorite* wizard 18)

Viera Trandalar, Archpriestess of Aktun (LN female human cleric of Abadar 20)

MARKETPLACE

Base Value 33,600 gp; **Purchase Limit** 250,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Citadel of Resplendent Clockwork

The personal domain of Brigh, goddess of invention, is directly accessible from Aktun via a set of clockwork portals. From the exterior, the Citadel of Resplendent Clockwork is a 2,000-foot-tall, marble-and-metal building that mixes more conventional—from a Golarion-centric point of view—gothic architecture with a wide array of more unusual styles derived from a handful of other Material Plane worlds.

Duskfathom

Below the streets of Aktun sprawls a twisting labyrinth of catacombs and sewer tunnels that connect to the hidden subterranean city of Duskfathom. This haunting metropolis is the divine realm of Norgorber, and is to Axis what any black market or undercity is to a surface city on a Material Plane world. Portals within Duskfathom connect directly to upper layers of Hell, Abaddon, and the Abyss, serving as a convenient back door for many denizens of the evil-aligned planes to do hidden work within Axis. Duskfathom's buildings claw up from cavernous depths, where luminous factory runoff breeds degenerate mutants and other magical abominations, while more pristine structures hang like geometric stalagmites from vaulted ceilings.

The Empty Court

Known today as the Empty Court, this ruined district was once the domain of Aroden, Golarion's now-deceased god of humanity. In the wake of Aroden's death, the axiommite Godmind convened a secret council, irrespective of the deities present in Axis. Over the course of 3 days, the factories of Axis came to a halt and the Threefold Pillar burned brightly as the Godmind struggled to adjust its computations for this unpredicted event. Thought it has long since resumed its normal functions, Aroden's realm has remained empty and has since fallen into ruin, still unabsorbed by the rest of the plane.

Refuge of the Red Rose

The Refuge of the Red Rose is the more recent of Milani's two divine realms, with the other located in Elysium. After Aroden's death, Milani took control of a portion of his collapsing divine realm, rebuilding the area into a bastion from which she could organize uprisings and resistance against inequalities in Axis.

Serene Circle

Irori's domain in Axis is an understated open-air plaza of circular shape that measures roughly 4 miles across. The circle features tranquil fountains, reflecting pools, and immaculate gardens. Visitors to the Serene Circle find their emotions are dulled, if not muted entirely—a condition that followers of Irori value for its aid in achieving heightened states of meditative concentration. Silent enforcers of Irori's police the few rules of the circle, most of which ensure no noise or other disruptions bother guests.

Stylite

The mysterious Stylite floats above the streets of Axis, hovering with no visible means of support and drifting slowly in unpredictable patterns. Functioning as both a planar observatory and a repository of lore, rumors hold that some of the knowledge hidden within the Stylite's

labyrinthine interior includes lore and secrets that even the Akashic Record does not contain. At one time, the Stylite had a mysterious caretaker that used aeons as its agents, and although the aeons are still active within the Stylite, the identity and nature of this caretaker, if it is even still present, remain unknown.

Threefold Pillars of the Axiomite Godmind

The Threefold Pillars of the Axiomite Godmind are collectively one of the tallest structures in Axis. The pillars themselves are three crystalline obelisks that display a constantly changing stream of equations: physical manifestations of the Godmind's continual attempts to calculate and model the intrinsic rules of the multiverse. The gap between the three pillars serves as a space where the Godmind physically manifests, resembling a burning star formed from billions of luminous eldritch equations.

The Wasteland

Beyond Axis lays the Wasteland, an inhospitable realm of crumbling ruins that, while not technically part of the city of Axis, is a part of the plane as a whole. The Wasteland serves as a borderland between Axis and the Maelstrom, appearing as a barren desert of rainbow-flecked crystalline sand strewn with the colossal remains of titans that were slain during their primordial war with the gods. Here, dangerous intruders from the Maelstrom can often be found lurking amid the ruins.

EXPLORATION

Adventures in Axis typically take the form of city-based intrigues. The day-night cycle in the plane is set and maintained by the will of the plane's most powerful and influential deity. Currently this is Abadar, and his will has synchronized Axis's day-night cycle with Golarion's, up to and including the turn of seasons. Likewise, Axis's inhabitants use north, south, east, and west as navigational aids. The First Vault always serves as the north pole, and the plane's border with the Maelstrom on the far side of the Wasteland is usually used as the south pole.

Antipode Storm (CR 6)

Adventurers who travel out into the Wasteland face supernaturally dangerous weather phenomenon called antipode storms. An antipode storm forms when raw chaos hurls itself from the Maelstrom into the Wasteland and interacts with the terrain, resulting in cataclysmic backlashes. An antipode storm covers an area 5d10 miles across and creates hurricane-force winds, lasting for 5d10 minutes. The clashing chaotic and lawful energies of an antipode storm generate fantastic bolts of destructive lightning that target only creatures of lawful or chaotic alignments. Each minute a chaotic or lawful character

spends in an antipode storm, there is a cumulative 1% chance of being targeted by a bolt of lightning. Creatures struck by an antipode lightning bolt take 8d6 points of damage, half of which is electricity damage and half of which is force damage. A creature can attempt a DC 18 Reflex save for half damage; on a failed saving throw, a creature is also teleported 1d100 feet in a random direction within the bounds of the antipode storm.



NOLOKOLON



BONEYARD

BONEYARD

The House of Dust, Purgatory, the Spirelands

The Boneyard is a sprawling graveyard where all mortal souls, no matter who or what they were in life, come to stand before Pharasma and be judged.

Category Outer Plane (neutral)

TRAITS

Gravity normal

Time timeless

Realm immeasurable

Structural lasting

Essence mixed

Alignment strongly neutral-aligned

Magic enhanced (spells and spell-like abilities with the death descriptor or from the Death or Repose domains are enhanced)

DENIZENS

Core Divinities Pharasma

Other Divinities Achaekkek, Groetus, psychopomp ushers

Outsiders psychopomps^{B4}, shinigami^{B3}

Petitioners dead (animated skeletons that are not undead)

Qualities DR 10/bludgeoning, immunity to cold

INFUSIONS

Basic The knowledge that the Boneyard awaits us all bolsters your ability to resist the pull of death and to aid others in doing the same. You gain a +1 bonus on Will saves, a +2 bonus on Heal checks to stabilize a dying creature, and a +4 bonus on Constitution checks to stabilize yourself when your hit points are reduced below 0.

Improved You can use *death ward* once per day as a spell-like ability.

Greater Once per day, you can attempt to revoke the unnatural energies that empower an undead creature's animation. This spell-like ability functions as *destruction*, save that it is not a death effect and can target only undead creatures. As a spell-like ability, it does not require an expensive focus to function.

The Boneyard sits atop an impossibly tall and constantly growing spire of quintessence that extends from the edge

of Axis and stretches up into the depths of the Astral Plane. Home to the goddess Pharamasma and her court, the Boneyard serves as a beacon and destination for the River of Souls, from which the souls of the recently deceased arrive at the plane's edge and join enormous lines that wind through the realm, awaiting their final judgment to determine their place within the Great Beyond. For all its size and prominence, Pharamasma's Court makes up only a small portion of the Spirelands; the majority of the plane consists of vast territories reminiscent of environments on the Material Plane. Determined travelers who overcome the Boneyard's systems for preventing accidental egress can also traverse the length of the Spire itself, a massive rock face riddled with yawning archways that lead into spiraling tunnels and staircases. Explorers have found truly bizarre relics in these shattered passageways, leading some to believe the Spire is what remains of a previous reality that has since ended. The origins of the Spire are shrouded in mystery—some legends speak of Pharamasma creating the Boneyard and its Spire herself, while others claim that the Spire's existence predates the goddess. Pharamasma does not answer questions regarding the Spire, but if anyone knows the truth, it is her.

DENIZENS

The Boneyard is the land of the dead, and the most populous inhabitants of this plane are the souls of the recently deceased as they stand in line, patiently awaiting their judgments. Most of those who are judged fit to remain within the Boneyard become dead petitioners. In their roles as groundskeepers and caretakers for the plane, they are rarely significant or active participants in the plane's politics. The Boneyard, placed as it is in the metaphysical and philosophical center of the Outer Planes, sees far more traffic from other planes than any other Outer Plane, with visitors from the Abyss, Heaven, and everywhere in between traveling to Purgatory on missions as diverse as the visitors themselves.

Aeons

Aeons can be encountered in the Boneyard, but they are not natives of this realm. They often use the Boneyard as a staging point for their own missions through the planes, and in many cases have understandings with Pharamasma or her agents to use the various portals found throughout the Boneyard to facilitate such travels.

Crypt Dragons

The Boneyard is the home plane of crypt dragons. These creatures emerge from nests of tombstones and skulls within the Graveyard of Souls and often seek out lairs on the Material Plane. There, crypt dragons claim the dead as both their hoard and their subjects: a creature's earthly

remains are treated as precious treasure, and a creature's soul is considered to be under the dragon's protection. Crypt dragons even go so far as to escort favored souls through the Astral Plane and represent them in Pharamasma's Court. Anyone who perpetuate crimes against a corpse or a soul that a crypt dragon has declared sovereignty over must face the dragon's wrath.

Psychopomps

The most common outsiders within the Boneyard are psychopomps, stoic stewards and guides for departed souls. Psychopomps do not cause mortal death (that role among the outsiders of the Boneyard being filled by shinigamis) but seek instead to ensure that a deceased soul's judgment and journey to its ultimate afterlife proceed smoothly. This is far from a simple task, as psychopomps often have to battle marauding predators that feed upon hapless souls, locate confused or rebellious spirits who attempt to flee their fate, or deal with those who would subvert the natural order with soul-binding magics or necromancy. They also serve as respected neutral parties, as they work with denizens of many planes equally and disperse judged petitioners out into the Great Beyond.

DIVINITIES

Arguably the most powerful and ancient of all the gods (although some evidence suggests the Outer Gods like Azathoth, Nyarlathotep, Shub-Niggurath, and Yog-Sothoth are even more ancient), Pharamasma rules the Boneyard with utter and complete authority. Nonetheless, she is not the only divinity to dwell upon this plane.

Achaekkek

The mantis god Achaekkek, patron of assassins and divine punishment, is unique among the divinities in that he is the sole known deific inhabitant of the Spire itself. His is an immense realm called the Blood Vale, carved into the Spire's base. While adjacent to Abaddon, the Abyss, and Hell, it is technically a part of the Boneyard. Achaekkek keeps no relations with other deities, for at times he is called upon to assassinate those who step beyond their bounds. His relationship with Pharamasma is a strange and curious one not well understood even by those who worship either of the deities.

Groetus

Beyond Pharamasma, the most significant deity of the Boneyard is the god Groetus, who drifts above the Spirelands in the form of a distant, skull-faced moon. Groetus remains an enigma, appearing in the writings of unknown pantheons of gods scattered across the crypts of the Graveyard of Souls, suggesting that he is among the eldest of the gods. Groetus's slow orbit around the

TABLE 3-17: BONEYARD ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-2	1 othaos	5	<i>Bestiary 5 10</i>
3-12	2d6 dead petitioners	6	See page 178, <i>Bestiary 2 208</i>
13-17	1d10 esoboks	8	<i>Bestiary 6 218</i>
18-25	2d6 nosois	8	<i>Bestiary 4 220</i>
26-30	1 shoki	9	<i>Bestiary 6 222</i>
31-35	1d12 viduuses	9	<i>Bestiary 6 223</i>
36-38	3 moon hags (coven)	10	See page 242
39-43	1d10 catrinas	10	<i>Bestiary 4 218</i>
44-45	1d8 theletoses	11	<i>Bestiary 2 14</i>
46	1 young crypt dragon	12	<i>Bestiary 6 98</i>
47-51	2d6 vanths	12	<i>Bestiary 4 221</i>
52-54	1d6 algaeas	14	<i>Bestiary 6 217</i>
55-57	1d6 akhanas	15	<i>Bestiary 2 9</i>
58	1 adult crypt dragon	16	<i>Bestiary 6 98</i>
59-63	1d8 morrignas	17	<i>Bestiary 4 219</i>
64	1 shinigami	17	<i>Bestiary 3 244</i>
65	1d3 bythoses	18	<i>Bestiary 2 10</i>
66-67	1d6 memitims	18	<i>Bestiary 6 219</i>
68	1 lipika	18	<i>Bestiary 5 8</i>
69-70	1d3 olethroses	19	<i>Bestiary 6 220</i>
71	1 pleroma	20	<i>Bestiary 2 12</i>
72	1 yamaraj	20	<i>Bestiary 4 222</i>
73	1 ancient crypt dragon	21	<i>Bestiary 6 99</i>
74-76	Roll on Abaddon table	Varies	See page 198
77-79	Roll on Abyss table	Varies	See page 204
80-82	Roll on Astral Plane table	Varies	See page 150
83-85	Roll on Axis table	Varies	See page 174
86-88	Roll on Elysium table	Varies	See page 168
89-91	Roll on Heaven table	Varies	See page 156
92-94	Roll on Hell table	Varies	See page 192
95-97	Roll on Maelstrom table	Varies	See page 186
98-100	Roll on Nirvana table	Varies	See page 162

Boneyard is not stable, and its constant decay brings his grim countenance closer and clearer by the day. At certain points in his descent, however, he halts and draws back to a greater distance. Some whisper that the damned and despairing spirits in the Graveyard of Souls somehow repel his approach, especially if Pharasma offers one up to him as a poisoned gift. But legend has it that on the day that Groetus finally collides with the Boneyard, the end of days will be upon the Great Beyond, and all that is dead and living alike will cease to be.

Pharasma

Pharasma is the dominant deity within the Boneyard, ruling over birth, death, and fate from her throne within her palace. She is a dispassionate goddess, making no assertion that either fate or death is just or otherwise, and she holds no strong relationships with other deities. The closest

thing she has to enemies are the Four Horsemen and their daemonic followers, who seek to take more than their fair share of souls, and the goddess Urgathoa, who seeks to cheat Pharasma out of her due through the loathsome embrace of undeath.

Psychopomp Ushers

The mysterious pantheon of demigods who rule over the psychopomps are known collectively as the ushers. They serve Pharasma directly and aid her in sorting the dead, defending the Boneyard, and overseeing the lesser members of their race. They keep their own domains in the Boneyard, typically relatively small divine realms that rarely encompass more than a single sprawling castle, manor, or necropolis. Among the psychopomps, Barzakh the Passage is the one most newcomers to the Boneyard encounter first, for he is tasked with keeping vigil over the comings and goings of visitors to Pharasma's domain. He carries a tombstone and key that, when used together, can lock or unlock a soul's memories so that a creature may retain them upon passage to the afterlife, or forget what it has already learned.

LOCATIONS

The Boneyard contains swathes of unexplored territory and many unexplained mysteries, but most non-natives remain within the confines of Pharasma's divine domain.

The Eight Courts

Eight massive courts, each sprawling across many miles, surround Pharasma's Court like the spokes on a wheel. Each of these courts is connected to a specific Outer Plane and contains both a large permanent portal to that plane and a number of smaller gates to deific realms and other aligned domains. Despite being in the realm of the dead, these planar hubs are bustling with agents of the other planes, priests, the proxies of gods, and psychopomps, as souls are claimed and welcomed by either their patron deity or natives of their destined plane. The Eight Courts are covered with miniature shrines to specific gods or to the dead themselves, in the hope of offering comfort to the faithful and soothing the pain of unaligned souls. Outsiders and mortal priests passing through sometimes leave offerings in the form of divinely favored gifts, candles, paper crafts, or small parcels of food.

The one exception is the court representing the plane of Abaddon, which receives few willing visitors and no offerings. This court, known as the Devouring Court, is a barren wasteland, devoid of any comfort or sense of reverence. The only structure of note is a mirror-smooth and pitch-black portal that emits a low and visceral scream alongside the sounds of gnashing teeth and bubbling spittle. Souls chosen by Urgathoa, the Horsemen of the Apocalypse,

Boneyard



or Zyphus are escorted from the court by divine proxies—all others must face the doorway alone, as the daemon harbingers and their emissaries are forbidden to enter the Boneyard. Unlike any other judgment, however, unclaimed souls condemned to Abaddon are granted one last chance before being consigned to existence as hunted petitioners: a single devil and demon are stationed at the court, given special permission by Pharama to attempt to persuade the damned souls to choose the Abyss or Hell instead. It is a deal that some panicking souls gratefully accept, but fewer than most expect, as those sentenced to the Devouring Court are usually twisted enough to refuse out of spite.

Graveyard of Souls

The area immediately surrounding Pharama's Court is a seemingly endless graveyard filled with crypts, gravestones, mausoleums, and monuments from nearly every race and culture within the mortal realms. This quiet expanse serves as a barrier from the rest of the Spirelands and a monument to those who have passed on and been

long forgotten. It also serves as the ultimate destination for certain atheist souls. Not many atheists suffer this fate, though, as Pharama's complex judgments permit most of them to remain as ever-watching spirits in the Astral Plane, to pass on to another plane that corresponds to their alignment, or to be reincarnated into a new life. Those who are sent to the Graveyard of Souls are only those who are most bitterly opposed to all forms of divinity and the Cycle of Souls itself; those who would be ill served by a continued existence in the Great Beyond. Even so, such souls are consigned to the Graveyard of Souls less as a punishment and more as a quarantine. There they remain forever dormant, eternally separated from the fabric of the Outer Planes and the rest of the multiverse. Those souls that still have the will to rouse themselves here are usually either new arrivals or those consumed by emotion over their fate; some wander in an emotionless haze, while others beg anyone who will listen for aid or violently rail against those who pass by. The rare souls that find peace with themselves here serve the graveyard as custodians or guardians.

Lake of Mortal Reflections

To souls free of any deeds that might remove their agency in determining their own fate, Pharasma sometimes offers the chance to choose their path in the afterlife. When judged, these souls are drawn toward the Lake of Mortal Reflections, a vast body of water hidden within the Spirelands, which offers a chance for reincarnation and a new life. Souls arriving on the lake's rocky shore find it cool and cloaked with a mist that obscures everything from sight except the pale gray waters. Those who make their way into the waves hear faded echoes of sounds from their mortal days. Looking into the waters shows a soul memories from its past, which then slowly shift to display possibilities that await the soul should it choose to be reborn into a new life. A soul can refuse the offered reincarnations and leave without consequence, knowing that the offer will be extended again should the soul seek it. Those who wish for rebirth can reach out to the waters, to be greeted by beckoning hands that draw them below the waves and send them onward to a new mortal shell.

Pharasma's Court

In an ideal world, souls would naturally gravitate toward the specific plane that best suits their deeds and beliefs in life. Both life and morality are messy, however, and frequently souls arrive in Pharasma's Court that are not so easily sorted. Souls whose mortal actions or disposition was split between two or more different alignments, souls that undertook a deathbed conversion of faith, souls caught in disputed soul-binding pacts, souls that have pursued redemption or fallen from grace, and souls that have acts of extreme good or evil on an otherwise clear-cut record all complicate the process of judgment. In cases where a soul's proper fate is uncertain, the conflicted soul is brought before a yamaraj judge in Pharasma's Court, a collection of solemn granite forums and plazas that surrounds Pharasma's Palace. Emissaries of all interested parties come before the yamaraj to advocate their point of view, while flocks of lesser psychopomps act as bailiffs and provide detailed reports of the soul's mortal life. These emissaries are almost uniformly planar outsiders or divine servants, but on occasion mortals acquainted with the deceased are asked by various advocates to testify. These mortals must come freely and without coercion, or else the yamarajes refuse to hear their statements. The penalties for harming or failing to protect a mortal witness are severe, meaning such living guests are escorted with great care within the realm of the dead.

Pharasma's Palace

A soaring gothic structure that stands in contrast to Pharasma's often ascetic nature, the palace of the Lady of Graves is made of white marble that glows with an inner light—a reminder of Pharasma's power over birth as well

as death. Onyx-paved floors lead up to the goddess's throne, where she grants souls their final judgment and hears out petitions that require her personal attention. Souls that die under mysterious circumstances can ask permission here to take care of unfinished business, such as sending short messages to loved ones or haunting an enemy. The living sometimes travel the long and hard road to meet with the goddess, seeking answers and favors that only Pharasma or her servants can provide. Pharasma also handles the most difficult of souls to judge.

Deep within the palace lies Pharasma's Hall, a massive antechamber where arriving souls sit in a deep reverie, revisiting significant scenes from their mortal lives. This process allows a soul to reflect upon its actions, process the lessons it has learned, and make peace with its death. Once the soul has accepted its fate and begins to let go of its past, it is brought before Pharasma to be judged and sent on to whatever awaits it in the afterlife.

Spire's Edge

Some mortals embody such a complex blend of good and evil or chaos and law that their ultimate destination is unclear, while others never align themselves enthusiastically enough with any given cause, deity, or morality to move beyond to Boneyard. Spire's Edge—the City of Second Chances—is the winding sprawl that houses these souls, where they can study the ethics of the cosmos, refine their morality, or simply continue as they did in life until they decay into soul stuff. The city, a nest of curving streets, low buildings, and tiny estates, also houses the souls of those who Pharasma knows will be resurrected, and as such it serves as a way station for mortal adventurers, whom many residents beg or threaten into performing deeds on their behalf in the living world.

SPIRE'S EDGE

N large city

Corruption -2; **Crime** +1; **Economy** +3; **Law** +3; **Lore** +7;

Society +0

Qualities academic, holy site, insular, magically attuned, tourist attraction

Danger +10

DEMOGRAPHICS

Government magical

Population 23,150 (14,100 petitioners, 4,000 psychopomps, 3,050 other outsiders, 2,000 other)

NOTABLE NPCs

Saloc, the Minder of Immortals (N psychopomp usher)

Aqui (N female nosoi^{B4} investigator^{AC6} 15)

Zukoor (N male shoki^{B6} mesmerist^{OA} 12)

MARKETPLACE

Base Value 11,200 gp; **Purchase Limit** 60,000 gp; **Spellcasting** 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

EXPLORATION

No day-night cycle exists in the Boneyard; the plane exists in a perpetual gloom at the far edge of twilight, as if the sun had been set for only half an hour. The gibbous light of the skull-moon Groetus illuminates the plane well, casting the realm into muted colors. This strange half-light functions as dim illumination, but it doesn't impede either areas of darkness or light created via magic or mundane sources. Pharamasma's Palace—specifically, the goddess's throne within the towering structure—serves as the plane's pole, and *astralabes* (see page 52) or similar devices use it to set “north.” Inhabitants of the Boneyard use the word “death” in place of north, “birth” in place of south, “before” in place of east, and “after” in place of west—a tradition that can be quite confusing to newcomers to the plane.

Awaiting Souls

Souls are formed from unaligned sparks of potentiality in the Positive Energy Plane, which are then released into reality to begin mortal lives. Upon a creature's death, its soul is released again to travel along the River of Souls toward the Spire, cascading down into the plane to arrive at the edge of the Boneyard, after which it begins the journey inward toward judgment. Though souls are preyed on by many evil creatures throughout the multiverse, interacting with them is not an easy feat. Souls are not creatures and cannot be affected by anything aside from magic and abilities that specifically interact with souls. Even these powerful soul-binding abilities are often limited to extracting a soul from its mortal shell.

Likewise, souls are unable to affect anything, including other souls, without some manner of external magic or energy giving them the power to physically manipulate the world. Negative energy transforms a soul into a ghost, haunt, or other undead, while a plane's raw quintessence turns a soul into a petitioner. Souls are otherwise unable to use any magic or abilities they might have had in life, as they have no means to actualize their will upon reality. They retain all of their knowledge and skills and are capable of hearing and speaking to any creature that can perceive them, though they cannot naturally be seen except on the Astral Plane and in the Boneyard. Visible souls typically appear as idealized ghostly images of their mortal bodies, although souls who died particularly violent deaths may show the wounds of their death as a sort of psychic scarring.

Souls are incorporeal, though they are not affected by most magic or by *ghost touch* weapons. They gain a fly speed of 90 feet with perfect maneuverability, but when traveling the River of Souls, they move much faster. They have no weight or mass, though they instinctively avoid passing through other souls or incorporeal creatures. They cannot

be detected by mortal magic, even *true seeing*, as they do not have auras. Souls are unfettered from the limitations of flesh and do not need to eat, breathe, or sleep, nor can they age.

Adventurers or loved ones can seek out individual souls within the crowds of the Boneyard, but picking out a single soul from the crowd of millions upon millions is no easy feat. Desperate or determined creatures can either ask after their target among the other souls, gain access to and search through the Boneyard's records, or take up the long and arduous process of looking themselves. Finding a specific soul in the Boneyard requires 1d4 weeks of searching and a successful DC 45 Diplomacy (gather information), Knowledge (planes), or Perception check. Possessing an item that was important to the soul in its mortal life grants a +4 bonus on this check. Creatures can also attempt to gain the aid of psychopomps or other non-native outsiders for this search. Each outsider who grants assistance adds a cumulative +2 bonus on the roll. Finally, spells that directly interact with or locate souls, such as *speak with soul* or *soulseeker* (see page 44) can aid in tracking down a specific soul.





MAELSTROM

THE MAELSTROM

The Borderlands, The Cerulean Void, Limbo

The Maelstrom is a realm of boundless chaos, a churning void of land, sea, and everything else that can or could exist between, bordering all of the Outer Planes even as it seeks to devour them.

Category Outer Plane (chaotic neutral)

TRAITS

Gravity subjective directional or normal (see “Gravity in the Maelstrom” on page 189)

Time erratic

Realm immeasurable

Structural morphic

Essence mixed

Alignment strongly chaos-aligned

Magic wild (with pockets of normal magic on the most stable of the Maelstrom’s islands)

DENIZENS

Core Divinities Nethys

Other Divinities Besmara, Hanspur, Hei Feng, Naderi, Nalinivati, Sivanah, Speakers of the Depths, Sun Wukong, Yamatsumi, Ydersius, orc pantheon, protean lords

Outsiders chaos beasts^{B2}, einherjar^{B4}, hunduns^{B5}, proteans^{B2}, valkyries^{B3}

Petitioners shapeless (shifting incarnations of mortal forms)
Qualities incorporeal, gains incorporeal touch attack

INFUSIONS

Basic The Maelstrom grants you the ability to react to unpredictable situations, while also helping you to be more unpredictable. You gain a +1 bonus on initiative checks, a +1 bonus on Reflex saves, and a +2 bonus on Bluff checks to feint in combat.

Improved The whimsical entropy of the Maelstrom runs through your veins. Once per day, you can use *confusion* as a spell-like ability.

Greater You can invoke the pure chaos of the Maelstrom with a word. Once per day, you can use *word of chaos* as a spell-like ability.

The Outer Planes are surrounded by the Maelstrom, a vast, volatile, roiling thing that churns at the heart of reality. Conventional wisdom holds that the Maelstrom is the source of all reality, that portions of its liquid quintessence coalesced into the Outer Planes, and that it now erodes reality and recycles this quintessence back into the Positive Energy Plane. Doomsayers and pessimists suggest that this process isn't entirely efficient, and that each time a bit of potentiality is lost so that, in time, the ravenous grinding will consume all of reality.

While some believe that the Maelstrom was the original (and only) plane of existence, enough evidence exists to suggest that the shell of the Outer Sphere, riddled with the fractures known as the Abyss, existed even before the primal chaos of possibility. Although some of the best clues to this mystery are found written in the protean language, the fact that the protean language muddles the definition between creation and destruction means that the truth of which came first may never be known.

DENIZENS

The Maelstrom serves as a planar crossroads, for its shores eventually touch all other Outer Planes. The plane itself has numerous native occupants, including living manifestations of entropy like chaos beasts, risen champions of battle like the einherjar and valkyries, and the most infamous of its denizens, the primeval and serpentine proteans. Yet visitors are just as likely to encounter something foreign to the plane, for the Maelstrom is rife with wandering monsters and travelers from other realms, self-exiled fallen celestials and risen fiends, things lost and abandoned, demons spilling forth from great Abyssal rifts, and the armies of gods marching to war.

Einherjar and Valkyries

Einherjar congregate in the Maelstrom as much for its chaos as they do for the opportunity for conflict that it provides. Manifestations of fallen champions who perished in righteous religious wars, they either fight on their own or serve various gods and pantheons throughout the Maelstrom's worlds. Each einherji is selected for its role in the afterlife by valkyries, who are themselves formed from petitioners risen from the souls of the greatest of soldiers. Both types of outsider are often found in the Cerulean Void, aboard ships or island realms, wherever the call of battle and conflict rages.

Proteans

The serpentine proteans are living extensions of the Maelstrom that act both subtly and overtly against incursions of other alignments. Proteans organize loosely into groups known as choruses, each with a philosophical obsession set by its keketar priest-kings, though chorus allegiance is

wildly transient and their goals are often fluid. The choruses routinely assault the other planes' borders en masse, acting almost like the manifestation of an immune system against an infection of unwanted ethics and philosophies. When at rest, proteans prefer to dwell in the deepest reaches of the Cerulean Void itself.

The Shapeless

The Maelstrom's petitioners appear as they did in life, but incorporeal and constantly shifting in shape and color, like the sheen of oil on water reflecting an image. Most of them wander, indulging their whimsy in the Maelstrom's wilds, often aided by protean choruses. Unlike many petitioners who go unclaimed by a deity, the shapeless are never conscripted or transformed unless they specifically petition one of the choruses. The proteans themselves predate the emergence of mortal souls, and while they can and do accept willing souls to join their ranks, the process is less common than on other planes. As a result, it is relatively rare for one of the shapeless to ascend into a protean; most who are not chosen by valkyries for ascension into einherjar are destined to become chaos beasts.

DIVINITIES

Few deities argue the point that the Maelstrom was already old when they first came into being, and those who argue otherwise do so only out of pique. Despite this—or perhaps because of it—the Maelstrom is home today to perhaps the most diverse collection of divinities in the Outer Planes.

Besmara

The Pirate Queen sails the Cerulean Void on her ship *Seawraith*, routinely raiding the shores of the other Outer Planes before vanishing back into the Maelstrom. She has no true domain, as befits a pirate, and treats the decks of her ship as her divine realm—a function that allows her to adjust the ship's size and layout (as well as the environment surrounding it for a few hundred yards) as she wills.

Hanspur

As the demigod of rivers, smugglers, and travel, Hanspur knows many hidden pathways through the Maelstrom and, for the right price, can be relied upon to act as a guide from one plane to another. Rivers under his command exist on numerous isles in the Maelstrom, and his power can also be felt as currents in the Cerulean Void. Hanspur claims influence over these, and even over a few remote stretches of the River Styx where it brushes against the Maelstrom, but he keeps no true realm of his own.

Naderi

The goddess of drowning, suicide, and tragedy was once one of Shelyn's handmaidens, but when a pair of young lovers in

TABLE 3-18: MAELSTROM ENCOUNTERS

d%	Result	Avg. CR	Source
1-10	2d6 shapeless petitioners	6	See page 185, <i>Bestiary 2</i> 208
11-15	2d6 voidworms	7	<i>Bestiary 2</i> 217
16-20	1d6 ourdivars	7	<i>Bestiary 6</i> 213
21-25	1d6 azuretzis	8	<i>Bestiary 6</i> 208
26-33	1d6 chaos beasts	10	<i>Bestiary 2</i> 54
34-38	1d6 pelagastrs	11	<i>Bestiary 6</i> 214
39-43	2d6 naunets	13	<i>Bestiary 2</i> 216
44-48	1d10 imenteshes	15	<i>Bestiary 2</i> 214
49-68	2d6 einherjar	15	<i>Bestiary 4</i> 84
69-78	1d8 valkyries	16	<i>Bestiary 3</i> 277
79-83	1d8 oshageroses	17	<i>Bestiary 6</i> 212
84-86	1d6 hegessiks	18	<i>Bestiary 6</i> 209
87-88	1d4 keketars	19	<i>Bestiary 2</i> 215
89	1 izfiitar	20	<i>Bestiary 6</i> 210
90	1 hundun	21	<i>Bestiary 5</i> 144
91-95	Roll on Abyss table	Varies	See Table 3-21 on page 204
96-100	Roll on Elysium table	Varies	See page 168

a desperate situation misunderstood her advice and threw themselves into an embrace over the edge of a deadly waterfall, Naderi fled from Shelyn's realm into exile in the Maelstrom.

Nethys

A natural fit within the Cerulean Void and an ideological compatriot of the protean choruses, the All-Seeing Eye rules a desert realm known as Ahkanefi. Nethys's servitors often collaborate with proteans, specifically the Chorus of Wailing Words and the Chorus of Observant Exultation, and the relationship runs deeply enough that the presence of a cleric of the God of Magic can often defuse conflict between proteans and travelers.

Orc Pantheon

Largely consumed with their own infighting and politics, the gods of the orcs dwell within an immense, battle-scarred realm called Volkorgoth. Far more orc demigods clash and bicker here than the eight commonly worshiped on Golarion, yet those demigods are certainly among the strongest of the pantheon.

Protean Lords

The protean lords act as intermediaries between the mysterious Speakers of the Depths (see below) and the protean choruses. Most prominent among the protean lords is Ssila'meshnik the Colorless Lord, who takes the form of a massive albino keketar. Ssila'meshnik is the lord of fate, freedom, and paradox and has a violent history with Axis and a deep distrust of Asmodeus but maintains a remarkably cordial relationship with Phrasma.

Sivanah

Sivanah is the goddess of illusions, mystery, and reflections—facets of her nature that are reflected in her appearance as a veiled woman whose race seems to constantly shift on a whim. None, be they mortal or divine, remember Sivanah's genesis, yet her religion is relatively young. Her divine realm in the vortices of the Maelstrom never appears in the same place twice.

Speakers of the Depths

The most prominent and mysterious of the Maelstrom's gods, the proteans' dualistic divinity have no discrete domain, with the entirety of the plane itself being under their sway. Some planar scholars consider the Speakers to be a manifestation of the Maelstrom as a living entity, albeit a profoundly alien one, both more and less than other gods.

Sun Wukong

Sun Wukong, the Monkey King, is worshiped primarily in Tian Xia, a realm he prefers to visit in disguise to pursue his delights in nature, drunkenness, and trickery. Although he has some ties to the Maelstrom and can periodically be encountered raising mischief on the island Yanjira, he prefers to spend his time traveling Material Plane worlds, whether he has worshipers there or not.

The Yanjira Trinity

Three powerful deities, each of which is worshiped heavily in Tian Xia, jointly rule a divine realm called Yanjira. Known collectively as the Yanjira Trinity, these deities are Hei Feng (god of the sea, storms, thunder, and wind), Nalinivati (goddess of fertility, sorcery, and snakes, and the patron deity of the nagaji), and Yamatsumi (the god of mountains, volcanoes, and winter).

Ydersius

The god of the serpentfolk once ruled a domain called Sydrixus that occupied a spot deep underground on the border between the Maelstrom and the Abyss, but when Ydersius was slain by the mortal hero Savith, he lost control of the realm. Since then, a significantly diminished incarnation of Ydersius has rampaged mindlessly across the Material Plane in search of his missing head, but he has not returned to the Maelstrom for thousands of years. If his realm of Sydrixus still exists, its location is unknown.

LOCATIONS

The Maelstrom spans two regions. The Borderlands form something of a broken ring around the plane's perimeter, while the Cerulean Void churns in its heart. Although the Cerulean Void behaves as an immense ocean of water, it is in fact composed of liquid quintessence that can form or dissolve into solid or gaseous forms with very little warning.



Ahkanefiti

Nethys's divine realm of Ahkanefiti consists of a massive slab of stone the size of a planet jutting up from the Cerulean Void, capped with a bowl-like mesa containing an immense desert. The edges of this mesa host thousands of wizards' towers, while Nethys's own abode stands at the center of the desert itself: an edifice from which he, as the All-Seeing Eye, can watch everything that unfolds in the land. While the realm itself is stable, the atmosphere in the region surrounding it shifts constantly between magical hurricanes and strange calms, making approaches to the realm unpredictably dangerous or utterly dull, depending entirely on chance.

The Antipode

At the very heart of the Maelstrom, at a pole inaccessible from all land masses, churns an eternal vortex. Known to some irreverent travelers as "The Drain," a more proper name for this region is the Antipode. Where this immense vortex exits the Maelstrom, it transforms into a great column of energy as its recycled quintessence harvested from the

Great Beyond is hurled back through the Astral Plane to the Positive Energy Plane, where it starts the cycle anew. The Antipode benefits from legions of aeon guardians to fend off proteans' regular assaults, with such attacks ranging from minor squabbles to the occasional assault by an entire chorus. Without the Antipode, the cycle of souls would be disrupted and all of reality would eventually be consumed by the Maelstrom. For now, the Antipode ensures the status quo, the cycle of souls feeding the other planes in balance with the Maelstrom's chaotic dissolution.

Basrakal

Amid the churning chaos of the Maelstrom lies one of the plane's largest settlements. The city of Baskaral is home to a unique set of outsiders—those that break from the shackles of their typical alignment and associated moral constraints. Although the city is home to numerous clashing ideologies, the mix of outsiders work together to defend their city from both the constant erosion of the Maelstrom and the threat of the aeons who seek to return these deviations from the universal constant to their proper alignment.

SPEAKERS OF THE DEPTHS

The Speakers of the Depths are among the most reclusive and mysterious deities of the Great Beyond, and their worshipers are rare and generally limited to proteans—who themselves do not often become clerics of the Speakers. Non-protean worshipers of the Speakers of the Depths are even rarer, but with GM permission a player could play a character who worships these deities. The Speakers of the Depths are treated as a single deity for the purpose of worship, as the concept of individuality is one of many concepts that are foreign to these inscrutable forces.

The Speakers of the Depths are chaotic neutral and grant access to the domains of Artifice, Chaos, Destruction, Madness, and Water. They grant access to the subdomains of Catastrophe, Construct, Insanity, Oceans, Protean, and Toil. Their favored weapon is a sickle, and their symbol is an eyeless serpent twisted into an infinity symbol to feed upon its own tail.

Galisemni

Galisemni, the City of the Celestial and the Damned, exists as a great shining jewel of stability, safety, and interplanar commerce within the Maelstrom. Galisemni meanders throughout the Borderlands, a stable island dragged along by the Maelstrom's tides and currents.

Galisemni draws from a cross-section of the planes, ending up with a wildly diverse population in blood, origin, and thought. The city's civic structure operates on a fractious local scale, with prominent individuals or groups exerting influence to ensure safety and basic infrastructure. The city council is a stopgap amalgamation of guilds and local power players presenting a singular face and a set of loose rules to best govern and represent their citizens, and to keep the city from outright anarchy—if just barely.

The city consists of two major districts: an Outer and an Inner Ring, intentionally evoking the concept of the Great Beyond's Outer and Inner Spheres. Of the two, Galisemni's Outer Ring is more affected by the Maelstrom's chaos. Beyond homes and tenements, the Outer Ring contains the city's numerous planar portals as well as a myriad of markets, racial ghettos, and the so-called Mad District, an unregulated combination of art colony, drug den, and festival. The city's Inner Ring is less densely populated and less prone to spontaneous terrain changes or civil upheaval, relatively speaking. Most of Galisemni's long-term citizens, educated tradesmen, and the city's wealthy elite dwell here.

The city's skyline features seven towering statues of keketar proteans. Known collectively as the Watching Seven, the base of each of these immense statues is adorned with three poetic lines in a language that seems to change at random but translates as, "Singing to us the Seven are. /

Are you appreciative of the silence? / Silence everywhere but here." Proteans avoid the statues of the Watching Seven, but those who open their minds to the statues while standing in their churning shadows claim that the symbols sing to them songs with titles like "We of Malignant Symmetry." Some speculate that the statues are all that remains of the chorus of proteans who forged the first burning door between the Maelstrom and the Abyss, forever altering reality's structure.

An equally mysterious element of Galisemni is the Lethe Wall. This wall of black stone slithers slowly through the city, although it does not itself live. Its sides are inscribed with thousands of names that no readers recognize or remember. Citizens treat the Lethe Wall as cursed ground and avoid it: when the Lethe Wall crawls into a neighborhood, its inhabitants abandon their homes and businesses until the wall moves on. Rumor holds that the wall grants a person's greatest wish if they carve their name into a blank spot on the Lethe Wall, yet in truth the wall does more than this: as it grants desires, it takes and devours. When a creature adds its name to the wall, the Lethe Wall consumes that name, erasing all traces of the writer from history's continuity, including the writer's own memories.

Most of these amnesiacs find their way back into society, blissfully unaware of the price they paid, but some are not so lucky. These few call themselves the Wyrmtouched. They retain some or all of their memories of the life they lived before—a boon to some, but a curse to many. Galisemni's most notable Wyrmtouched is Il'setsya Wyrmtouched, an itinerant drunkard, pesh connoisseur, and member of the Fools-for-Ssila'meshnik (not that she cares for or cultivates the group's attention). Il'setsya retains memories of her life as a male tiefling before she scribed that life's name upon the Lethe Wall, and she uses those memories to her advantage in her role as the current leader of a group known as the Devotees of the Wyrms. This troupe of mortals emulate protean behavior and venerate the Watching Seven, not so much as gods but as heroes and exemplars of chaos.

GALISEMNI

CN metropolis

Corruption +4; **Crime** +5; **Economy** +11; **Law** +2; **Lore** +3;

Society +8

Qualities magically attuned, planar metropolis*, prosperous, racially intolerant (axiomites and inevitables), strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government council

Population 3,000,000 (900,000 ganzis; 600,000 humans; 300,000 aasimars; 300,000 tieflings; 30,000 proteans; 870,000 other)

NOTABLE NPCs

Il'setsya Wyrmtouched (CN female ganzis* arcanist^{ACG} 18)

MARKETPLACE

Base Value 28,800 gp; **Purchase Limit** 170,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Palace of Love Eternal

Naderi's divine realm is a place of gardens and groves that hosts forever-young couples who stroll eternally along flowery paths or pursue dalliances in ornate gazebos. Yet for all the Palace's idyllic beauty, it is suffused with a sense of restless dissatisfaction, and those who linger overlong become increasingly haunted by a feeling of something left behind and forgotten.

Volkorgoth

Ruled by the orc pantheon, this drifting continent acts as a self-contained world with its own ecology, gravity, and weather. Each orc demigod claims an independent, shifting territory in Volkorgoth, a realm populated by that divinity's petitioners, allied outsider servants, violent monsters, and the occasional mortal. A great valley with a blood-red river coursing through its center serves as a neutral ground and place of trade for not only the realm's inhabitants but also for einherjar mercenaries, proteans, and adventurers.

Yanjira

The island world of Yanjira is a tripartite divine realm. Nalinivati controls the island's tropical jungle-cloaked lower reaches, Yamatsumi its immense central volcano, and Hei Feng the storms and seas that surround it.

EXPLORATION

The Maelstrom is almost impossible to map, and no reliable directional constant like "north" exists on this plane. Even relatively stable terrain moves and changes, and so the DCs of Survival checks to track a creature increase by 5 in the Borderlands and 10 in the Cerulean Void, on addition to any modifiers present due to current conditions.

The day-night cycle in the Maelstrom is random, shifting without apparent reason and following a nonsensical clock that none can predict.

Gravity in the Maelstrom

On the countless islands adrift on the sea or air currents of the Maelstrom, gravity functions normally, with "down" being toward the center of mass. Likewise, on and below the surface of the Maelstrom's churning liquid Cerulean Void, gravity functions normally, with "down" being further from

the surface into the sea of quintessence. The gravitational pull of the Cerulean Void generally extends to a distance of 200 feet above the surface (as such, it is rare for floating islands of solid matter to exist within 200 feet of the void), while the gravitational pull of a floating island extends to a range equal to its radius or 200 feet, whichever is a smaller distance.

Beyond the Cerulean Void and the plane's solid islands, the churning chaos of its air functions with subjective gravity, allowing creatures to "fall" toward the Cerulean Void or other islands as they prefer, but only as long as escape from those objects' gravitational pull can be achieved.



IL'SETSYA WYRMTouched



HELL

HELL

The Pit

The regimented realm of Asmodeus and devilkind, Hell is formed of nine layers, each tailored to the whim of its ruling archdevil, where the souls of evil mortals and victims of the devils' machinations endure unending torments.

Category Outer Plane (lawful evil)

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence mixed

Alignment strongly law-aligned, strongly evil-aligned

Magic enhanced (spells and spell-like abilities with the lawful or evil descriptor) or impeded (spells and spell-like abilities with the chaotic or good descriptor)

DENIZENS

Core Divinities Asmodeus

Other Divinities Dahak, Erecura, General Susumu, Minderhal, Yaezhing, Zursvaater, asura ranas, archdevils, infernal dukes, malebranche, queens of the night

Outsiders achaierais^{B2}, asuras^{B3}, cerberi^{B3}, devils, hellcats^{B2}, hell hounds, kyttons, wisagatcaks

Petitioners damned (tormented figures with countless scars)
Qualities immunity to fire (but not to the pain of burning)

INFUSIONS

Basic Hell's influence grants you a silvered tongue and bolsters your arrogance. You gain a +1 bonus on Will saves, a +2 bonus on Bluff checks to lie to or fool someone, and a +2 bonus on Diplomacy checks to adjust a creature's attitude.

Improved Whenever you deal fire damage, you can instead deal hellfire damage (see below). Secondary fires lit by your initial fire attack deal normal fire damage (including burn damage, if such damage occurs).

Greater You can inflict the agonizing pain of eternal damnation on the masses for a brief instant. You can use *mass inflict pain*^{0A} once per day as a spell-like ability.

Hell is not the oldest plane of the Great Beyond, yet it may well be the most notorious, for here Asmodeus and his legions of devils have worked since the dawn of mortality to tempt, corrupt, and lure those who have the gift (or curse) of free will into eternal damnation.

DENIZENS

The denizens of Hell are many, ranging from the legions of the damned to the plane's powerful and deific rulers.

Asuras

The outsiders known as asuras are the result of divine accidents—hateful reminders that even divinities are fallible. Unlike most other outsider races, asuras exist in a cycle of reincarnation, wherein a slain asura returns in a lesser form rather than simply ceasing to exist. On rare occasion, when a slain asura had excelled in its role, it instead comes back in a more powerful form. Petitioners themselves are only rarely able to make a transition into an asura form at all. This has limited the growth of asuras in Hell, and while their numbers are still vast, they are minuscule compared to those of devilkind.

The Damned

The petitioners of Hell are known as the damned, and they are legion. The damned manifest in Hell in forms that evoke those they held in life, yet in a starved, colorless state. It is rare to encounter the damned outside of some form of eternal torment, but now and then devils have been known to take them in, almost like pets. Whether or not the torments these “pets” receive at their masters' hands are less than what they would have otherwise endured is open to debate. Whatever their position, the damned all bear the scars of their abuses as they are torturously molded for all eternity into the building blocks of Hell itself.

Devils

The most numerous of Hell's inhabitants are devils—beings of absolute order and obedience who know nothing of compassion, free will, or morality. Functioning in a rigid caste system and always striving to excel in their roles for a chance at promotion to a more valued position in Hell's infernal bureaucracy, devils seek to influence mortals into consigning their souls to eternal damnation in the afterlife, for it is upon the backs of the damned that Hell runs.

Kytons

Relatively few kytons remain in Hell today, although at one point long ago, they dwelled in this realm in tremendous numbers. Today, the majority of their kind reside on the Shadow Plane, and most of those who remain in Hell are evangelist kytons (the most common type, as detailed in the *Pathfinder RPG Bestiary*).

DIVINITIES

Asmodeus and his eight archdevils are far and above the most iconic of Hell's divinities, yet other powers reside in the Pit as well. Inarguably the most powerful is Hell's ruler, Asmodeus. He allows other divinities their own realms in Hell and does not interfere in their actions. Likewise, these other deities and demigods respect Asmodeus's place as the ruler of Hell, for the Pit is nothing if not a place of law.

Asmodeus

The Prince of Darkness maintains a powerful presence on countless Material Plane worlds, yet he never seems to lose track of his machinations there or in Hell itself. A master of manipulation, Asmodeus has ruled Hell for untold eons, yet the Pit was not always his domain. The exact details of what led to his arrival and what he was before he became what he is today vary wildly and exist only in the realm of myth and legend, but if there's one thing these stories agree upon, it is that he is among the oldest deities in existence.

Asura Ranas

As certain asuras complete enough cycles of reincarnation and build upon their atrocities over multiple lives of devotion to cruelty, they are in time incarnated into the most powerful of their kind: demigods known as ranas. The asura ranas rule a realm called Atalu, and while their agents often carry out business elsewhere in Hell, the ranas themselves keep mostly to themselves and do not interfere or assist in the schemes of any layer's archdevil.

Archdevils

Only eight archdevils exist at any one time, each of whom has been granted sovereignty over one of the first eight layers of Hell by Asmodeus himself. While most archdevils are ancient beings who have ruled nearly as long as Asmodeus has been the Prince of Darkness, others are relative newcomers to the Pit. The sidebar on page 194 lists the layers of Hell and the archdevil that rules each of them.

Dahak

Dahak, with domains of destruction and greed, is the god of evil dragons. Though the son of Apsu, the god of good dragons, the two are bitter rivals, and Dahak is nowhere near as nomadic as his father. His realm, the Adamantine Morass, exists in the depths of Hell's eighth layer, Caina.

Erecura

The demigoddess Erecura is Dispater's current wife. Known as the Queen of Dis, she is an outlier among Hell's divinities, as she herself is not evil. Her worship is all but unknown on Golarion, where she is venerated only by a small and scattered number of soothsayers. She maintains no true realm of her own, and dwells in the iron city of Dis.

TABLE 3-19: HELL ENCOUNTERS

d%	Encounter	Avg. CR	Source
1-10	2d6 damned petitioners	6	See page 190, <i>Bestiary 2 208</i>
11-20	3d6 lemures	7	<i>Bestiary 79</i>
21-23	1d12 accuser devils	8	<i>Bestiary 2 84</i>
24-25	2d6 tripurasuras	8	<i>Bestiary 3 26</i>
26-30	2d6 imps	8	<i>Bestiary 78</i>
31-35	1d12 hell hounds	8	<i>Bestiary 173</i>
36-37	1d8 achainerais	9	<i>Bestiary 2 7</i>
38-40	1d6 host devils	9	<i>Bestiary 4 53</i>
41-43	1d6 kytons	9	<i>Bestiary 185</i>
44-48	1d10 bearded devils	10	<i>Bestiary 73</i>
49-51	1d3 erinyes	10	<i>Bestiary 75</i>
52-53	1d8 hellcats	11	<i>Bestiary 2 153</i>
54	1 dorvae	11	<i>Bestiary 4 62</i>
55-56	1d6 hellwasp swarms	11	<i>Bestiary 3 146</i>
57-58	1d10 cerberi	11	<i>Bestiary 3 51</i>
59	1 mythic bone devil	11	<i>Mythic Adventures 185</i>
60	1 young infernal dragon	12	<i>Bestiary 6 102</i>
61-62	1d12 adhukaits	12	<i>Bestiary 3 22</i>
63-64	1d6 upasundas	12	<i>Bestiary 3 27</i>
65-66	1d6 Nessian hell hounds	12	<i>Bestiary 173</i>
67-68	1d10 drowning devils	13	<i>Bestiary 4 52</i>
69-72	2d6 warmonger devils	13	<i>Bestiary 5 81</i>
73	1d6 contract devils	13	<i>Bestiary 3 76</i>
74-75	1d6 barbed devils	14	<i>Bestiary 72</i>
76-77	1d10 bone devils	14	<i>Bestiary 74</i>
78-79	1d8 executioner devils	15	<i>Book of the Damned 247</i>
80	1d8 aghasuras	15	<i>Bestiary 3 23</i>
81	1 belier devil	16	<i>Bestiary 2 85</i>
82-83	1d4 handmaiden devils	16	<i>Bestiary 2 86</i>
84	1d8 heresy devils	16	<i>Bestiary 5 80</i>
85	1 mythic ice devil	16	<i>Mythic Adventures 186</i>
86	1 adult infernal dragon	16	<i>Bestiary 6 102</i>
87	1d6 nikaramsas	17	<i>Book of the Damned 242</i>
88	1 apostate devil	17	<i>Bestiary 5 78</i>
89-90	1d8 ice devils	17	<i>Bestiary 77</i>
91	1d4 nemesis devils	20	<i>Bestiary 4 54</i>
92-94	1d8 horned devils	20	<i>Bestiary 76</i>
95	1 ancient infernal dragon	21	<i>Bestiary 6 103</i>
96-97	1d6 immolation devils	22	<i>Bestiary 2 87</i>
98	1d2 asurendras	22	<i>Bestiary 3 24</i>
99-100	1d6 pit fiends	23	<i>Bestiary 80</i>

General Susumu

Worshiped in the Dragon Empires of Tian Xia, General Susumu is the god of archery, horses, personal glory, and war. He rules one half of a dualistic divine realm named

Setsendu, alongside of the god Yaezhing, and largely ignores the machinations of the archdevils, who in turn leave his realm alone.

Infernal Demigods

Below the archdevils who rule much of Hell lie three additional ranks of infernal demigods. The first are the queens of the night consist of four powerful demigods who have achieved the near impossible—establishing their own realms and power in a plane dominated by misogyny. Secondly, the infernal dukes are an elite caste of devilkind from whom the next archdevil may someday rise; one of the most prominent of the dukes is Titivilus, a scheming duke who may well be the best (and most notorious) of Hell's record keepers. The least of these three ranks are the malebranche, quasi-deities who have each been charged with conquering a specific Material Plane world in Hell's name.

Minderhal

Minderhal is a god of creation, justice, giants, and strength. Known also as He Who Makes and Unmakes, Minderhal is the focus of a religion that is ancient indeed, yet for all its age he retains little influence outside of giantkind.

Yaezhing

Along with General Susumu, Yaezhing rules the dualistic realm of Setsendu. As the god of harsh justice, murder, and punishment, he also serves as a sort of liaison between Setsendu and the rest of Hell, often exchanging notes on methods of torment with various archdevils.

Zursvaater

The raging god of conquest, slavery, and weapons, Zursvaater is the patron deity of the fire giants. After he was exiled from the realm of Jotungard, he eventually settled into a new realm here in the depths of Hell, yet he has never relinquished his burning need for vengeance against those who forced him to leave his ancestral home in Elysium.

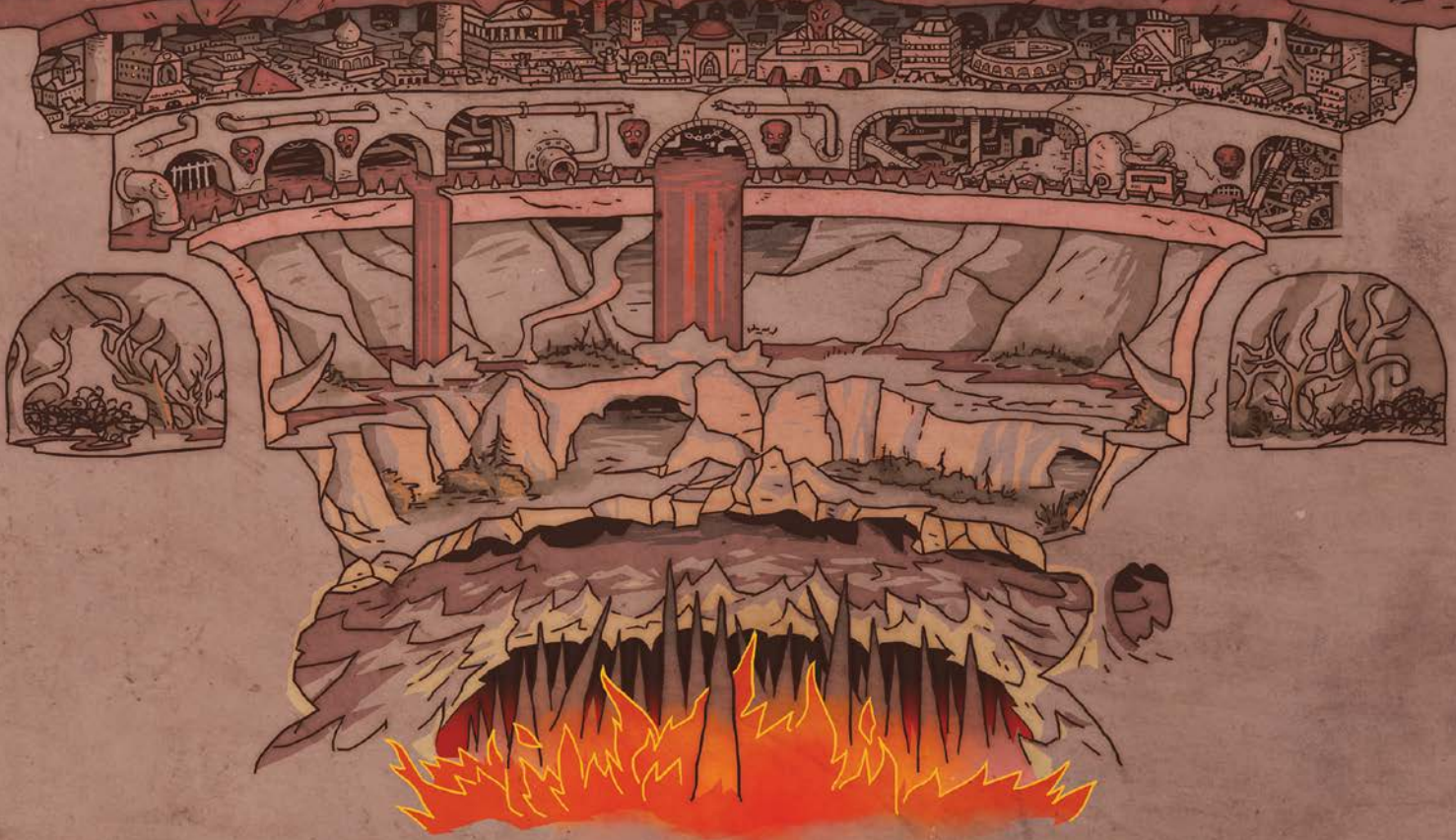
LOCATIONS

Long depicted in art as an immense pit, Hell consists of nine distinct layers connected by a network of portals and gateways. Progression from one layer to the next must typically be accomplished sequentially, with the deeper layers growing ever more remote from goodness and hope.

Adamantine Morass

Dahak's horrific realm, the Adamantine Morass, consists of a vast network of caverns and chambers carved into the lowest reaches of several of Caina's largest spires, yet the numerous entrances to these caves look out over a black, endless night that renders flight the only possible method of access or egress.

Hell



Atalu

Rule of Atalu is divided among numerous asura ranas, each of whom maintains a personal realm according to the individual's own whims and desires. Atalu is located on the border between Avernus and Dis, yet it is technically not a part of either layer. The devils of Hell dismissively refer to Atalu as the "Shallow Rifts"—associating the diverse realms with the Abyss in response to what to devilkind seems almost a chaotic jumble of disparate realms. But to the asura ranas, a twisted order binds the realms of Atalu together. Left largely to their own devices within Atalu, the asura ranas focus their wrath on countless Material Plane worlds in their constant pursuit of divine destruction.

Dis

Dis is one of the largest planar metropolises in the Great Beyond, rivaled only by Axis and matched by none of that plane's individual districts. Dis is divided into four regions: the Outlands (a bleak and blasted stretch of landscape), the Ghettos (sprawling suburbs inhabited by the privileged evil of the Pit), the Ophidian Maze (the

largest of the regions, consisting of the bulk of the city's civil infrastructure), and the Iron Heart (the private realm of the layer's ruler, Dispater).

DIS

LE metropolis

Corruption +3; **Crime** +2; **Economy** +11; **Law** +9; **Lore** +5; **Society** -6

Qualities academic, infernally regimented, planar capital*

(*Economy* +2, *Law* +2, *Society* -8), planar metropolis*, racially intolerant (non-devils, non-devil worshipers), strategic location

Danger +10

DEMOGRAPHICS

Government overlord

Population 9,500,000 (5,700,000 devils; 1,425,000 damned petitioners; 950,000 kytons; 190,000 asuras; 1,235,000 other)

NOTABLE NPCs

Consul Chayte (LE oitos [*Pathfinder RPG Book of the Damned* 249] mesmerist^{0A} 12)

Dispater (LE archdevil of cities, prisons, and rulership^{6E})

Erecura, Queen of Dis (LN demigoddess of deduction, mind reading, and subtlety)

HELL'S LAYERS

Hell's nine layers and their ruling archdevils are as follows.

AVERNUS

Avernus, the gateway to Hell, is ruled by Barbatos, the archdevil of animals, corruption, and gateways.

DIS

The Infernal City of Dis is the largest city in Hell. It is ruled by Dispater, the archdevil of cities, prisons, and rulership.

EREBUS

Erebus is ruled by Mammon, the archdevil of avarice, watchfulness, and wealth. These lightless vaults serve as Hell's treasury.

PHLEGETHON

The burning reaches of Phlegethon contain immense mines and endless toil, and they are ruled by Belial, the archdevil of adultery, deception, and desire.

STYGIA

Flooded and festering Stygia is a poisonous realm ruled by Geryon, the archdevil of forbidden knowledge, heresy, and snakes.

MALEBOLGE

The grimly beautiful, ash-caked landscape of Malebolge is ruled by Moloch, the General of Hell and the archdevil of fire, obedience, and war.

COCYTUS

The seventh layer of Hell is a perpetually frozen landscape where nothing is as it seems. It is ruled by Baalzebul, the archdevil of arrogance, flies, and lies.

CAINA

Called the Bones of Hell, Caina is a realm of immense spikes and chains amid a dark and dismal gulf ruled by Mephistopheles, the archdevil of contracts, devils, and secrets.

NESSUS

The deepest layer of Hell is the sole domain of Asmodeus, the Prince of Darkness.

Eiseth, the Erinyes Queen (LE queen of the night of battle, revenge, and wrath [*Pathfinder RPG Book of the Damned* 48])

MARKETPLACE

Base Value 25,600 gp; **Purchase Limit** 200,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Infernally Regimented Dispater's control of Dis leaves little room for anyone to operate outside the law, and those who try to cut legal corners often find that their efforts carry a high price. (*Corruption* -4; *creatures engaging in bribery or other illicit efforts to skirt the law may find their souls damned to Hell in the process if the skill check involved in breaking or bending the law had a result of a natural 1 on the die roll, regardless of whether the attempt was otherwise successful.*)

Hyrrfellhame

After he was exiled from Jotungard, Zursvaater wandered the Great Beyond in the throes of fury for an age. He eventually came to Hell and was enamored of Malebolge's volcanic reaches. For another age after, Zursvaater and his armies clashed with those of Moloch, much to Asmodeus's amusement, until finally the Prince of Darkness stepped in to offer Zursvaater rule over an underground volcanic realm on the edge of Malebolge itself—a place known as Hyrrfellhame. In part, Asmodeus did this to vex Moloch, punishing the archdevil of war for not being able to casually and easily turn aside Zursvaater's forces, but also to gain Zursvaater's grudging thanks.

Setsendu

The dualistic divine realm of Setsendu is ruled jointly by General Susumu and Yaezhing. To those who don't know better, the idea of Setsendu's idyllic rolling plains and numerous small cities might not sound bad, but the skies above are red and burning, and the inhabitants of the realm's cities are at constant war with one another as each seeks to earn General Susumu's favor or carry out Yaezhing's cruel justice. Setsendu is located on the fringes of Avernus, in the shadows of the looming Stonepeak, yet distant enough that conflicts with Minderhal's minions are rare.

Stonepeak

Minderhal's divine realm is known as Stonepeak—a towering chain of volcanic mountains that runs along the border of Hell's uppermost layer of Avernus and the Wastelands of Axis. Though technically a part of Hell, Stonepeak remains under the complete and total rule of Minderhal, and devils are not welcome upon its jagged slopes.

EXPLORATION

Hell is famed throughout the Great Beyond for its innumerable dangers and torments. The skies above range from gloomy and depressing on the best of days to burning red with ash and fire, or, in realms like Erebus, entirely absent. The exact nature of the clouds and illumination varies from each layer of Hell to the next, but there is never anything comforting or soothing in the view.

Asmodeus's throne, the Catafalque, is Hell's "heart" and the point which functions as the strongest navigational aid for items like *astralabes* (see page 52). Anything in the direction of the Catafalque is often referred to as "Pitward" by the denizens of Hell, but Material Plane standards of north, south, east, and west are used also, in large part due to an obscure proviso in an ancient contract that no devil has yet felt the need or had the time to seek out and revise.

Hellfire

The iconic flames of Hell take many forms, but typically burn with either crimson or sickly green flames, sulfuric and flaring on any terrain or substance and needing no fuel. Hellfire's damage is half fire damage and half damage from unholy energy; evil-aligned creatures and creatures with the evil subtype take no damage from the unholy energy, but good-aligned beings and those with the good subtype take double the normal damage from it. Creatures under the effects of spells such as *protection from evil* are unaffected by this unholy energy, though they are still subject to the fire damage.

At times, sheets of hellfire rain down upon the surface of Hell. Raining hellfire functions as precipitation, but also inflicts 1d6 points of hellfire damage per round. Hellfire rain doesn't harm objects native to Hell, but flammable objects that are left unattended can quickly be consumed by hellfire rain. An instance of hellfire rain typically lasts for 3d6 rounds, but in some cases can last much longer.

Hellmouth

Enormous amphisbaenic, semiliving entities that function as portals between different points in Hell—or even connecting to other planes—hellmouths are typically activated by a magical item (such as a *melancholic talisman*; *Pathfinder RPG Book of the Damned* 194) or at the command of a powerful devil, though certain occult rituals can open a hellmouth as well. A hellmouth cannot move or be moved save via a divinity whose realm is associated with one of the hellmouth's destinations. A hellmouth opening onto a plane other than Hell can be forced out of the plane with a successful *banishment* spell. Though they rarely speak, hellmouths are skilled liars, manipulators, and outright bullies.

If it finds itself in peril, a hellmouth also has the ability to summon a guardian (typically a devil or group of devils, the CR of which can vary according to the importance of the hellmouth's destination, but should never be less than a challenging encounter of a CR equal to the Average Party Level +1), but it can only do so once per day. The hellmouth's portal functions as a *gate* spell used to travel between planes.

Each hellmouth is treated as an intelligent minor artifact, yet unlike typical

artifacts, a hellmouth can be destroyed via damage. A typical hellmouth has hardness 20 and 180 hit points. If banished or destroyed, a hellmouth reforms in its original location after the passage of 9 weeks and 9 days. Permanently cleansing a site outside of Hell from a hellmouth's presence should require a complex and dangerous quest. A hellmouth radiates overwhelming conjuration [law and evil] magic, and it can sense its surroundings to a radius of 60 feet via sight with the see in darkness ability. Hellmouths speak Infernal and have an Intelligence of 18, a Wisdom of 16, a Charisma of 18, and an Ego of 18. They function at CL 20th.



TITIVILUS



ABADDON

ABADDON

The Eternal Eclipse, Gehenna, Hades

Abaddon is a bleak realm—the source of the legendary River Styx and the realm of the Four Horsemen of the Apocalypse.

Category Outer Plane (neutral evil)

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural lasting

Essence mixed

Alignment strongly evil-aligned

Magic enhanced (spells and spell-like abilities with the evil descriptor) and impeded (spells and spell-like abilities with the good descriptor)

DENIZENS

Core Divinities Urgathoa

Other Divinities Ahriman, Fumeiyoshi, Lao Shu Po, the Oinodaemon, Zyphus, daemon harbingers, the Horsemen of the Apocalypse

Outsiders apocalypse horses⁸⁶, daemons⁸², divs⁸³, dorvaes⁸⁴, night hags, nightmares, soul eaters⁸², vargouilles, yeth hounds

Petitioners hunted (emaciated versions of mortal selves)
Qualities fast healing 1, DR 5/—

INFUSIONS

Basic Your link to Abaddon enhances your skill in hunting prey while avoiding being hunted yourself. You gain a +1 bonus on Reflex saves, you can move at full speed while hiding your tracks, and you gain a +2 bonus on Survival checks to follow tracks.

Improved Mirroring Abaddon's hunger for and mastery over souls, you gain a +4 bonus on all saving throws against possession effects and effects that tamper with your soul, such as *soul trap* or an astradaemon's devour soul ability. Furthermore, you can consume a soul gem created by a cacodaemon⁸² as a standard action. Immediately thereafter, for a number of rounds equal to your Hit Dice, you are treated as an evil outsider and gain fast healing 2.

Greater The waters of the River Styx infuse you. You are immune to effects that cause amnesia or otherwise alter your memory, including the effect of the Styx itself. Your touch can affect the memories of others as well. Three times per day, you can use *mindwipe*^{OA} as a spell-like ability.

Abaddon embodies the concept of oblivion of the mortal soul. Here the Four Horseman and their courts of harbingers rule over a population of daemons epitomizing every iteration of mortal death. The bleak and forbidding wastes are laced through by the glittering, toxic ribbon of black water known as the River Styx, while overhead the sky hangs in perpetual eclipse, a single shrouded star looking down like the lidded eye of a slumbering, malevolent god.

DENIZENS

Abaddon is a realm of the hunted. Little dwells here that isn't in turn stalked by something more terrifying. In many areas, undead stalk the landscape in constant search of lives to quench. The grim reapers are the most dangerous and infamous of these predators. The landscape is infested with deadly predators like soul eaters, vargouilles, and yeth hounds, to say nothing of hunters and feeders from other planes who stalk the twilight reaches of the Eternal Eclipse.

Daemons

Although they often deny this, every daemon began as a living evil mortal. Condemned to Abaddon, their forms shifted to reflect their nature in life and their cause of death. Daemons have a ravenous, overwhelming desire to sate themselves on mortal souls, like addicts seeking to feed their own selfish needs. They're also religious zealots devoted to the obliteration of every mortal soul: pitiable, wretched things, rudderless and adrift in an uncaring cosmos and forever defined by the very thing they detest—life itself.

Divs

Corrupted genies exiled to Abaddon, divs are consumed by an utter hatred of mortals and seek to bring ruin to those creatures' creations. Serving the demigod Ahriman, they dwell in the unclaimed wastes at Abaddon's periphery, where they war with exiled daemon harbingers and endlessly plot to rain catastrophe upon the Material Plane.

The Hunted

Abaddon's petitioners appear much as they did in life, though greatly emaciated, populating the horrific landscape as the lowest tier of the metaphysical food chain. Many perish within hours of arrival, and those who survive longer never know a moment of peace from being hunted. Their often brief and horrific afterlives usually end with ritual consumption or industrialized oblivion, with the surviving

few preying upon each other, fueling ironic transformations into daemons who then go on to perpetuate the cycle.

Night Hags

The night hags' interplanar trade in stolen souls makes them ubiquitous sights in Abaddon's soul markets. Beneficiaries of some cosmic bargain between their goddess Alazhra and the Four Horsemen, night hags receive virtual immunity to predation in any form while within Abaddon and are afforded free movement between the domains of harbingers and Horsemen. Even non-daemons that might attack them hesitate due to the swift and brutal responses such actions inevitably draw.

DIVINITIES

While the Four Horsemen of the Apocalypse are the most active and infamous of Abaddon's entities, they are far from this plane's only divinities.

Ahriman

Unlike most other outsider races, the divs are not ruled by a pantheon of demigods. Only one claims the title of Lord of All Divs—Ahriman. As the ruler of the divs, Ahriman is a being of destruction who delights in wrecking mortal governments, sowing schisms in religions, and breaking the bonds of friendship and family alike. He accepts the worship of mortals in addition to his divs' veneration, despite his utter loathing of those with free will.

Daemon Harbingers

Filling the power void between the daemons and the Four Horsemen of the Apocalypse is a diverse, terrifying pantheon of daemoniac demigods known as the harbingers. On Abaddon, the harbingers rule smaller swaths of reality and serve as favored advisors, consorts, or generals to the Horsemen, while on Material Plane worlds their cults spread to ensure Abaddon shall never have a shortage of souls to hunt.

Fumeiyoshi

The Lord of Envy is a god of dishonor, envy, graves, and undead worshiped primarily in the Dragon Empires of Tian Xia. Although his interests are similar to those of Charon and Uragthoa, the Lord of Envy does not associate with other divinities, and has not since he grew jealous of the goddess Shizuru's love for Fumeiyoshi's brother Tsukiyo. Fumeiyoshi killed Tsukiyo, but when Shizuru restored Tsukiyo to life, she banished Fumeiyoshi to Tsukiyo's empty grave. Today, he continues to envy the familial bonds others share, yet he wants nothing more than to remain alone and apart. The Lord of Envy knows he can find belonging only if he inflicts all others with the envy that consumes him.

TABLE 3-20: ABADDON ENCOUNTERS

d%	Result	Avg. CR	Source
1-4	1 doru	2	<i>Bestiary</i> 3 86
5-6	1 aghash	4	<i>Bestiary</i> 3 83
7-10	1 nightmare	5	<i>Bestiary</i> 216
11-16	2d6 hunted petitioners	6	<i>Bestiary</i> 2 208
17-18	1 ceustodaemon	6	<i>Bestiary</i> 2 65
19-20	1d6 lacridaemons	6	<i>Bestiary</i> 6 71
21-22	1d10 cacodaemons	7	<i>Bestiary</i> 2 64
23-24	1 soul eater	7	<i>Bestiary</i> 2 254
25-26	1 pairaka	7	<i>Bestiary</i> 3 88
27-30	2d6 vargouilles	8	<i>Bestiary</i> 272
31-34	1d6 venedaemons	8	<i>Bestiary</i> 6 78
35-36	2d6 yeth hounds	9	<i>Bestiary</i> 286
37-40	1 night hag	9	<i>Bestiary</i> 215
41-44	1d12 vulnudaemons	9	<i>Bestiary</i> 3 63
45	1d8 bushyastas	10	<i>Book of the Damned</i> 248
46-47	1 ghawwas	10	<i>Bestiary</i> 3 87
48-49	1 cauchemar	11	<i>Bestiary</i> 216
50-51	1d8 sepsidaemons	11	<i>Book of the Damned</i> 243
52-55	1d6 hydrodaemons	11	<i>Bestiary</i> 2 67
56	1 dorvae	11	<i>Bestiary</i> 4 62
57-58	1d8 suspiridaemons	11	<i>Bestiary</i> 6 76
59-60	1 night hag coven	12	<i>Bestiary</i> 215
61	1 shira	12	<i>Bestiary</i> 3 90
62-65	1d6 piscodaemons	13	<i>Bestiary</i> 2 72
66-69	1d10 leukodaemons	14	<i>Bestiary</i> 2 68
70-71	1d6 meladaemons	14	<i>Bestiary</i> 2 69
72	1 sepid	14	<i>Bestiary</i> 3 89
73-76	1d6 erodaemons	14	<i>Bestiary</i> 6 70
77-78	1d10 sangudaemons	14	<i>Bestiary</i> 6 75
79-82	1d6 derghodaemons	15	<i>Bestiary</i> 2 66
83	1 astradaemon	16	<i>Bestiary</i> 2 63
84	1d3 temerdaemons	16	<i>Bestiary</i> 6 77
85-88	1d8 thanadaemons	17	<i>Bestiary</i> 2 74
89-90	1d6 crucidaemons	18	<i>Bestiary</i> 3 62
91-92	1d4 lesser deaths	18	<i>Bestiary</i> 5 134
93-94	1d4 phasmadaemons	19	<i>Bestiary</i> 6 74
95	1 akvan	20	<i>Bestiary</i> 3 84
96	1d6 purrodaemons	21	<i>Bestiary</i> 2 73
97	1d4 olethrodaemons	22	<i>Bestiary</i> 2 70
98	1 grim reaper	22	<i>Bestiary</i> 5 134
99	1d6 obcysidaemons	22	<i>Bestiary</i> 6 72
100	1 apocalypse horse	25	<i>Bestiary</i> 6 12

Horsemen of the Apocalypse

Among the most feared of all demigods are those four known as the Horsemen of the Apocalypse, the greatest of all daemons and the rulers of much of Abaddon itself. Only four Horsemen can exist at any one time, but three of these positions (the Horseman of Famine, the Horseman

of Pestilence, and the Horseman of War) have been held by numerous entities over the eons. Only the Horseman of Death has never been supplanted or replaced—Charon has existed as long as the Horsemen have.

Lao Shu Po

The goddess of night, rats, and thieves has long dwelt in Abaddon but has never felt the need to claim her own domain—the alleys and sewers of the Slave City of Awaiting-Consumption are all she desires. Her faith is strongest in the Dragon Empires of Tian Xia.

The Oinodaemon

Some legends say the Four once bowed to a singular ruler. This first daemon, the so-called Oinodaemon, was the one being that could have guided the Horsemen through the agonizing meaninglessness of their hunger, but befitting their nature, the Four rebelled, bound their father, and gorged themselves on his flesh. Where the Oinodaemon dwells today, if he survived his deposition, and indeed if he ever existed at all, are some of the enduring mysteries of the Great Beyond. Perhaps the most disturbing theory holds that the eternally eclipsed sun that looks out forever over Abaddon is in fact the Oinodaemon's only remaining eye, and that he and Abaddon itself have become one.

Urgathoa

While the Four Horsemen rule Abaddon, they are not the most powerful of the plane's denizens. That honor falls to Urgathoa, the goddess of disease, gluttony, and undeath. Despite her power, Urgathoa does not covet the realm of Abaddon. She is largely content to rule the section of the plane the Horsemen gifted to her so long ago and has no designs on usurping their rule elsewhere. Now and then, she joins the Horsemen for idle conversation (particularly Apollyon and Charon, whose interests match hers most closely), but for the most part her attention is focused outward on countless Material Plane worlds where her cult spreads like the diseases she holds so dear.

Zyphus

Known as the Grim Harvestman, the god Zyphus dwells within Urgathoa's realm, treating her as mentor and comrade. The god of accidental death, graveyards, and tragedy is worshiped in many worlds as a bringer of death, and as such his cults clash often against Pharasma's faithful, who do not view death as something to exalt and revel in.

LOCATIONS

Abaddon is a vexing and frightening place to become lost, but in many ways, the desolation of the plane's deadly wilderness regions is a comfort compared to the horrors that await in its landmark locations.



Bleakshore

Fumeiyoshi, the god of dishonor and envy, dwells on a desolate isle in the Sea of Lamentation. Known as Bleakshore, this barren, rocky realm is inhabited by the deity and no other. Visitors to Bleakshore are assailed with overwhelming feelings of ennui and loss. Those who do not flee run the very real risk of having their bodies and souls wrenched apart and transformed into two separate undead entities, each forever cursed to envy what it lost to the other until Fumeiyoshi finally takes note of the intruder and destroys them both, once more restoring solitude to Bleakshore.

Bloodrot

Situated on the shores of the Sea of Lamentation, Urgathoa's divine realm manifests as one would expect from the vampiric goddess of undeath—as a vast necropolis sprawling around a fang-like tower. Within the mist-shrouded streets of her realm, undead rule and engage in the excesses they pursued in life. Outsiders sometimes visit Bloodrot, but they are not the norm. That Bloodrot is occupied by those

who have escaped the cycle of souls makes it an unusual locale, for those who dwell here remember their mortal lives clearly and vividly, and at times travel back to their one-time home worlds to feed, spread terror, and otherwise do their goddess's will.

Cinder Furnace

Of the four domains ruled by the Horsemen, the Cinder Furnace is the most sterile. The domain of Szuriel, the Cinder Furnace clings to the slopes of a dormant volcano, its forges constantly churning out weapons of destruction and engines of extermination. These forges have long since bled the volcano's energy dry, and today they use souls as an alternate source of energy. The smoldering haze that drifts from the caldera above is not smoke and ash, but the ruined remnants of the souls used to power the forges below.

The Drowning Court

The River Styx bubbles up like blood from Abaddon's polluted soil, winding across the blighted plane. It presents a toxic, mind-leaching hazard, but also serves

as a route of travel within Abaddon and far beyond. The most prominent location along the River Styx is Charon's domain: the Drowning Court. This palace lies below the Styx's black waters, marked on the surface by a city of boats and artificial islands linked together by chains and moldering ropes. This realm is mobile, meandering along the currents of the Styx, into bodies of water like the Sea of Lamentation, or drifting up against a desolate shoreline to remain "docked" for days or even weeks at a time, all subject to Charon's whim.

Plaguemere

Apollyon's domain is a realm of festering swamps, flooded forests, and shallow acidic oceans. The heart of his domain is the Throne of Flies, a towering edifice carved from an ancient corpse. The border between Plaguemere and the Sea of Lamentation is hazy, but generally defined by the point where the threat of acidic dissolution becomes greater than that of infestation or disease.

Sea of Lamentation

The relatively calm and shallow waters of the Sea of Lamentation should not be taken as respite from Abaddon's cruelties and horrors, for these waters consume living flesh and bone with a hideous hunger. The sea's toxicity functions as an acid effect, as described on page 442 of the *Pathfinder RPG Core Rulebook*, save that the waters damage only living creatures—undead, constructs, and inanimate objects are unharmed by the hateful waters.

The Silent Nation

Ever looming on Abaddon's bleak horizon is the massive glacier known as the Silent Nation. Originally a vast ocean on a now-dry Material Plane world, the sea was stolen away by daemons and frozen here, along with every creature that once dwelt within it, including their souls. Now, they remain held in permanent stasis as the glacier slowly creeps toward the distant shores of the Styx. That those trapped within remain fully conscious of their fate should come as no surprise to those familiar with Abaddon's cruelties.

Slave City of Awaiting-Consumption

This sprawling metropolis is one of the few points of relative safety on Abaddon, yet even as it welcomes merchants, emissaries, and explorers, the Slave City of Awaiting-Consumption makes no attempt to hide its true nature. The bulk of the city's populace are little more than captive livestock: mortals handpicked for their bloodlines, failures, transgressions, and spiritual blemishes to ensure that their souls, when they are inevitably consumed, are as delicious and delectable as possible. Until that point, these mortals serve as slaves, training in specialized skills or fighting for the amusement of their fiendish owners.

Many dangerous creatures dwell in the slave city, but its most public-facing denizen is among its most horrific: Jacarkas the Collector. With a lower body consisting of a hideous tangle of twitching legs and a crown of churning flames atop his head, Jacarkas presents a frightening sight indeed as he strives to keep the soul-trade healthy.

SLAVE CITY OF AWAITING-CONSUMPTION

NE metropolis

Corruption +3; **Crime** +5; **Economy** +10; **Law** +5; **Lore** +7; **Society** +0

Qualities downtrodden, notorious, planar metropolis*, prosperous, racially intolerant (living, non-daemon creatures), strategic location, ubiquitous daemons

Danger +40

DEMOGRAPHICS

Government magical

Population 2,900,000 (1,200,000 mortal slaves, 850,000 daemons, 250,000 divs, 600,000 other)

NOTABLE NPCs

Jacarkas the Collector (NE daemon harbinger of hobbling, lobotomizing, and slavery)

MARKETPLACE

Base Value 35,200 gp; **Purchase Limit** 300,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Downtrodden The overwhelming hopelessness of the city's slaves infuses the very streets and buildings with a cloying sense of despair. (*Law* +2; *Society* -2)

White Mountain

The highest point on all of Abaddon is the peak of the White Mountain. This massive volcano belches forth neither ash nor lava but a miasma of corrosive, white-hot soul-stuff, spontaneously generated undead, and negative energy. What fuels this devastating mixture of hatred is unknown, although rumors point to leakage from a lost artifact, the unquiet grave of a dead god or harbinger, or the results of a long-abandoned but not quite ended experiment by a previous Horseman of the Apocalypse.

Withered Court

The Withered Court is a realm of biological and metaphysical horrors, a vast wound in Abaddon's landscape that lays bare the awful workings within. Towers of flesh and bone are slowly extruded from the depths, with shrieking souls used as mortar to keep the court's impossible buildings upright. This nauseating reach is the domain of the Horseman of Famine Trelmarixian, and within his Weeping Tower he continues his nihilistic work while the surrounding Withered Court suppurates and bleeds, slowly expanding its rotting borders through the plane.

EXPLORATION

The grim skies above Abaddon are as often as not filled with smoke and dark, roiling clouds, but when the cover parts, what is revealed above is worse—an endless gray expanse with no visible stars. A continuously eclipsed sun burns high above, appearing as an empty hole in the firmament ringed by a ghostly glow. This sole illumination provides Abaddon with an eerie half-light that never wanes or waxes, keeping the realm in a perpetual state of twilight with no discernible day-night cycle.

As with the other Outer Planes, there is no true concept of “north” on Abaddon. Devices like *astralabes* (see page 52) are often difficult to utilize in this realm, for here, even the strongest pull can change and fluctuate. On a local scale, such devices tend to focus on the heart of power of the closest divinity, whether a throne or altar or other center of faith, but when traveling great distances across Abaddon, only the River Styx can be trusted to remain constant.

Traveling the Styx

The Styx’s waters erase memories. A splash is enough to cause a fugue state, while full immersion causes total amnesia. Rules for fugue and amnesia appear on pages 184 and 186 of *Pathfinder RPG Horror Adventures*; in both cases, a player must attempt a DC 25 Will save to resist the effects of the waters. This is a mind-affecting effect. Creatures native to the River Styx are immune to its memory-wiping effects.

Charon’s thanadaemons ply the Styx, and accept payment from any traveler willing to pay the price. In typical situations, the fee consists of 50 platinum pieces or two gems worth 300 gold pieces apiece for a living passenger, and a mere 2 copper pieces for each dead or undead passenger. Refusal or inability to pay the thanadaemon’s price causes the fiend to abruptly overturn its vessel, hurling passengers into the Styx, as does any attempt to bring violence to any passengers aboard the craft. Fortunately for those who pay for passage, Abaddon’s denizens understand these rules and do not attack those who partake of the thanadaemons’ services. A thanadaemon can pilot its passengers to any location touched by the Styx in the Outer Planes in a matter of 2d6 hours, regardless of the actual distance traveled.

Travel upon the Styx without a thanadaemon’s aid is possible. The waters of the Styx are unnaturally calm—cataracts and rapids exist, but they are rare. A character who wishes to use the Styx to reach a specific location in Abaddon, the Abyss, or Hell must succeed at a DC 30 Knowledge (planes) check to plot the course. On a successful check, the PC plots a viable course to the desired destination, and the journey takes 2d6 days

to complete. If the check was a failure, at the end of the 2d6 days, the traveler ends up elsewhere in Abaddon, the Abyss, or Hell, subject to the GM’s discretion. At this point a character can attempt a new DC 30 Knowledge (planes) check to plot a new course, even to the previously attempted location. Each journey always takes 2d6 days to complete, regardless of how many attempts have been made to reach a destination.



THE COLLECTOR



ABYSS

THE ABYSS

The Outer Rifts, Pandemonium

The Abyss is the realm of demons—a place infused with chaos and evil whose fissures have swallowed entire worlds.

Category Outer Plane (chaotic evil)

TRAITS

Gravity normal

Time normal

Realm immeasurable

Structural sentient

Essence mixed

Alignment strongly chaos-aligned and strongly evil-aligned

Magic enhanced (spells and spell-like abilities with the chaotic or evil descriptor) and impeded (spells and spell-like abilities with the lawful or good descriptor)

DENIZENS

Core Divinities Lamashtu

Other Divinities Camazotz, Droskar, Ghlauder, Gyronna, Lady Nanbyo, Noctricula, demon lords, goblin hero-gods, nascent demon lords, qliphoth lords

Outsiders demodands^{B3}, demons, qliphoth^{B2}

Petitioners larvae (writhing maggots with humanoid faces)
Qualities resistance 10 to cold, electricity, and fire, bite attack replaces slam attack

INFUSIONS

Basic The horrific fecundity of the Abyss and its entropic drive to expand and consume have bolstered your body and enhanced your capacities for cruelty. You gain a +1 bonus on Fortitude saves, a +2 bonus on Intimidate checks to demoralize a foe, and a +2 bonus on attack rolls to confirm critical hits.

Improved You can call upon the Abyss to infect and transform the surrounding terrain, afflicting it with horrors and nightmares. You can use *curse terrain* (*Pathfinder RPG Horror Adventures* 114) as a spell-like ability once per day.

Greater You can flood a creature's mind with horrific truths and the overwhelming chaos and evil from the Abyss. You can use *insanity* as a spell-like ability once per day.

The Abyss is one of the largest of the Outer Planes, but it consists of numerous distinct ecosystems rather than a single roiling expanse. Each portion of the Abyss exists as a plane in its own right. The Abyssal reaches ruled by divinities are known collectively as Abyssal realms.

DENIZENS

While the most populous of the Abyss's denizens are its demons, much more than demonic life dwells in this plane's depths. Ravenous swarms such as flesh-eating veskavors, spidery demon-hunting bebilitths, immense slithering riftcreepers, and gluttonous wormlike grimslakes are but a small sample of the horrors the Abyss has to offer.

Demodands

Although the titans who sought to become gods were defeated and cast into the Abyss, they still managed something godlike: the creation of life in the form of demodands. These minions are loyal to their creators but have little interest in the divine. Unlike many other outsider races, all varieties of demodands are powerful, for each carries a tiny spark of divinity that ensures even the weakest of their kind is truly dangerous.

Demons

Although demons are perhaps the youngest of the established races of outsider, they are also perhaps the most numerous. The first demons were created eons ago by a now-forgotten Horseman of the Apocalypse who was intrigued by the nature of mortal souls that had become larvae in the afterlife. At the height of this Horseman's experiments in conjoining sinful mortal petitioners with qliploth, he triggered a most unholy transformation—the creation of the first demon. In doing so, the foolish Horseman unwittingly showed the Abyss how to transform mortal sin into demonic life. A chain reaction spread from that incident, giving rise to demons throughout the Abyss and single-handedly shifting power over the plane from the qliploth to the demons. After this initial population explosion, the demonic population of the Abyss leveled out, but it remains unimaginably large.

Larvae

Mortal souls consigned to the Abyss transform into hideous maggot-like petitioners known as larvae. These writhing abominations can manifest anywhere in the Abyss, but they are most common in its uppermost reaches.

Qlippoth

Once the rulers of the Abyss, the qliploth are now an endangered species. Driven back to the very depths of the plane by the explosive growth of demonic life, the qliploth hope to one day reclaim the plane from the demons.

Rift Dragons

The rift dragons who dwell on the Abyss generally fall into one of two categories: young who haven't yet migrated to a Material Plane world, or elderly monsters who have completed their goals on such worlds and have returned to rule realms of their own, akin in many ways to demon lords. Rift dragons adore the concept of being worshiped, often relying upon their cruelty and power to force veneration.

Titans

The titans of the Abyss are universally bitter, cruel, and jealous of the gods. Once hoping to be counted among the divine, they were summarily defeated by true gods and cast into the Abyss as punishment.

DIVINITIES

The most numerous of the Abyssal divinities are its demon lords. *Pathfinder RPG Book of the Damned* provides information on the many demon lords. Additional notes on the two most powerful of their kind are presented below, along with information about other deities and demigods who make their home in the Abyss.

Camazotz

Although the god of bats and blood is not widely worshiped in the Inner Sea region, Camazotz is noteworthy in that he maintains not one but three different divine realms—one known as Argahoz in the Abyss, the House of the Bat in the demiplane of Xibalba, and a region in the Darklands beneath Arcadia on Golarion called the Land of the Eleven Deaths.

Droskar

The deities of the dwarven pantheon dwell together in Torag's realm in Heaven with one exception: Droskar, the Dark Smith. God of cheating, slavery, and toil, Droskar was cast out of Heaven when Torag discovered Droskar had enslaved another and copied work from that prisoner. Cursed to never to be able to create an original work of his own, Droskar now resides in an Abyssal realm known as Ashen Forge.

Ghlaunder

Known as the Gossamer King, the god of infection, parasites, and stagnation rejoices in spreading his areas of concern throughout the planes, be it via his faithful or in person. Ever since he was released from a cocoon-like prison on the Ethereal Plane by a curious Desna, she has sought a way to capture and seal Ghlaunder away, yet the Gossamer King has proven more than adept at evading her.

Goblin Hero-Gods

While Lamashtu is the deity most commonly worshiped by goblins, they also recognize four ascended barghests, a

TABLE 3-21: ABYSS ENCOUNTERS

d%	Result	Avg. CR	Source
1-2	1d6 ostovites	4	<i>Bestiary</i> 5 187
3-4	1d4 howlers	5	<i>Bestiary</i> 2 159
5-9	2d6 larvae petitioners	6	<i>Bestiary</i> 2 208
10	1 greater barghest	7	<i>Bestiary</i> 27
11	2d6 cythnigots	7	<i>Bestiary</i> 2 221
12	1d8 hydraggon	7	<i>Bestiary</i> 6 229
13	1 utukku	8	<i>Bestiary</i> 6 230
14	1d8 deinochoses	9	<i>Book of the Damned</i> 251
15-18	1d8 vescavor swarms	9	<i>Bestiary</i> 5 267
19	1 vescavor queen	9	<i>Bestiary</i> 5 266
20-22	2d6 lamhigyns	9	<i>Bestiary</i> 5 154
23-26	1d4 bodaks	10	<i>Bestiary</i> 2 48
27	1 retriever	11	<i>Bestiary</i> 234
28	1d8 shoggtis	11	<i>Bestiary</i> 2 225
29	1 dorvae	11	<i>Bestiary</i> 4 62
30	1d8 warmonger wasps	11	<i>Bestiary</i> 5 274
31-34	1d10 grimslakes	11	<i>Bestiary</i> 5 136
35	2d6 apocalypse locusts	12	<i>Bestiary</i> 4 12
36	1d6 gorgoroses	12	<i>Bestiary</i> 6 228
37	1 young rift dragon	12	<i>Bestiary</i> 6 106
38-40	1d6 bebiliths	13	<i>Bestiary</i> 32
41	1 augnagar	14	<i>Bestiary</i> 2 219
42	1d8 nyogoths	14	<i>Bestiary</i> 2 224
43-44	1d4 baregaras	14	<i>Bestiary</i> 3 34
45	1d6 chernobues	15	<i>Bestiary</i> 2 220
46	1 xacarba	15	<i>Bestiary</i> 2 288
47-48	1 riftcreeper	15	<i>Bestiary</i> 5 204
49-50	1d6 dwiergeths	16	<i>Bestiary</i> 5 102
51	1d6 behimiron	16	<i>Bestiary</i> 6 224
52	1d10 gongorinans	16	<i>Bestiary</i> 6 226
53	1 adult rift dragon	16	<i>Bestiary</i> 6 106
54-56	1d8 tarry demodands	17	<i>Bestiary</i> 3 71
57	1 gristly demodand	17	<i>Bestiary</i> 5 72
58	1 shaggy demodand	18	<i>Bestiary</i> 3 69
59-60	1d2 slimy demodands	18	<i>Bestiary</i> 3 70
61	1d4 catabolignes	18	<i>Bestiary</i> 6 225
62-63	1d8 stringy demodands	19	<i>Bestiary</i> 5 73
64	1d4 thulgants	20	<i>Bestiary</i> 2 226
65	1 hundun	21	<i>Bestiary</i> 5 144
66	1 ancient rift dragon	21	<i>Bestiary</i> 6 107
67	1 devastator	22	<i>Bestiary</i> 5 77
68	1d4 squamous demodands	22	<i>Book of the Damned</i> 244
69	1d4 thanatotic titans	24	<i>Bestiary</i> 2 267
70	1 hekatonkheires	24	<i>Bestiary</i> 3 268
71-100	Roll on Demon Encounters table	Varies	See Table 3-22 on page 204

pantheon of demigods known as the “goblin hero-gods” despite the fact that Hadregash, Venkelvore, Zarongel,

TABLE 3-22: DEMON ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	2d6 dretches	7	<i>Bestiary</i> 60
6-10	2d6 quasits	7	<i>Bestiary</i> 66
11-15	2d6 cambions	7	<i>Bestiary</i> 5 75
16-18	1d8 schirs	8	<i>Bestiary</i> 3 74
19-21	2d6 abrikandilus	8	<i>Bestiary</i> 5 74
22-26	1d6 brimoraks	8	<i>Bestiary</i> 6 83
27-29	1d10 vermleaks	8	<i>Bestiary</i> 6 90
30-32	1d6 yaenits	9	<i>Bestiary</i> 6 91
33-37	1d8 babaus	10	<i>Bestiary</i> 57
38-40	1d8 incubi	10	<i>Bestiary</i> 3 73
41-43	1d8 shadow demons	11	<i>Bestiary</i> 67
44-48	1d8 succubi	11	<i>Bestiary</i> 68
49	1d4 mythic vrock	13	<i>Mythic Adventures</i> 184
50-54	1 glabrezu	13	<i>Bestiary</i> 61
55-59	1d4 hezrous	13	<i>Bestiary</i> 62
60-64	1 nalfeshnee	14	<i>Bestiary</i> 65
65-69	1d10 vrock	14	<i>Bestiary</i> 69
70-72	1d6 kalavakuses	14	<i>Bestiary</i> 2 78
73-75	1d6 omoxes	15	<i>Bestiary</i> 2 79
76-78	1 seraptis	15	<i>Bestiary</i> 5 76
79-81	1 shemhazian	16	<i>Bestiary</i> 2 80
82-84	1d8 coloxuses	16	<i>Bestiary</i> 3 72
85-86	1d6 oolioddroos	16	<i>Bestiary</i> 6 86
87-88	1d3 ghalzarokhs	17	<i>Book of the Damned</i> 246
89	1 mythic nalfeshnee	17	<i>Mythic Adventures</i> 183
90-92	1 marilith	17	<i>Bestiary</i> 63
93-94	1 vrolikai	19	<i>Bestiary</i> 2 81
95-96	1d4 lilitus	19	<i>Bestiary</i> 6 84
97	1 balor	20	<i>Bestiary</i> 58
98-99	1d2 vavakias	20	<i>Bestiary</i> 6 88
100	1 mythic marilith	21	<i>Mythic Adventures</i> 182

and Zogmugot have little in the way of classically heroic qualities. Once a quartet of powerful barghests owned by Asmodeus, the goblin hero-gods were stolen from Hell by Lamashtu and adopted as her children. Today they are free to act as they will, but the four remain loyal to her.

Gyronna

Gyronna, the Angry Hag, is a demigoddess of extortion, hatred, and spite. She is a secretive, paranoid creature, to the extent that she hunts down and slays those who draw close to learning the hidden truth of her origin. Gyronna is rarely depicted in art other than as a single bloodshot eye.

Lady Nanbyo

Worshiped particularly in the Dragon Empires of Tian Xia, Lady Nanbyo is the goddess of earthquakes, fire, plague, and—above all else—suffering. She keeps no true divine realm of her own, considering the numberless sites of the disasters she mothers her true homes.

The Abyss



Lamashtu

The most powerful of all the demon lords is also one of the most powerful divinities of the Abyss. As the queen of demons and monsters alike, Lamashtu rules the uppermost realm of the Abyss, a nightmarish dominion called Kurnugia. Numerous unique demons serve her, and most (but certainly not all) of the demon lords of the Abyss recognize her as their superior, yet Lamashtu has little interest in ruling the Abyss entirely. Her goal is instead to corrupt mortals and mortal worlds, twisting these into misshapen minions and deformed places that recognize only her as their goddess.

Nocticula

Usually, when a demon lord dies, its body calcifies and merges with the walls of the Abyssal region known as the Rift of Repose. In the case of those slain by Nocticula, the demon lord of assassins and darkness, the bodies are claimed and added to the Abyssal realm of the Midnight Isles, each forming a new island in an ever-growing archipelago. But Nocticula seems to have recently abandoned her realm,

leaving it and its capital city of Alushinyrra to their own devices. Nocticula has been on the cusp of ascending to the power of full divinity for many years, and she intends to rise from her demonic origins, cast aside her associations with succubi and shadows, and emerge as a goddess of artists, midnight, and outcasts. Certainly, her assassination of dozens of demon lords over the course of the past several millennia implies a greater purpose to her actions. Regardless of her goals and current location, those who worship her in her incarnation as demon lord continue to gain power from their faith, indicating that the final event required for her escape from the Abyss has yet to occur.

Qlippoth Lords

Once the rulers of the Abyss, the qlippoth lords have degraded to a fraction of their power, no longer even at the full strength of demigods.

LOCATIONS

Abyssal realms exist in a mind-boggling number, and only a small fraction of them are detailed on the following pages.

Alushinyrra

The sprawling metropolis of Alushinyrra lies at the heart of the Midnight Isles, serving as a capital city for what was once (and may still be) Nocticula's realm. The demon lord of assassins and lust has recently vanished from her palace, the House of Silken Shadows, leaving rule of the city in the more-than-capable hands of a nascent demon lord named Shamira. The loss of its leader has done little to affect Alushinyrra directly, for Nocticula had never held a particularly visible role in the region anyway, but the potential for full-on anarchy to erupt and spread through the city has never been greater.

Despite this, Alushinyrra remains one of the safest ports of call in the Abyss for the planar traveler. Shamira (like Nocticula before her) understands well the value trade brings to those in positions of power, and as such the city remains open to all visitors—yet such visitors should remain vigilant and wary. Alushinyrra's primary export is slaves, and danger lurks in every corner of the so-called Porphyry City. Still, allies can be found there for those who are brave enough to trust those who can't be trusted, particularly the succubus Vellexia. A peddler of strange and often deviant entertainments at her establishment, the Rapture of Rupture, Vellexia is unusually subtle as far as succubi go, and she is one of the best connected of Alushinyrra's aristocrats.

ALUSHINYRRA

CE metropolis

Corruption +7; **Crime** +6; **Economy** +9; **Law** -3; **Lore** +4;
Society +2

Qualities holy site, notorious, planar capital* (*Corruption* +2,
Crime +2, *Law* -8), planar metropolis*, prosperous,
ubiquitous demons

Danger +40

DEMOGRAPHICS

Government overlord

Population 6,500,000 (5,000,000 demons, half-fiends, and
tieflings, 1,000,000 humanoids, 500,000 other)

NOTABLE NPCs

Irmangaleth, Lord of Battlebliss (CE male cambion⁸⁵ bard 16)

Shamira, the Ardent Dream (CE nascent demon lord of lost
dreams and seduction of the pure)

Vellexia, Mistress of the Rapture of Rupture (CE female
succubus transmuter 13)

MARKETPLACE

Base Value 33,600 gp; **Purchase Limit** 300,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

SPECIAL QUALITIES

Ubiquitous Demons The primary denizens of the settlement are demons. While these demons treat others of their kind relatively peacefully, it's dangerous for obvious enemies or prey of demonkind to travel here. (*Danger* +20.

Characters who are demons or who are obviously allied with demons treat the city's danger value as 0. A group of six or fewer nonaffiliated characters can blend in to the surrounding populace for 24 hours with a successful DC 30 Disguise check; only one member of a group can attempt this check, but others in the group can attempt DC 10 Disguise checks of their own to aid the primary character. At the GM's discretion, a character whose nature or alignment are hidden via magic grants a +5 bonus on this Disguise check in a group. While the disguises are in effect, the travelers treat the city's danger value as 0, although such disguises might not hold up under individual scrutiny.)

Argahoz

The remote realm of Argahoz is but one-third of the tripartite realm ruled by Camazotz. Consisting primarily of a colossal pit, the walls of which evoke imagery of fangs, Argahoz descends into one of the Abyss's deepest layers: Yad Iagnoth.

Ashen Forge

The realm of Ashen Forge is the domain of Droskar, the exiled dwarven god of toil. Ashen Forge is a distorted collection of mineshafts and forges that are consumed and destroyed by the Abyss as quickly as Droskar and his slaves can craft them.

Basalfeyst

Lamashtu created Basalfeyst by drawing a corner of Hell across the Maelstrom to augment her own realm, in the process giving the goblin hero-gods a place to call their own.

Bzuulzeel

This Abyssal realm is a swampy quagmire nestled in a world-sized valley on the edge of Lamashtu's domain. Among the brackish backwaters, the god of stagnation Ghlauder rules all, treating the realm as his personal hunting grounds, whether his prey consists of visitors from Material Plane worlds or natives of the Abyss.

High M'Vania

The Abyssal realm of High M'Vania is unusual in its vertical orientation. The realm of the demon lord Pazuzu, High M'Vania exists entirely along the walls of one of the Abyss's immense rifts. The towers of his palace-city Shibaxet sprawl on the sides of this cliff, and visitors who cannot fly live in constant fear of an eternal plummet off the realm's ledges.

Kurnugia

The sprawling domain of Kurnugia is the realm of Lamashtu. As the uppermost realm of the Abyss, it is also among the largest and easiest for travelers to reach. The region is centered around a central mesa of immense height, atop which Kurnugia's capital city of Yanaron perches.

Muravelara

Gyronna rules a twisted forest realm called Muravelara, a lightless reach on the opposite side of Kurnugia from Ghlauder's realm of Bzuulzeel. The Hag Queen is rarely in residence in this place of perpetual night, as she prefers to wander the Material Plane, leaving the day-to-day rule of the woodland to her daughters.

Rift of Repose

When a demon lord perishes, its essence is absorbed by the Abyss, which entombs that essence within the walls of the Rift of Repose, a canyon whose sides are tangled and studded with the petrified corpses of countless demon lords. No divinity claims the Rift of Repose as its own realm, but the chasm is far from empty. A caste of mythic nalfeshnees known collectively as the Curators serve as the Rift's custodians, watching over its collection of corpses like stewards of a macabre museum.

Yad Iagnoth

The deeper one delves into the Abyss, the closer one gets to realms where even demons themselves fear to tread. The sprawling, shuddering expanse of Yad Iagnoth denotes an unmistakable boundary to the rule of demonkind. Here, the raw fecundity and nightmare truth of the Abyss is laid bare; here, the qliphoth still rule in full force, uncontested by relative newcomers to reality. The Abyss certainly extends deeper than Yad Iagnoth, but those reaches are largely unknown even to the gods themselves.

EXPLORATION

As if the inhabitants of the Abyss weren't enough, the plane itself is an enemy of those who travel there. Each realm has its own rules of reality, making navigation from realm to realm impossible without magic like *plane shift*. Day-night cycles and whatever might (or might not) substitute as "north" can vary widely from realm to realm.

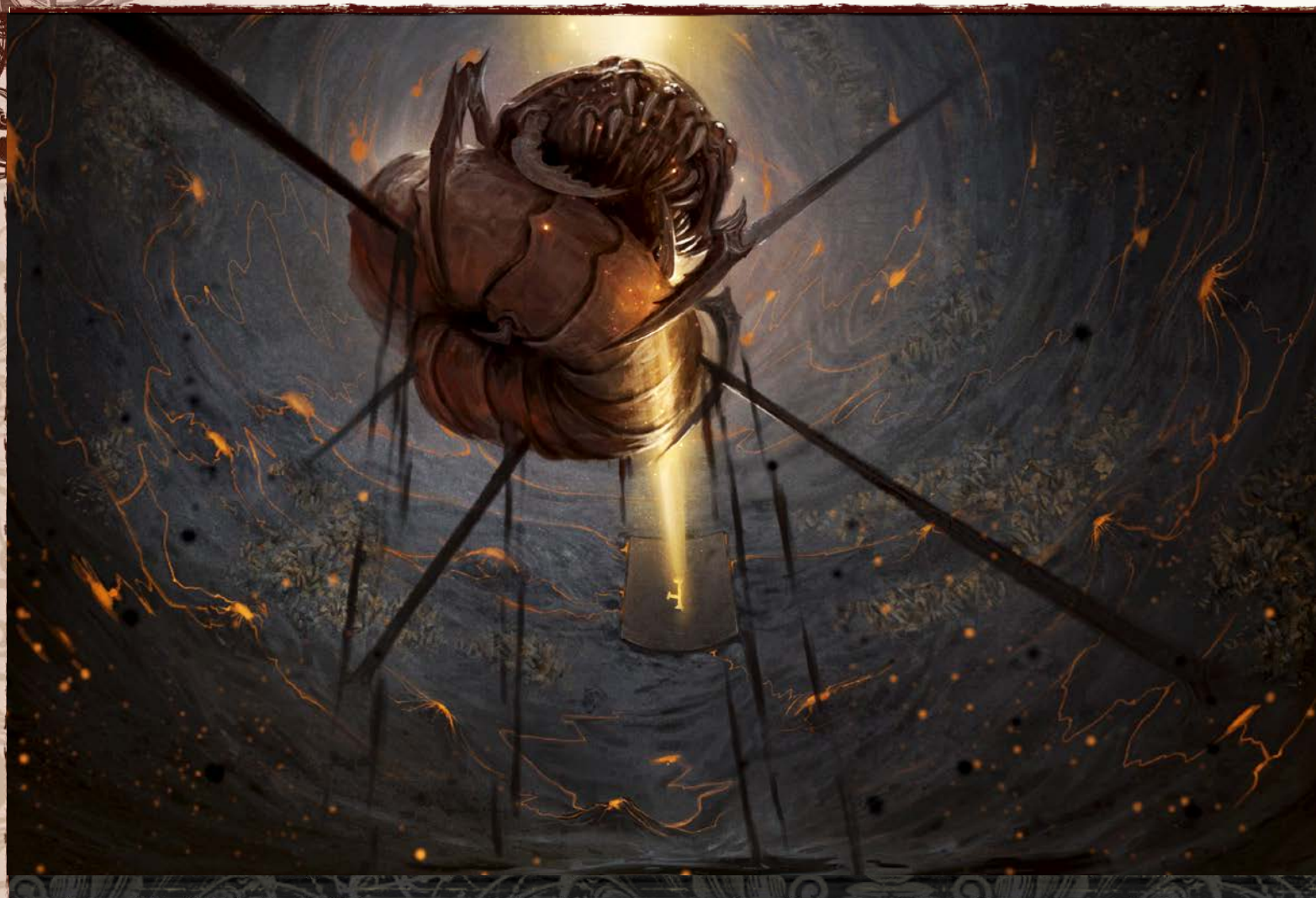
Endless Rifts

The deep chasms for which the Abyss was given its epithet gouge through the walls of the Outer Sphere, opening to ever more horrific regions. Those unfortunate enough to fall into one of these endless rifts can plunge forever unless they happen to strike a ledge, bridge, immense behemoth, or some other solid surface—no true bottom exists in such rifts (or if one does, nothing alive today has lived long enough to plumb the immense distance). A creature that can propel itself close to the rift's walls might find that gravity draws it to a new "down," pulling it into an Abyssal realm that adjoins the rift, though the creature would certainly take falling damage in the process. Alternatively, a creature might fall far enough that gravity

diminishes entirely, stranding the unfortunate entity for eternity. Some rifts eventually connect to other planes; the Abyss is known for its many passages and portals, but a rift could take a creature nearly anywhere in the multiverse, with no guarantee of safety upon arrival and rarely an opportunity for a return trip. Other rifts are truly infinite, leaving a creature to fall endlessly until it succumbs to starvation, suffocation, thirst, or the sheer madness of an unending plummet.



VELLEXIA



DEMIPLANES AND DIMENSIONS

The planes of the Inner Sphere and the Outer Sphere form the overarching structure of the multiverse. With their unimaginably ancient histories and vast scales, they contain most of reality within their borders. Yet the dimensions of reality are not static, particularly in the Astral and Ethereal Planes, which serve to connect the other planes. Under the right conditions, any plane can warp so profoundly that portions coalesce into entirely new planes. These self-contained pockets of reality are known as demiplanes.

A typical demiplane is a relatively small, finite plane governed by its own set of laws determined upon its creation. Some of these pocket dimensions owe their existence to the collision of natural forces within other planes. The Positive and Negative Energy Planes exert powerful tidal forces upon the Ethereal Plane, generating ethereal mists. However, these forces are not perfectly synchronized, and when the strain from opposing forces grows too great, the Ethereal Plane sometimes releases energy by coalescing ethereal mists

into a demiplane. Occasionally, instead of forming a new demiplane, these mists graft themselves onto an existing demiplane, which expands to accommodate the new material. Meanwhile, in the Astral Plane, the ever-shifting currents of the River of Souls combine with energy from the Maelstrom and the Plane of Fire to produce massive, hurricane-shaped astral storms. Like hurricanes on Golarion, these storms have stable eyes at their centers. When conditions are right, the Astral Plane can release some of a storm's energy by creating a demiplane in its eye. These demiplanes can grow over time as they absorb storm-tossed fragments of the Astral Plane into their mutable structures. Astral and ethereal demiplanes are similar in structure, though the differences in their creation leave lingering effects. Because of the role of currents on the River of Souls in their creation, astral demiplanes bear fragments of the nature and memories of passing souls. Meanwhile, ethereal demiplanes can absorb echoes of dreams, most commonly from the pull of the Dimension of Dreams, and particularly from dreams tied to strong emotions. In the absence of outside interference, these lingering fragments determine the demiplane's properties and characteristics.

While some demiplanes arise from planar forces, others are born when individuals deliberately fracture pieces of the Astral or Ethereal Planes and reshape them into pocket dimensions to suit their needs. Even mortals can weave demiplanes into existence with complex rituals or powerful magic. The most common reason behind the creation of demiplanes is a desire to isolate their contents. Demiplanes serve as ideal, protected havens for experiments, as well as for manipulations of time and space that would prove difficult or impossible to produce in other places.

The true definition of a demiplane is a matter of debate. In its most restrictive definition, only self-contained pockets of reality formed from the Astral or Ethereal Planes and accessible via typical methods of planar travel—such as *plane shift*—qualify. This definition excludes secluded places that the gods have formed by reshaping portions of other planes, such as Desna's realm of Cynosure, and places that are difficult or impossible to access via standard methods, such as the mythical Akashic Record and Rovagug's prison, the Dead Vault.

Some demiplanes include the word "Dimension" in their title, as is the case for the Dimension of Dreams and the Dimension of Time. A dimension is a type of demiplane that breaks two of the common rules most demiplanes share. First, a dimension is always a Transitive Plane that overlays *all* other planes, including other dimensions. Second, a dimension is an infinite space that encompasses all of reality; it is never a small, finite plane. However, some scholars believe that dimensions are not demiplanes at all, and insist that other Transitive Planes like the Astral Plane, the Ethereal Plane, and the Shadow Plane are, in fact, dimensions.

The following pages present a number of the most prominent and best-known demiplanes. A summary of several others appears below.

Book of the Damned: The multiverse's greatest chronicle of blasphemy, the *Book of the Damned*, is more than a simple tome. Its holder can enter the demiplane within and wander its chronicles of depravity.

The Circle Between: The Bramble Maiden and her circle of druidic followers watch over this wilderness demiplane, where plants and animals from myriad worlds flourish. The plane's name comes from a circle of standing stones that hold dozens of extraplanar portals.

Crypt of the Dying Sun: The pale red glow of a dying star illuminates the tomb at this demiplane's heart. This tomb serves as the lair of an ancient vampire sorcerer named Larysang the Wasted.

Fleshwarren: This demiplane appears to be entirely encased in a massive corpse. Most travelers who find themselves in the Fleshwarren's repulsive halls are trapped. The plane blocks most planar travel magic, forcing many visitors to survive off the plane's flesh. However, those who do so are forever cursed, unable to draw nourishment from any other source.

Freehold of the Rogue Angel: The fallen celestial known only as the Forsaken Martyr rules over this domain. The Martyr plies his visitors with an obsessive series of questions and sometimes offers them treasures in exchange for specific tasks on distant planes.

Immortal Ambulatory: While most gods keep their realms firmly situated on a plane, the dragon god Apsu has created the Immortal Ambulatory, a demiplane that he can pilot freely through the multiverse.

Kakishon: The legendary archwizard Nex compelled proteans to weave the realm of Kakishon from the raw substance of the Maelstrom as a tool for his wars against Geb. The demiplane remained lost for centuries, until the wizard Andrathi discovered it and repurposed it as a prison for his genie enemies.

The Lost: Visitors to this demiplane find themselves adrift in a sea of childhood memories. The immortal children who live here encourage travelers to stay and enjoy themselves, savoring a life free from the burdens of adulthood.

Machine Armory: Thousands of machine soldiers await orders in this mechanical demiplane. The Machine Armory's most striking feature is its central tower, a massive metallic structure with no apparent entrance that emits the constant whir of turning gears.

Mnemovore: Mnemovore appears as a collection of halls of arcane knowledge, stringing together grand libraries and arcane laboratories from a wide variety of times and cultures. Many of these places were once independent demiplanes of their own before Mnemovore absorbed them, sating its eternal hunger for arcane knowledge. Nine different factions of outsiders roam its halls, but none of them can remember what happened before they appeared on the demiplane.

Prison of the Laughing Fiend: Tegresin the Laughing Fiend is the lord of this astral demiplane. The story of how Tegresin came to be trapped here changes each time he tells it, but what remains consistent is that a group of powerful warlords summoned him for aid, and, when all was said and done, Tegresin wound up imprisoned here along with the souls of the warlords' descendants.

Runeforge: Seven runelords of Thassilon constructed Runeforge to serve as a joint magical research facility. Runeforge was the site of great collaboration between the empire's brightest minds.

Worldscape: The powerful wizard Nex created the Worldscape to aid him in his siege of the city of Absalom. The demiplane draws in and imprisons legendary warriors from Golarion and two other worlds. Its reality-warping powers can lift these champions from the past or future, or even capture alternate versions of them from multiple versions of the same world. During the siege of Absalom, Nex channeled the demiplane's power to create phantom duplicates of these warriors and force them to aid him in battle.

AKASHIC RECORD

AKASHIC RECORD

The Reading Room

Said to be a repository of all knowledge that has been or shall be, the Akashic Record's lore and secrets could be an invaluable resource, were they not so difficult to reach.

Category demiplane

TRAITS

Gravity normal

Time flowing (1 day = 1 hour)

Realm finite

Structural static (1 hour)

Essence mixed

Alignment mildly neutral-aligned

Magic normal

DENIZENS

Core Divinities none

Other Divinities none

Outsiders aeons⁸², danava titans⁸⁵

Petitioners none

INFUSIONS

Basic Your memories have been infused with energies from the Akashic Record, but it's difficult to keep them all at the

forefront of your thoughts. Once per day (typically when you wake from sleep), select one Knowledge skill. You gain a +2 bonus on checks using that skill for the remainder of the day. If you have at least 10 ranks in that skill, you instead gain a +4 bonus on checks using that skill.

Improved You can use *divination* once per day as a spell-like ability.

Greater You can use *retrocognition*^{9A} once per day as a spell-like ability.

The Akashic Record is one of the multiverse's greatest mysteries. According to occult lore, the true Akashic Record is a demiplane deep within the Astral Plane that contains all information in the multiverse in a single, vast visual library of psychic experiences collected and guarded by powerful aeons. Supposedly, these psychic records provide perfect and unambiguous understanding of all knowledge, and they present this knowledge on command. The existence of such a location flies in the face of nearly every other philosophy and tradition, including the death of prophecy in the Age of Lost Omens, and it would seem to negate all the mysteries of the multiverse.

The truth of the Akashic Record is shrouded in its own mysteries and uncertainty. No known spell or ritual allows direct travel to the Akashic Record, and divinations about the demiplane often grant contradictory results. Some occult sources tell tales of those who reached the demiplane by piggybacking off the Dimension of Time. The most reputable of those sources indicate that the planar travelers gained access to a sort of "reading room" of the Akashic Record's library with limited access to the record's knowledge, under the watchful eyes of lipika aeons. The most extreme tales indicate that the travelers discovered how to alter the record and thus change the past, but supposedly those travelers were lost in the alternate realities their actions created or erased from the timestream.

According to occult scholars, the crux that holds the Akashic Record together is a danava titan known as the Akashic Guru, a being made nearly invincible by her ability to automatically recall previous versions of herself from the Akashic Record, thereby undoing any injuries she might have sustained—up to and including her own destruction.

As might be expected given the reverence with which occult scholars speak of the Akashic Record, its putative existence serves as a linchpin they use to account for countless phenomena. These range from humble psychometry all the way up to powerful magic that allows the mightiest psychics to emulate imperfectly Akashic Guru's signature power and restore themselves to a version from the past. Even arcane and divine scholars begrudgingly accept the effectiveness of such spells, but they maintain that the mysterious magic that could be explained by accessing the Akashic Record is not necessarily proof of the record's existence.



READING ROOM

CYNOSURE

CYNOSURE

The Guiding Star

Cynosure is the realm of Desna, goddess of stars and travelers, and lies beyond—and within—a star on the Material Plane.

Category demiplane

TRAITS

Gravity light

Time normal

Realm finite

Structural lasting

Essence mixed

Alignment strongly chaos-aligned, strongly good-aligned

Magic enhanced (spells and spell-like abilities with the chaotic or good descriptor, beneficial dream-related spells), impeded (spells and spell-like abilities with the lawful or evil descriptor, harmful dream-related spells)

DENIZENS

Core Divinities Desna

Other Divinities Black Butterfly, Pulura

Outsiders azatas, cynosomas*

Petitioners chosen dreamers (idealized and softly glowing versions of souls' mortal bodies)

Qualities resistance 10 to cold and fire 10, +2 Charisma

INFUSIONS

Basic You remain alert as you sleep and have more control over effects that force you to slumber. Perception check DCs are not modified for you when you are asleep, and you gain a +4 bonus on all saving throws against sleep effects.

Improved You can use *air walk* once per day as a spell-like ability.

Greater You can use *dream travel*^{oa} once per day as a spell-like ability. When you do so, you roll twice to determine how accurate your arrival is at the end of the journey and take the better of the two results as your actual result.

Cynosure's presence manifests on the Material Plane as an immense, silvery-blue star that, on the world of Golarion, functions as the north star and is an invaluable aid in navigation. To those Desna welcomes, direct approach to this star does not blind or burn, but instead embraces in a welcome warmth before depositing the stellar traveler on the surface of the demiplane nestled within.

Cynosure basks in eternal night, its sky a wheeling dome of stars that provides plenty of light to navigate by (treat this light as normal light rather than dim light, as if the star Cynosure manifests as on the Material Plane lit the realm softly while itself being invisible to the eye). The majority of Cynosure is a tranquil landscape of forest glades and luminous pools, interspersed with delicate dwellings of fluted crystal or many-pillared temples of alabaster and marble. When one gazes

into one of its numerous bodies of water, the wheeling array of stars reflected within are in fact those on the opposite side of the plane, as if one were looking through Cynosure rather than at a normal reflection. These pools allow swift travel for those who know their secrets.

The majority of Cynosure's inhabitants are its petitioners, known as the chosen dreamers. Statistically identical to the chosen petitioners of Elysium, chosen dreamers radiate soft nimbuses of glittering starlight. Most were worshipers of Desna in life, but followers of the empyreal lords Black Butterfly and Pulura often find their way to Cynosure as well. Temples to any or all of the three can be found across the plane; the natives often refer to these three collectively as the Starlight Triad. Black Butterfly keeps a small realm within Cynosure. Pulura is a more nomadic demigod who prefers to spend her time in the vastness of the Material Plane.

The azatas of Cynosure are often more serene and less wild than their Elysian kin, but they share the same love of beauty and freedom. Rarer are the cynosomas, the so-called "moth angels" of Cynosure. Shy and retiring, these delicate outsiders prefer the more secluded corners of the plane.

Desna is the unrivaled ruler of Cynosure. Though she does so with the lightest touch, nothing transpires on Cynosure without her knowledge. She can reshape the plane at her whim, though her alterations are often of unparalleled subtlety—as gradual as the turning stars overhead.

Desna's palace, the Sevenfold Cynosure, rests at the plane's heart, and it is this feature that functions as "north" in the plane. The palace constantly shifts and changes to match the goddess's moods and whims, from ephemeral mistiness to elaborate perfection. Despite this, those invited inside find it as perfect as the most pleasant dream, their every need anticipated and met.

The Song of the Spheres is absent from Cynosure more often than not, preferring to wander the cosmos. When present, Desna prefers privately hosting friends or lovers rather than holding court. While Black Butterfly and Pulura are the most common of these, many deities have been known to accept Desna's invitation, from Sarenrae to Shelyn to Calistria; tales hold that even Pharasma, wearied by her eternal duties, once left her throne for a time to find solace in Desna's realm (and, some whisper, in Desna's arms).

By and large, Cynosure is a peaceful place, with little to threaten those who share the realm's benevolent whimsy. The most common threats come from without—evil invaders crossing over from the Dimension of Dreams or the Plateau of Leng, or malevolent spacefarers such as mi-go or neh-thalggus entering through the star paths. While the natives are long accustomed to repelling such incursions, any visitor who stands beside them in the demiplane's defense may be rewarded. These rewards rarely come in the form of material wealth: Cynosure's dwellers instead offer blessed dreams and wanderers' lore, solace, and secrets.

DEAD VAULT

DEAD VAULT

The Cage

Deep within the heart of Golarion lies the Dead Vault, a demiplane crafted for but one purpose: to imprison a god.

Category demiplane

TRAITS

Gravity heavy, objective directional (see below)

Time normal

Realm finite

Structural lasting

Essence mixed

Alignment strongly chaotic-aligned, strongly evil-aligned

Magic normal

DENIZENS

Core Divinities Rovagug

Other Divinities none

Outsiders qliphoth

Petitioners caged (chained incarnations of their mortal bodies with faces that unfold into horrific insectile maws)

Qualities regeneration 2 (lawful), replace slam attack with a bite attack

INFUSIONS

Basic The Dead Vault's inexorable strengths suffuse you, making you difficult to move against your will and enhancing your ability to detain others. You gain a +4 bonus to CMD against combat maneuvers that attempt to force you to change position (such as bull rush or reposition^{APG}), and a +4 bonus on grapple checks to maintain an existing grapple.

Improved You can use *dimensional anchor* as a spell-like ability once per day.

Greater You can use *forcecage* as a spell-like ability once per day, but only to create a windowless cell.

Long before the birth of Golarion, Rovagug, the Rough Beast, rampaged throughout creation. Rovagug's wrath and power were so great that those who stood against him were devoured; no records exist today to enumerate the number of divinities Rovagug consumed. In time, it became apparent that to prevent his destruction of the Great Beyond, Rovagug would need to be defeated, and as timing would have it, a group of divinities banded together to oppose Rovagug as he turned his attention to the Material Plane world of Golarion.

The battle against Rovagug on primordial Golarion raged for an era, and the struggle saw the deaths of many more divinities until an unlikely alliance formed. These deities created the Dead Vault—a prison plane linked to Golarion, nestled within the planet's molten core. In the final battle against the Rough Beast, many gods and goddesses came

together in cooperation. Calistria distracted Rovagug while Torag and Gorum forged the shell that would become the prison plane, which Pharasma then imbued with potent wards against escape. Sarenrae delivered the blow that sent Rovagug stumbling back into the Dead Vault. Dou-Bral drove the spikes of several Star Towers through the world to impale Rovagug within the Dead Vault and prevent him from hearing the prayers of his faithful. Asmodeus then used a mysterious key to seal the Dead Vault tight, locking the Rough Beast away, it was hoped, forever.

As time wore on, though, it became apparent that the Dead Vault is not a perfect prison. Dou-Bral's Star Towers began to degrade in the ages after his transformation into Zon-Kuthon, allowing the Rough Beast to once more grant spells to his faithful. This influence corrupted the inhabitants of the city of Gormuz. Sarenrae, in a rare fit of wrath, smote the city in hopes of quashing Rovagug's faith, only to open a vast pit that allowed Rovagug to periodically unleash his spawn upon the world (this act of Sarenrae's is one she regrets immensely). Yet the prison plane has held well enough that Rovagug himself remains imprisoned within to this day.

To those who manage the nearly impossible physical journey to Golarion's molten core, the physical boundaries of the Dead Vault are visible from outside as a faceted, topaz-colored gem wrapped in vicious iron bands and innumerable binding runes. The gem appears to contain Rovagug's immobile form, like a bug encased in amber. Those who approach these walls find themselves repelled by an inexorable divine force.

The interior of the Dead Vault does not actually exist within the world of Golarion, but rather is its own demiplane. It is a massive, hollow shell lit by faint flickers of sickly light and measuring hundreds of miles in diameter, where gravity pulls outward from the center with crushing weight, forcing those who visit to stagger or crawl upon the inner surface so that Rovagug's imprisoned form, impaled by the lengths of crumbling Star Towers, is always visible in the "sky" above.

The primary inhabitants of the Dead Vault are Rovagug's petitioners, but the demiplane also hosts a population of creatures from the Darklands. Whether these creatures and their homes were locked in the Dead Vault at the time of its creation or came to be absorbed into the Dead Vault later remains one of the demiplane's many disturbing mysteries. The other major denizens of the Dead Vault are legions of qliphoth, once parasites clinging to Rovagug's flanks or following in his wake but swept up and imprisoned alongside him so long ago. Many believe Rovagug itself to be the most powerful qliphoth of them all—a possibility that begs the disturbing question of what deep, undiscovered Abyssal trough may have once served as his divine realm—but for now, Rovagug remains imprisoned far from that theoretical domain.

DIMENSION OF DREAMS/DREAMLANDS

DIMENSION OF DREAMS

The Dreamlands

When we sleep, we all visit the Dimension of Dreams.

Category dimension (Transitive)/demiplane†

TRAITS

Gravity varies by dreamscape/normal†

Time flowing (varies, but typically 1 hour = 1 day)

Realm immeasurable/finite†

Structural morphic (see below)/lasting†

Essence mixed

Alignment mildly neutral-aligned/mildly chaotic-aligned†

Magic wild/normal†

DENIZENS

Core Divinities none

Other Divinities Elder Mythos pantheon

Outsiders animate dreams^{B2}, night hags

Petitioners dreamers (idealized versions of mortal bodies)

Qualities +2 bonus on all saving throws, +2 Charisma

INFUSIONS

Basic You gain a +4 bonus on Charisma checks to arrive in the Dimension of Dreams at an advantage, and you can attempt one additional impossible action beyond the normal limit during a visit to a Dreamscape.

Improved You can use *dream* as a spell-like ability once per day.

Greater You can use *dream council*^{DA} as a spell-like ability once per day.

† Traits listed before the slash apply to the Dimension of Dream; those listed after apply to the Dreamlands.

The Dimension of Dreams is a dimension adrift in the Ethereal Plane. Sleeping creatures enter the dimension naturally via dream avatars known as lucid bodies, appearing in dreamscapes that other creatures can't access via ordinary means such as *plane shift*; rather, this requires specialized spells like *dream travel*^{DA}. When a creature dreams, it interacts with the Dimension of Dreams as if that dimension overlaid all planes, regardless of the dreamer's location.

When a creature enters a dreamscape by way of a lucid body, it must succeed at a DC 15 Charisma check or arrive in the Dimension of Dreams at a disadvantage, such as without important equipment or on the side of an arctic mountain during an avalanche. On a success, the dreamer manifests in perfect health with all of its regular equipment (spells and magic items used in a dream are not actually expended in the real world). Even in the worst of circumstances, however, the lucid body is capable of fantastic—even impossible—feats.

As a standard action a number of times during the dream equal to the creature's Charisma bonus (minimum 1), the dreamer can attempt one impossible action, such as casting a spell you can't normally cast, gaining an effect of a spell as if it had been cast, or conjuring a magic item. This requires a successful Charisma check (DC = 10 + the level of the spell being cast, level of the spell effect replicated, or half the caster level of the item conjured; nonmagical items are caster level 0). Other fantastic feats are also possible with GM approval.

Hidden within the sea of dreamscapes lies a stable realm created by the dreaming minds of powerfully imaginative mortals and ancient entities who may well have been the first to dream. The Dreamlands exists as a demiplane within the Dimension of Dreams but remains separate from it. Travel to and from this demiplane is easier than traveling to individual dreamscapes but more difficult than traveling to planes such as Heaven or Hell. Certain occult rituals can allow a person to enter the Dreamlands. Typically, the first time a dreaming mortal enters the Dreamlands, she does so by descending a spiral staircase that emerges from the side of a great tree into the majestic Enchanted Forest. Entire nations exist within the Dreamlands—some ruled by people and others by nightmare creatures of the Elder Mythos, such as the Great Old One Bokrug.



THE ENCHANTED FOREST

DIMENSION OF TIME

DIMENSION OF TIME

The Hidden Dimension

The dimension of time lies behind and before all realities. It is the beginning and the end—a place impossible to reach but traveled by all.

Category dimension (Transitive)

TRAITS

Gravity normal

Time erratic

Realm immeasurable

Structural lasting

Essence mixed

Alignment mildly neutral-aligned

Magic normal

DENIZENS

Core Divinities none

Other Divinities Tawil at'Umr^{B6}, Yog-Sothoth

Outsiders danava titans^{B5}, hounds of Tindalos^{B2}, iriis*

Petitioners unbound (as mortal form, but apparent age varies based on the petitioner's mental state)

Qualities +4 bonus on initiative checks, base speed increases by +10

INFUSIONS

Basic Once per day, you can roll twice for initiative and take the higher roll as your actual result. When you gain the improved infusion, you can use this basic infusion twice per day. When you gain the greater infusion, you can use this ability three times per day.

Improved Once per day, you can touch an object that was once alive, such as wood, paper, or a dead body. That object is protected from time, as if you had used a dose of *unguent of timelessness* on the object. You can maintain this effect on a number of objects equal to your Intelligence modifier (minimum of 1) at any one time. If you exceed this limit, the oldest existing effect immediately ceases.

Greater You are immune to *temporal stasis*. In addition, once per day, when a creature within 30 feet of you casts *time stop*, you are treated as if you were under the effects of *time stop* as well and are free to act for as long as the spell effect allows. This ability activates automatically, whether you notice the casting of the spell or not.

The Dimension of Time is difficult to access, even by those who know that it exists. This dimension touches upon all known planes, save for timeless ones such as the Astral Plane and Jandelay. It cannot be reached by conventional means of planar travel. In theory, *plane shift* could allow one to travel to the Dimension of Time, but none have the unique tuning fork required for such a journey.

Those wishing to make their way to the Dimension of Time might chase persistent rumors of strange, ancient rituals recorded in fabulously rare tomes such as the *Book of Serpents, Ash, and Acorns: Shadows of What Was and Will Be* or the notorious *Necronomicon*. The journeys through these rituals and the portals they create vary wildly, but those who perform them successfully find themselves surrounded on all sides by a whirlwind of sensations and visions from random times and places. A solitary, transient door at the bubble's center provides a visiting creature with access to any moment in its own life, provided it can focus on the memory of that moment long enough to stabilize the doorway, an effort requiring a successful DC 30 Perception check. On a failed check, the traveler is cast back out of the Dimension of Time to its starting point and, depending on the nature of the ritual used, may suffer excruciating or devastating side effects. At the very least, a traveler thus rejected often find herself targeted by creatures such as the hounds of Tindalos. On a success, the traveler can pass through the doorway, whereupon she becomes an invisible and insubstantial presence in her own past, linked to her present body via a shimmering cord similar to the silver cords of astral travelers. *True seeing* allows those in the past to observe the time traveler as a shimmering ghostly figure. Those who visit fragments of their own pasts can observe and listen safely, but someone who attempt to alter his own history never returns, erased from the timeline or trapped forever in an unending temporal loop.

These journeys do not allow a traveler to truly enter the Dimension of Time, nor do they allow for the exploration of eras before one's own birth or in the future. For such a legendary feat, especially powerful rituals must be utilized. Most of what is known about the dimension has been gleaned from natives of the plane who have traveled beyond the realm, be they the lean and athirst hunters known as the hounds of Tindalos, powerful entities such as time dragons and danava titans, or the strange outsiders known as the iriis. Hints gathered from such creatures speak of a truly alien realm and of denizens composed of living temporal power who can aid others in traveling to and from the dimension. The Outer God Yog-Sothoth is said to be able to access the Dimension of Time, and he may even be a sentient manifestation of the dimension made terrible and aware. Certainly his avatar Tawil at'Umr knows the methods by which a mortal may travel to the Dimension of Time, yet the price such a traveler must pay is rumored to be terrible indeed.

The true mystery of the Dimension of Time, though, is what actually exists therein. All indications are that the portion of the dimension that can actually support physical life is relatively small. What few hints of this reality have been gathered mention green meadows, sinister forests, an immense ocean that spills over a bottomless cataract, and a mysterious place known only as Stethelos.

HAO JIN TAPESTRY

HAO JIN TAPESTRY

The Woven Museum

As much a museum as anything else, this world within a magical tapestry was created by the Ruby Phoenix Hao Jin to serve as a menagerie and repository of her favorite sites and cultures from the Material Plane.

Category demiplane

TRAITS

Gravity normal

Time normal

Realm finite

Structural lasting

Essence mixed

Alignment mildly neutral-aligned

Magic normal

DENIZENS

Core Divinities none

Other Divinities none

Outsiders varies

Petitioners none

INFUSIONS

Basic You become sensitive to the reality-warping presence of extradimensional spaces and magical portals. You can use Perception or Knowledge (planes) in place of Spellcraft to identify magic items, spells, and magical effects associated with such effects as if using *detect magic*.

Improved You can use *dimension door* once per day as a spell-like ability.

Greater You can use *mage's magnificent mansion* once per day as a spell-like ability.

Hao Jin was a legendary sorceress from the city of Goka in the Dragon Empires, but she has been absent from her home city (and indeed the Material Plane) for many centuries. The crown jewel of her collection was her personal demiplane, the Hao Jin Tapestry. She ripped entire cities and mountains out of their places on Golarion and transported them to this demiplane fully intact, where they were preserved in carefully controlled climates. She also used this so-called “Woven Museum” to safeguard her most dangerous artifacts and treasures, but after she left the Material Plane to travel into the Great Beyond, she hid her tapestry away from the world.

Although the demiplane remained sealed away for centuries, it was far from uninhabited when the Pathfinder Society rediscovered and began to explore it. The places that Hao Jin claimed had not all been abandoned, and

the descendants of these original peoples maintain communities to this day across the demiplane. The Hao Jin Tapestry is home to races from across Golarion, including dark stalkers whose ancestors once inhabited the Darklands and lizardfolk descended from inhabitants of Osirion's deserts. Unfortunately for these inhabitants, Hao Jin's carefully sculpted climate preservation spells have begun to unravel. The demiplane has developed its own strange weather system from the interactions of its once-carefully controlled ecosystems. Rivers have changed course, deserts have flooded, and oceans have evaporated into salty plains. Those who live within the Tapestry fear that the end of their world may be nigh—and they may well be right.



HAO JIN

HARROWED REALM

HARROWED REALM

Conspirator's Cage, Domain of Storykin

A demiplane crafted in the images found upon the traditional Varisian deck of Harrow cards, the Harrowed Realm is ruled today by its treacherous prisoners.

Category Demiplane

TRAITS

Gravity normal

Time special (time passes normally in the Harrowed Realm; creatures in the demiplane must still eat, drink, and sleep normally, but they do not age)



SONNORAE

Realm unbounded

Structural lasting

Essence mixed

Alignment mildly neutral-aligned

Magic limited (spells that transport a creature to another plane function only if the caster succeeds at a DC 30 caster level check; spells of the conjuration [summoning] subschool function only if the caster succeeds at a DC 20 caster level check)

DENIZENS

Core Divinities none

Other Divinities none

Outsiders varies

Petitioners none

INFUSIONS

Basic Once per day, you can draw a card from a Harrow deck to randomly choose one of the six ability scores. (Players who don't have an actual Harrow deck can instead roll 1d6 to randomly determine an ability score.) At any point during the next 24 hours, you can gain a +2 bonus on a single d20 roll modified by that ability score. You can add this bonus after the die is rolled, but must do so before you learn the outcome of the roll.

Improved The bonus granted by your basic infusion is now +4, and you can apply the bonus on two different d20 rolls during the day.

Greater The bonus granted by your basic infusion is now +6, and you can apply the bonus on three different d20 rolls during the day. Alternatively, you can expend all three uses for the day to apply the bonus on a d20 roll after you've learned the outcome of the roll.

Sonnorae Imlios was the last in a line of Varisian scribes and storytellers reaching back to the Age of Darkness. Before she died, Sonnorae spun a portion of the Dimension of Dreams into a demiplane where she planned to live forever. She used her Harrow deck as the foundation and anchor for the realm and called the demiplane the Harrowed Realm. As the centuries passed, the characters in her tales took on physical form, becoming immortal beings known as storykin.

Although the storykin were initially content to play out their roles in Sonnorae's tales, some of them began to yearn for free will. The most powerful among these beings, a group of eight storykin known as the Conspirators, seized upon a moment when they were not occupied in storytelling and made a drastic break for freedom. They killed Sonnorae and devoured her body. This betrayal preserved their free will and granted each Conspirator additional power based upon the part of Sonnorae the Conspirator consumed, but it also gave them knowledge of the world outside of the demiplane and revealed the crushing truth that they would never be able to escape the realm of stories.

JANDELAY

JANDELAY

The Apocalypse Archive

When worlds die, a fragment is claimed and preserved in mysterious Jandelay.

Category demiplane

TRAITS

Gravity normal

Time timeless

Realm finite

Structural lasting

Essence mixed

Alignment strongly law-aligned

Magic limited (spells that target or attempt to affect any of the structures in Jandelay fail unless the caster succeeds at a DC 30 caster level check; whenever such spells are successful, a watcher arrives shortly thereafter to investigate)

DENIZENS

Core Divinities none

Other Divinities none

Outsiders watchers*

Petitioners collected (animated statue-like exemplars of their previous races)

Qualities DR 5/bludgeoning, immunity to bleed effects

INFUSIONS

Basic The power of Jandelay infuses your being, granting you resistance against entropy. You gain a +4 bonus on saving throws against effects that reduce your body to dust (such as *destruction* or *disintegrate*) and on saving throws against confusion effects and spells with the chaos descriptor.

Improved You can use *order's wrath* once per day as a spell-like ability.

Greater You can use *dictum* once per day as a spell-like ability.

Jandelay is one of the Great Beyond's most enduring mysteries, perplexing even the great scholars aware of its most infamous and immense resident, the Oliphaunt of Jandelay. Alderpash, the first Thassilonian Runelord of Wrath, may have come the closest to unlocking this enigmatic demiplane's secrets, but this was thousands of years ago and none have since come close to matching the now-imprisoned runelord's discoveries.

Jandelay is a study in contradictions, a demiplane of stoic beauty and tranquil order adrift in the chaotic depths of the Maelstrom. Lodged in this plane of entropy, Jandelay represents the antithesis of the Maelstrom, which inevitably restores reality to homogeneous chaos. Jandelay is a living monument to apocalypses, curated by a towering race of mysterious beings called watchers (see page 246). Whenever a world comes to an end on the Material Plane,

a fragment of that world merges into Jandelay. To a human observer, Jandelay might seem an incomprehensible and architectural chimera, a macabre patchwork of countless disparate biomes and edifices surrounded by verdant fields and punctuated with elegant alabaster spires positioned regularly throughout. But to the watchers, Jandelay's organization is perfectly orderly and logical. Fragments of dead worlds are absorbed into Jandelay in rows ordered by each world's time of death, not by whether the nearby fragments share any distinguishable similarities. Unless a major apocalypse, like a dying star, claims several nearby worlds at once, this generally means that there's no relationship between adjacent fragments other than their time of destruction.

While the watchers stride Jandelay's streets and tend to its needs, the even larger Oliphaunt is Jandelay's greatest champion. Itself a being of utter chaos and destruction, the Oliphaunt might seem an unlikely guardian for a law-infused museum of forgotten worlds, and it might be tempting to theorize that the watchers have trapped it on the demiplane, or even created it and forced it to act as sentinel. But in truth, and despite their considerable powers, the watchers are nowhere near potent enough to achieve such a feat. The true creator of the Oliphaunt, the true warden forcing it to remain Jandelay's guardian and prisoner, is none other than the Oliphaunt itself. The Oliphaunt is a physical, living embodiment of the apocalypses that left the remnants from which Jandelay is made; much as morbid fascination causes onlookers to stare at the aftermath of a horrific accident, the Oliphaunt is compulsively drawn to these remnants of utter annihilation.

Jandelay's petitioners, called the collected, do not serve a deity. They typically number one per destroyed world, each taken from among the last casualties in that world's apocalypse. While they still forget their own personality like most petitioners, the collected each retain factual information about their lost home worlds and can attempt any Knowledge checks relevant to their worlds' geography, history, and other vital statistics untrained with a +8 racial bonus. Most collected have never known visitors to Jandelay, but if adventurers were to cross the demiplane's threshold, despite being the first such travelers in eons, they would find that most collected are more than willing to share information about their lost worlds, at least as long as the inquiry comes in one of their worlds' long-forgotten languages. Collected cling to their own personal world fragments, and their afterlives are lonely existences, each an isolated oddity bound in a metaphysical cage while the watchers do little but watch, providing little in the way of company. Only the Oliphaunt's occasional rumbling presence punctuates their monotony, bringing with it a moment of nearly recalled panic and final desperation dangling like a stray thread of the petitioner's lost memories.

LENG

LENG

The Nightmare Realm, Plateau of Leng, The Terror Beyond Dreams

The dreaded Plateau of Leng lurks at the edge of all nightmares, a realm inhabited by eldritch horrors and ruled by their ancient gods.

Category demiplane

TRAITS

Gravity normal

Time normal

Realm finite

Structural lasting

Essence mixed

Alignment strongly chaotic-aligned, mildly evil-aligned

Magic normal

DENIZENS

Core Divinities none

Other Divinities Nyarlathotep, other entitles of the Elder Mythos

Outsiders denizens of Leng^{B2}, scarlet walkers (*Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition* 414), wendigos^{B2}

Petitioners lost (haunted, sleep-deprived versions of their previous lives)

Qualities immunity to cold and adverse effects of high altitude, but not to mind-affecting effects; no breath

INFUSIONS

Basic You can infuse the menace of Leng into everything you do. You gain a +2 bonus on Intimidate checks to demoralize foes, and you increase the save DC of supernatural fear effects you create by 1.

Improved You can use *confusion* once per day as a spell-like ability.

Greater You can use *contact entity IV* (*Pathfinder RPG Horror Adventures* 114) once per day as a spell-like ability but must still supply the required material component.

Those who travel too far in their exploration of the Dreamlands may find themselves caught up in a vast sea where the tides carry them away, only to wash them up on the shores of the Plateau of Leng.

Leng is a realm of nightmares, a cold and desolate world populated by inscrutable alien entities. Although the Plateau of Leng is finite in size, the scope of its truths and horrors is incomprehensible to mortal minds. The demiplane consists of a vast wasteland plateau nestled between two mountain ranges that converge at the most distant point from the Dreaming Shore in a region known as the Cold Waste. Nightgaunts and Leng hounds fly across the desolate landscape, searching for prey to bring to their

dark masters. In scattered villages, such as the settlement of Lelag-Leng, degenerate, vaguely humanoid beings and the scaly, birdlike shantaks perform depraved rituals to appease their frightening gods. For those who come close enough to witness such gruesome acts, a quick death is a rare mercy, as these creatures' concentrated malice is enough to shatter the mind and scar the soul. Only the strongest-willed witnesses manage to avoid being inexorably drawn into the ritual themselves. Occasionally, the creatures bring their sacrifices directly to the Prehistoric Monastery, where a hideous high priest not to be described rules.

Travelers who seek to escape Leng may think to flee across the ocean from the Dreaming Shore in hopes that they eventually return to the Dreamlands. The Dreaming Shore is far from lifeless, however. Humanoid-shaped creatures with fanged maws and voluminous robes, known only as denizens of Leng, ply its waters, bringing in slaves captured from both the Dreamlands and the waking world. Many of these ships are bound for Nameless Rock, an island where the denizens' moon-beast masters maintain temples to their unspeakable gods.

Atop the rocky cliffs of the Dreaming Shore, the ruined city of Sarkomand betrays few clues of its ancient past. Here, denizens of Leng gather each night to trade and engage in dark and violent entertainments. Two stairways at the center of the ruins descend into the mysterious depths of Leng's underworld. Some of the creatures who dwell below defy any sense of reasonable proportion, such as the titanic bholes, whose writhing serpentine bodies stretch for hundreds of feet and end in gaping rows of hooked teeth. Leng's version of ghouls and ghosts also lurk in these depths, with capabilities that far outstrip those of their familiar Material Plane counterparts. These ghosts are caught in an ancient war with gugs, a race of four-armed monstrosities whose heads split vertically into massive fanged maws.

Leng's mountains are even more perilous. In the Spider Vales, Leng spiders lurk and plot vengeance against the denizens of Leng, who nearly slaughtered their entire race. They eagerly capture and torment anyone foolish enough to wander near their lairs. Another race of spiderlike outsiders, scarlet walkers, feed on the blood and tissue of living creatures.

The true horrors of Leng's mountains increase as travelers draw closer to their highest, central peak. A row of sentient and malevolent statues marks the border of the Cold Waste, beyond which eternal night reigns. At the top of Leng's tallest mountain stands the fortified castle city of unknown Kadath, its towers reaching several miles above the mountain's peak and casting its dread shadow across the entire realm. Though it is nearly impossible to find sources who can credibly claim to have survived the journey to Kadath, it is said that strange and unknown gods from many worlds dwell within its chambers, with the Outer God Nyarlathotep, the Crawling Chaos, ruling the city above all others.

XIBALBA

XIBALBA

Land of Dread

Drifting in the depths of the Ethereal Plane is the fearful domain of the sahkils.

Category demiplane

TRAITS

Gravity normal

Time normal

Realm finite

Structural lasting

Essence mixed

Alignment strongly evil-aligned

Magic enhanced (spells with the fear descriptor increase their save DCs by 2 and have a +2 bonus on caster level checks to penetrate SR)

DENIZENS

Core Divinities none

Other Divinities Camazotz, sahkil tormentors

Outsiders sahkils^{B5}

Petitioners terrorized (sickly humanoids with oddly disproportionate joints)

Qualities immunity to death effects, disease, and poison

INFUSIONS

Basic The dread horrors of Xibalba infuse your being, and there is little that can further unnerve you. Increase the save DC of fear effects you create by 1, and you gain a +2 bonus on all saving throws against fear effects.

Improved You can use *phantasmal killer* as a spell-like ability once per day.

Greater You can use *insanity* as a spell-like ability once per day.

Xibalba is a haunted realm designed to torture souls by manifesting and augmenting their deepest fears. Distilled terror forms the foundation and substance of the Land of Dread, coalescing into the form of a ruined city on a hill surrounded by blighted landscapes. Xibalba is not bound by the laws of the Material Plane. The expansive caverns below the hill taunt mortal perceptions, twisting space and even seemingly slowing time to produce an endless and inescapable array of panic-inducing chambers. The House of the Bat is only one such chamber, one of the three realms of the bat god Camazotz. When travelers reach Xibalba, the plane watches and lurks, suffocating them in its raw malice. It plagues its targets with piercing wails of suffering and whispered threats, followed by stretches of oppressive silence to allow its victims' minds to dwell upon their situation. Over time, the plane slowly migrates these pitiable souls to the places best suited to enact their worst nightmares.

Xibalba's masters are the sahkils, a race of outsiders driven by the desire to rule over hordes of souls broken through the relentless exploitation of each soul's darkest imaginings. Foremost among the sahkils are the demigod sahkil tormentors, who reign from the Black Pyramid at the city's center and concoct ruinous plots in the pyramid's halls and the nigh-infinite caverns of anguish below.

Xibalba's nature defies narrow classification. From the outside, it appears to be a seamless part of the Ethereal Plane, and unsuspecting ethereal travelers can wander right into it. Xibalba's borders reach out unpredictably into the ethereal mists, answering to both their own hunger and the sahkils' will. As an alternative to simply walking in from the Ethereal Plane, however, brave and foolhardy souls who wish to journey to Xibalba of their own volition can reach it directly using planar travel magic. Most such magic functions with cruel accuracy, depositing crusaders in front of the broken souls they wished to rescue or desperate lovers in front of the shattered remnants of their partners.



BLACK PYRAMID



4 BESTIARY



When the wave of miasmatic evil passed, Seelah's sight returned. As she took in the heaving, hungry landscape of the living plane of Yad-Iagnoth, she gripped Sajan's arm and hope glimmered in her eyes.

Looking beyond the qliploth horde that was already rising to attack them, Seelah pointed to the horizon's ragged line. "The portal home should be just beyond those mountains."

And then, as the highest peak opened its eye and took a heavy, shuddering step, Sajan stepped back and moaned in despair.

"I don't think those are mountains, Seelah..."



The countless denizens of the Great Beyond are as varied in appearance and purpose as they are numerous. The monsters presented on the following pages are but the tiniest fraction of those that can be found throughout existence, but they fill some of the thematic gaps left by the wealth of outsiders presented in various *Pathfinder RPG Bestiary* volumes over the years.

One thing to note is that while the monsters presented in this chapter are found throughout the various planes of the Great Beyond, not all of them are specifically outsiders. This is intentional—the category of outsider is the widest-ranging monster type of them all, and for the sake of variety, the choice has been made to present creatures of other types, be they constructs like the argent warden, plants like the etheroot or roseling, magical beasts like mighty Leviathan, monstrous humanoids like the moon hag, oozes such as the sapphire ooze, dragons like the sirrush, or the strange aberrations known as whyrlishes. When you're populating your incarnation of the Great Beyond for your own game, you should feel free to expand upon the denizens of other planes in the same way, populating adventures and worlds

and realities of your own design with as wide a range of diverse inhabitants as possible.

Those familiar with the format of monster entries presented in *Pathfinder Bestiaries* should find the following pages familiar in their layout. Each monster is presented alphabetically, with its statistics listed first and its descriptive text thereafter. A monster stat block is organized as follows (note that in cases where a line in a stat block has no value, that line is omitted).

Name and CR: The monster's name is presented first, along with its Challenge Rating (CR) and three icons you can use to quickly identify the creature's role in the game. A monster's Challenge Rating is a numerical indication of how dangerous the monster is—the higher the number, the deadlier the creature. Challenge Ratings are detailed on page 397 of the *Pathfinder RPG Core Rulebook*.

XP: Listed here are the total experience points that PCs earn for defeating the monster.

Race, Class, and Level: Some monsters don't have racial Hit Dice and are instead defined by their class levels. For these monsters, their races, classes, and levels appear here.

Alignment, Size, and Type: While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), its alignment is far more fluid. The alignments listed for the monsters in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters (creatures with Intelligence scores of 2 or lower are almost never anything other than neutral) and planar monsters (outsiders with alignments other than those listed are unusual and typically outcasts from their kind) is the listed alignment relatively unchangeable.

Init and Senses: The creature's initiative modifier, any special senses, and its Perception check modifier.

Aura: If the creature has a particular magical or exceptional aura, that aura is listed here along with its radius from the creature and, if applicable, a save DC to resist the aura's effects.

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities, DR, Immune, Resist, and SR: All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

Weaknesses: All of the creature's unusual weaknesses.

Speed: The creature's land speed and additional movement speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name, followed by the damage in parentheses.

Ranged: As per Melee above, but for ranged attacks.

Space and Reach: The creature's space and reach. If the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given either at the end of the stat block or in the universal monster rules that appear in the appendices of every *Bestiary* volume.

Spells Known or Spells Prepared: If the creature can cast spells, its caster level is indicated here, followed by the spells it knows or typically has prepared. Unless otherwise indicated, a spellcasting creature does not receive any of a spellcasting class's other abilities, such as a cleric's ability to spontaneously convert prepared spells to cure or inflict spells.

Ability Scores: The creature's ability scores are listed in this entry.

Base Atk, CMB, and CMD: These values give the creature's base attack bonus, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with an Intelligence score that is higher than normal knows the appropriate number of bonus languages.

SQ: Any special qualities the creature has. Full details for these abilities are given at the end of the stat block or in the universal monster rules in Appendix 3.

Environment: The regions and climates in which the creature is typically encountered are listed here; these often include wider ranges than the icons at the top of the stat block indicate. In this case, the icon listed at the top of the stat block indicates the creature's preferred terrain.

Organization: This lists how creatures of this kind are organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on whether you're running a slow, medium, or fast game. In cases where a creature has specific magical gear assigned to it, the assumption is a medium game—if you're running a fast or slow game, you'll want to adjust the monster's gear as appropriate. "Standard" treasure indicates that the total value of the creature's treasure is the medium value appropriate for a CR equal to the Average Party Level, as given in Table 12–5 on page 399 in the *Core Rulebook*. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR (see page 454 of the *Core Rulebook*).

Special Abilities: Finally, all of the special abilities specific to this creature are detailed in full here.

Description: At the end of each monster entry, you'll find details and information on how the monster fits into the multiverse, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature. Some monsters have additional sections that cover variant creatures, notes on using the monsters as PCs, methods of constructing them, and so on.

APHORITE

The shimmering flesh of this gold-skinned figure flashes with points of light that seem, at times, to create strange runic shapes.

APHORITE

CR 1/2



XP 200

Aphorite fighter 1

LN Medium outsider (native)

Init -1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** -1, **Will** +3; +2 vs. poison and mind-affecting effects

Defensive Abilities crystalline dust; **Resist** electricity 5

OFFENSE

Speed 30 ft.

Melee cold iron warhammer +5 (1d8+3/×3)

Spell-Like Abilities (CL 1st; concentration +0)

1/day—*protection from chaos*

STATISTICS

Str 17, **Dex** 8, **Con** 14, **Int** 14, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 13

Feats Iron Will, Weapon Focus (warhammer)

Skills Craft (armor) +8, Knowledge (engineering) +6,

Knowledge (planes) +3, Perception +2; **Racial Modifiers**

+2 Craft (armor)

Languages Celestial, Common

ECOLOGY

Environment any (Axis)

Organization solitary or guild (2-12)

Treasure NPC gear (chain shirt, warhammer, other treasure)

SPECIAL ABILITIES

Crystalline Dust (Su) An aphorite can manifest a haze of crystalline dust that forms into indistinct runes and glyphs surrounding its body. This effect grants the aphorite a 20% miss chance against melee and ranged attacks. Activating this dust is a move action, but it can be maintained each round as a free action. The effect cannot be disrupted, but it ends immediately if the aphorite is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. An aphorite can use this ability a number of rounds per day equal to its Hit Dice, but the rounds do not need to be consecutive.

The primary inhabitants of the perfect city of Axis are the race known as axiomites, outsiders born of lawful neutral souls whose primary focus is to serve Axis in one of three ways: the construction and tending of inevitables, the expansion and maintenance of the city itself, and exploring and calculating the laws and constants that underpin all reality in hopes of using this knowledge to bring order to the Great Beyond.

But the axiomites are ill-suited to interactions with mortals. As creatures of pure order, they find it difficult to deal with creatures who have the free will to choose their own destinies and to interpret (or even willfully ignore) laws. Ancient axiomites long pondered a solution to problematic encounters with visitors from the Material Plane. The answer they arrived at was the creation of a new form of life—a melding of their own perfection of order with the unpredictable and fragile bodies and minds of mortal humanoids.

Thus, the first aphorites came to be. Although these women and men were always welcome in Axis, the perfect city was not their true home. Infused with a spark of mortality and the influence of the Material Plane, aphorites were created to serve as diplomats, translators, and envoys between the axiomites and the myriad cultures of the countless Material Plane worlds. As native outsiders, aphorites have free will of their own, and they live and die just as other mortals do. Though akin in many ways to other native outsiders such as aasimars, ganzis, and tieflings, the aphorites differ in that they are not the results of unions between outsiders and mortals. While the original population was forged in Axis by the axiomites, new aphorites are born to aphorite parents. In cases where an aphorite and a humanoid have a child, the offspring is either a newborn aphorite or a member of the humanoid parent's race. Originally, the aphorites were created with nearly uniform physical appearances, but they have diversified as a result of generations spent on the Material Plane. Today, an aphorite always appears humanoid in form with golden skin that flickers and periodically coruscates with sparkling crystalline dust, and eyes and hair that tend toward metallic hues (with copper, gold, and silver being common colors). Beyond this, they can appear similar to dwarves, elves, and humans, or any other Medium humanoid race. The heritage of the immutable order of Axis has long prevented the formation of aphorites of other sizes, but exceptions have occurred with increasing frequency as each new generation of aphorites is born on the Material Plane.

Aphorites do not exist in large numbers on most Material Plane worlds, and Golarion is no exception. The first aphorites to arrive on Golarion did not seek to establish their own race as a distinct cultural element, but instead to assimilate into established societies to help guide the formation of laws and bolster potential interactions with the citizens of Axis. But as the aphorite race spread, something that the axiomites should have anticipated occurred: as native outsiders with the ability to choose their own destinies, many aphorites became intrigued by the societies they were living in. There are some limits to this acceptance of new societies; aphorites who embrace chaos are considered outcasts and troublemakers by their kin, despite the fact that these aphorites are natural expressions of mortals' defining characteristics.

Smart and strong, apherites are as likely to become the focus of attention and admiration as they are the victims of jealousy and hatred. Their ordered and structured personalities often cause strained relations with more capricious or mischievous neighbors and can be a source of conflict with cultures who highly value individual expression of thought, such as that of the elves. Races with stronger tendencies toward law typically build stronger bonds with apherites. Dwarves in particular enjoy the company of apherites and find the birth of an apherite among their own kind a welcome event, as apherites have an intuitive understanding of the crafting so integral to dwarven society.

While not all apherites are inherently lawful, most relish structure and order in their lives. Ideas of morality, however, are less clear cut to apherites. While most can appreciate scholarly studies of the philosophy of good and evil and recognize the differences between them, this divide does not influence them to the same extent that the structure of law versus the disorganized madness of chaos does. Consequently, most apherites are lawful neutral. Typically, apherites drawn to theology choose lawful gods as patrons, with the worship of Abadar in particular resonating with their inherent desires and goals of building a perfect society. When an apherite embraces chaos, other apherites often treat their wayward kin with a mix of curiosity, horror, and pity. Chaotic apherites themselves tend to be loners and have little interest in the traditions of their own kind, instead seeking out other societies to join.

Most apherites, no matter the culture they are raised in, eventually experience a longing to see the world beyond the boundaries of their birthplace. Be it by choice or chance, apherites seem predisposed to the life of an adventurer. Always seeking to better understand not only the world, but themselves as well, apherites excel when they are placed in situations where their intellects might shine. Being both cunning of mind and naturally strong, apherites gravitate toward classes which blend the arts of spellcasting and combat, such as magus^{UM} or warpriest^{ACG}.

Apherite names typically reflect the society they are raised in, so an apherite raised among humans would have a name befitting a human child, while an apherite raised by dwarves would have a name drawn from dwarven heritage.

APHORITE RACIAL TRAITS

Apherites are defined by their class levels—they do not have racial Hit Dice. All apherites have the following racial traits.

+2 Strength, +2 Intelligence, -2 Dexterity: Apherites are strong and intelligent, but move and react somewhat stiffly.

Medium: Apherites are Medium creatures and have no bonuses of penalties due to their size.

Normal Speed: Apherites have a base speed of 30 feet.

Darkvision: Apherites can see in the dark up to 60 feet.

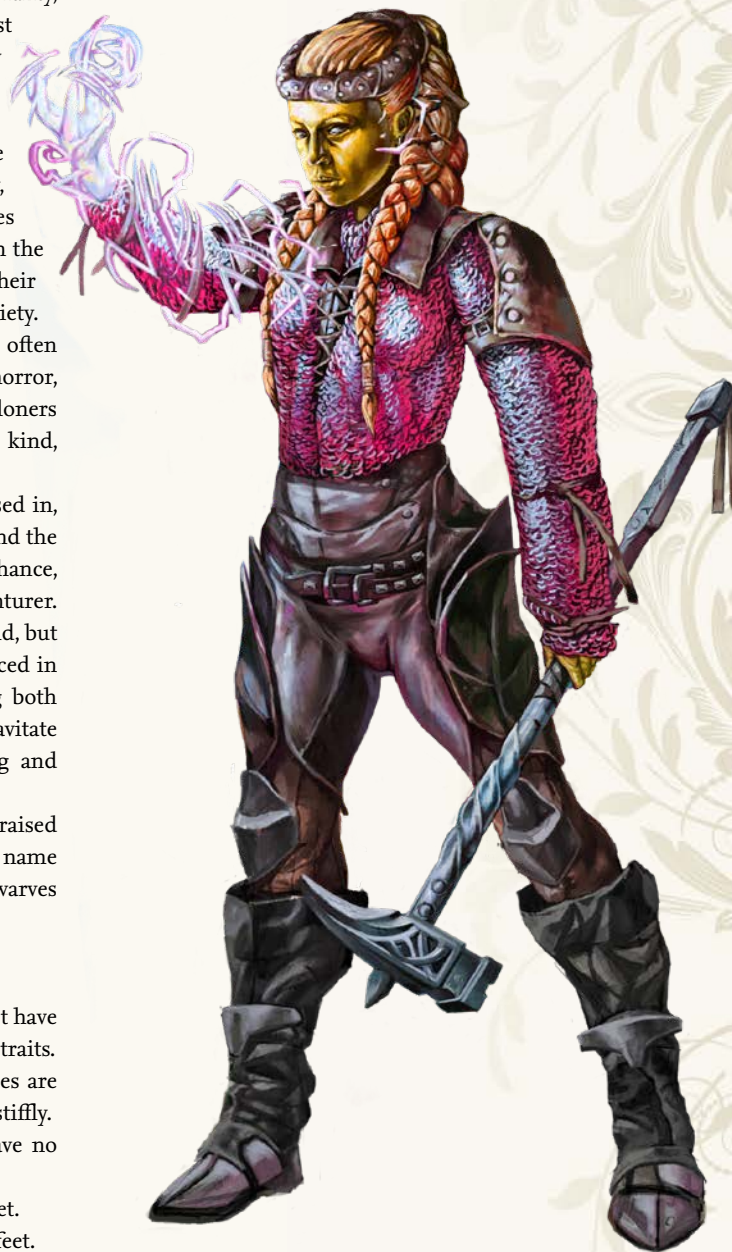
Skilled: Apherites gain a +2 racial bonus on checks with a single Craft skill of their choice.

Spell-Like Ability: Apherites can use *protection from chaos* once per day as a spell-like ability (caster level equal to the apherite's class level).

Apherite Resistances (Ex): Apherites have electricity resistance 5 and a +2 bonus on saves versus poison and mind-affecting effects.

Crystalline Dust (Su): See above.

Languages: Apherites speak Common and either Celestial or Infernal. An apherite with a high Intelligence score can choose from the following as bonus languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran.



ARCHON, BASTION

This massive, four-armed figure is protected by thick layers of rocky armor. Its face is a shimmering, pulsating globe of holy light.

BASTION ARCHON

CR 20



XP 307,200

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

Init +6; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *true seeing*; Perception +30

Aura aura of menace (DC 25), aura of mending (40 ft.)

DEFENSE

AC 36, touch 14, flat-footed 30 (+6 Dex, +22 natural, -2 size)

hp 350 (20d10+240); fast healing 5

Fort +24, **Ref** +14, **Will** +19; +4 vs. poison

Defensive Abilities all-around vision, entrench; **DR** 15/bludgeoning and evil; **Immune** electricity, blindness, petrification; **SR** 31

OFFENSE

Speed 40 ft.; *air walk*

Melee 4 slams +30 (4d6+12/19-20)

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

Special Attacks holy beam, rending beam, smite evil

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*air walk*, *detect evil*, *true seeing*

At will—*aid*, *daylight*, *greater teleport* (self plus 50 lbs. of objects only), *sending*

3/day—*prismatic spray* (DC 22), *sunbeam* (DC 22)

1/day—*meteor swarm* (DC 24), *polar ray* (DC 23), *sunburst* (DC 23)

Cleric Spells Prepared (CL 17th; concentration +24)

9th—*mass heal*

8th—*holy aura* (DC 25), *mass cure critical wounds*

7th—*greater restoration*, *holy word* (DC 24), *mass cure serious wounds*, *regenerate*

6th—*blade barrier* (DC 23), *greater dispel magic*, *heal*, *mass cure moderate wounds* (2)

5th—*break enchantment*, *breath of life* (2), *flame strike* (DC 22), *wall of stone*

4th—*cure critical wounds* (3), *death ward*, *divine power*

3rd—*cure serious wounds* (3), *dispel magic*, *invisibility purge*, *searing light*

2nd—*cure moderate wounds* (4), *shield other*, *status*

1st—*cure light wounds* (4), *divine favor*, *sanctuary* (DC 18)

0—*guidance*, *mending*, *resistance*, *stabilize*

STATISTICS

Str 34, **Dex** 23, **Con** 35, **Int** 22, **Wis** 25, **Cha** 20

Base Atk +20; **CMB** +34; **CMD** 50

Feats Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (slam), Lightning Reflexes, Power Attack, Staggering Critical, Stand Still

Skills Diplomacy +25, Heal +27, Intimidate +28, Knowledge (arcana) +26, Knowledge (engineering) +26, Knowledge

(geography) +29, Knowledge (planes) +29, Knowledge (religion) +26, Perception +30, Sense Motive +30, Spellcraft +29, Survival +30

Languages Celestial, Draconic, Infernal; truespeech

SQ ultimate sacrifice

ECOLOGY

Environment any (Heaven)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Mending (Su) Good-aligned creatures within 60 feet of a bastion archon are bathed in a rejuvenating holy light that grants them fast healing 5 while they remain in range. This includes the bastion archon itself.

Entrench (Ex) If a bastion archon does not move from its location, it becomes entrenched until the start of its next turn. While entrenched, it can't be moved from its space by combat maneuvers or the push or pull universal monster rules, nor can it be tripped.

Holy Beam (Su) Once every 1d4 rounds as a standard action, a bastion archon can unleash a concentrated beam of holy energy from the shining beacon that is its face. This beam of light creates a 120-foot line of holy radiance. Each creature within this area must succeed at a DC 25 Reflex save to avoid being blinded for 1d4 rounds. Evil creatures in the area of effect also take 20d6 points of damage from the holy beam—this damage comes from sacred energies and cannot be reduced by energy resistance, but a creature that succeeds at its Reflex save negates the blindness and takes only half damage. The save DC is Charisma-based.

Rending Beam (Su) A bastion archon that hits a single creature with two of its slam attacks can blast the target with a swift pulse of holy light that blinds the target for 1 round and deals 5d6 points of damage if the target is an evil creature. A target can attempt a DC 25 Reflex save to negate the blindness and take half damage. The save DC is Charisma-based.

Spells A bastion archon casts divine spells as a 17th-level cleric. It does not gain access to domains or other cleric abilities. Its beacon-like face serves as its divine focus.

Ultimate Sacrifice (Su) When a bastion archon is slain by an evil creature, it erupts in a 40-foot-radius burst of positive energy that restores 100 hit points to good-aligned creatures and consecrates the ground in the area. The area is treated as the subject of a *hallow* spell (CL 20th) with an associated *bless* spell effect for 1 year thereafter.

Though bastion archons are among Heaven's most powerful defenders, their formation results from the intertwining of lesser archons, starting with the least of them all, lantern archons. Rarely, when a group of at least nine lantern archons is turned back by an overwhelming invading force of fiends, the group can use their gestalt ability to form a whirling globe that stands its ground.

This brave act of defiance usually lasts only half a minute, buying the lantern archons' allies time to escape before the gestalt is overcome. In such dire situations, a nearby shield archon—a combatant of Heaven more suited to serving as a bulwark against tides of evil—can transpose itself with the squad of lantern archons, using teleportation to take their place. But this interaction of abilities has unpredictable outcomes, and rarely, rather than swapping places, the two entities meld in a brilliant flash of light that sends nearby evil outsiders reeling, leaving a crater with a nascent bastion archon lodged in its center. The bastion archon is initially stuck in the ground where it formed, but it retains many of its component creatures' defensive and offensive abilities. If it survives, it eventually pulls together a huge, four-armed body from the surrounding terrain until it is clad in the stone of the Holy Mountain itself, in the process becoming infused with power greater than that of any other archon. A fully formed bastion archon stands 30 feet tall and weighs 15 tons.

Even after a bastion archon has freed itself from its creation crater, it rarely moves far, preferring to defend the place that was once so nearly overcome by invading forces. Indeed, convincing a bastion archon to abandon its self-selected post is so futile that “trying to budge a bastion” is a common phrase in Heaven for attempting the impossible. However, there have been a few rare instances when a particularly large crusade into Abaddon, the Abyss, or Hell has prompted a bastion archon to serve as a forward base for the forces of Heaven, helping establish a formidable foothold that requires a truly terrible counteroffensive to uproot.

In battle, a bastion archon is akin to the eye of the storm, standing firm and unmoved by the chaotic melee around it as its allies clash with invading fiends. It provides shelter to Heaven's servants, slamming enemies into dust or holding them aloft just long enough to rend them to

shreds with its magnificent beam of holy light. Given the choice between pursuing a retreating evil army or tending to the wounded, a bastion archon almost always prefers the latter, following its indelible instincts to protect and heal.

The one threat most likely to stir a bastion archon from its typically rigid methodology is a balor, the fiery winged demons that sometimes serve as generals during demonic invasions. Given the opportunity, a bastion archon wades through a vast army of demons in a single-minded effort to get to the strategic head and cut it off, leading to a confrontation that often ends explosively—either when the archon falls or the balor erupts into massive fireball during its death throes.

Bastion archons hold in reserve an explosive last resort in the event they are felled in battle: an explosion of light that destroys the archon, heals its allies, and consecrates the ground around it. This final sacrifice gives its (likely overwhelmed) allies a last-ditch chance at victory, and the site of a bastion archon's death is often thereafter considered a sacred place of remembrance.

A particularly unusual bastion archon by the name of Anvil Fist serves in the deepest caverns of the Forgeheart in Heaven, patrolling without end to keep invaders from the Abyss at bay. Anvil Fist is one of the longest-serving of its kind, and it has recently begun to act strangely, wandering into empty tunnels and staying there for days, speaking only in vague aphorisms when questioned. Some worry that Anvil Fist's millennia-long battle against chaotic abominations has begun to destabilize the archon, while others believe its uncharacteristic behaviors are the result of a qliphoth lord's vile machinations. Still others theorize that Anvil Fist may be nearing an apotheosis to something greater, perhaps becoming the first incarnation of an archon of power akin to the mightiest balor lords, infernal dukes, or veranallia azata elders.



ARGENT WARDEN

This silver-armored knight moves with precision and poise. Gaps in its armor reveal nothing but glowing golden light within.

ARGENT WARDEN

CR 8



XP 4,800

LG Medium construct (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +17

Aura Hellsburning aura (30 ft.)

DEFENSE

AC 21, touch 10, flat-footed 21 (+8 natural, +3 shield)

hp 97 (14d10+20)

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

Defensive Abilities divine grace; **DR** 5/adamantine and bludgeoning; **Immune** construct traits; **SR** 19

OFFENSE

Speed 30 ft.

Melee +1 longsword +18/+13/+8 (1d8+4/17-20)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +14; **CMB** +17 (+21 disarm); **CMD** 27 (29 vs. disarm)

Feats Combat Expertise, Great Fortitude, Greater Disarm, Improved Critical (longsword), Improved Disarm, Improved Initiative, Lightning Reflexes

Skills Intimidate +10, Knowledge (planes) +8, Perception +17, Sense Motive +17

Languages Celestial; truespeech

SQ argent armor

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or troop (3-8)

Treasure double (+1 heavy steel shield, +1 longsword, argent armor, other treasure)

SPECIAL ABILITIES

Argent Armor (Ex) A destroyed argent warden can be worn as armor, provided the final blow that destroyed it did not deal more than 10 points of damage and was not an effect that disintegrates or otherwise destroys physical remains. Such a suit of armor functions as Medium +1 full plate armor for a creature that is good-aligned. Non-good creatures treat the armor as nonmagical but masterwork full plate.

Divine Grace (Su) An argent warden gains a bonus equal to its Charisma modifier (typically +3) on all saving throws.

Hellsburning Aura (Su) An argent warden imbues all weapons within 30 feet with its silvery essence. All weapons (including natural weapons) in this area are treated as if they were magic and silver for the purposes of overcoming damage reduction.

In Heaven's war against Hell, the argent wardens are always present. Each a suit of armor given life in celestial forges, the argent wardens are constructed to oppose diabolism.

CONSTRUCTION

The suit of full plate armor that makes up the argent warden's body must be of masterwork quality.

ARGENT WARDEN

CL 11th; Price 25,650 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *protection from evil*, creator must be caster level 11th, must be constructed in Heaven; **Skill** Craft (armor) DC 15; **Cost** 13,650 gp



CYNOSOMA

This moth-winged woman has a delicate appearance, though her features are somewhat masked by a haze of shimmering dust.

CYNOSOMA

CR 12



XP 19,200

CG Medium outsider (chaotic, extraplanar, good)

Init +6; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 27, touch 22, flat-footed 21 (+6 deflection, +6 Dex, +5 natural)

hp 162 (12d10+96)

Fort +12, **Ref** +14, **Will** +16

Defensive Abilities stardust; **DR** 10/evil; **Immune** cold; **Resist** electricity 10, fire 10; **SR** 23

OFFENSE

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

Melee +1 returning starknife +19/+14/+9 (1d4+2/19-20/x3)

Ranged +1 returning starknife +19/+14/+9 (1d4+2/19-20/x3)

Special Attacks dream powder, sneak attack +3d6

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

At will—*dancing lights*, *dream*, *restful sleep*^{APG}

3/day—*greater teleport* (self plus 50 lbs. of gear only),

glitterdust (DC 17), *dispel evil*, *plane shift* (DC 22)

1/day—*cloak of dreams*^{APG} (DC 21), *confusion* (DC 19),

dream travel^{OA}

STATISTICS

Str 12, **Dex** 23, **Con** 26, **Int** 15, **Wis** 22, **Cha** 21

Base Atk +12; **CMB** +13; **CMD** 35

Feats Acrobatic, Flyby Attack, Improved Critical (starknife), Iron Will, Lucid Dreamer^{OA}, Weapon Finesse

Skills Acrobatics +22, Fly +25, Knowledge (geography) +14, Knowledge (planes) +11, Knowledge (religion) +8, Perception +21, Perform (dance) +17, Sense Motive +21, Stealth +21

Languages Celestial, Common

SQ no breath

ECOLOGY

Environment any (Cynosure, Elysium)

Organization solitary, pair, or flight (3-6)

Treasure standard (+1 returning starknife, other treasure)

SPECIAL ABILITIES

Dream Powder (Su) As a standard action, a cynosoma can hurl a cloud of sleep-inducing dust at a creature within 30 feet. That creature must succeed at a DC 21 Will save or immediately fall asleep (as per *deep slumber*, but with no HD limit). This is a mind-affecting sleep effect. The save DC is Charisma-based.

Stardust (Ex) The shimmering dust that hangs around a cynosoma's body helps defend her from peril, granting her a +6 deflection bonus to AC. Once per day as a swift action,

a cynosoma can cause her stardust to coalesce, granting her concealment for 1d4 rounds.

Cynosomas, sometimes called “moth angels” or “daughters of Desna”, are a race of outsiders native to the demiplane of Cynosure. They often depart their home to wander the vastness of the Material Plane, and do so with Desna's blessing; the goddess encourages her children to choose their own path, even when it leads away from her service.

Cynosomas rarely seek battle, but neither do they shy away from it, especially when innocents are threatened or when they encounter foes of their faith. In combat, a cynosoma fights with spell and starknife, using her mobility and *glitterdust* spell-like ability to allow for sneak attacks. Cynosomas are protectors of all who sleep, though, and no cynosoma ever willingly allows sleeping creatures—even hated enemies—to be harmed.

A cynosoma stands 6 feet tall and weighs about 120 pounds.



DUSKWALKER

This tall, gray-skinned woman's eyes flicker with determination. Her somber attire is decorated with small bones.

DUSKWALKER

CR 1/2



XP 200

Female duskwalker ranger 1

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +2; +2 vs. negative energy and death effects

Defensive Abilities ward against corruption

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+1/19–20)

Ranged composite longbow +4 (1d8+1/x3)

Special Attacks favored enemy (undead +2), ghost hunter

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point-Blank Shot

Skills Acrobatics +4, Heal +8, Knowledge (nature) +4, Knowledge (religion) +3, Perception +6, Survival +6; **Racial Modifiers** +2 Heal, +2 Knowledge (religion)

Languages Celestial, Common

SQ track +1, wild empathy +0

ECOLOGY

Environment any

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

Treasure NPC gear (composite longbow with 20 arrows, leather armor, dagger, other treasure)

SPECIAL ABILITIES

Ghost Hunter (Su) In a duskwalker's hands, any weapon can strike true against spectral beings. A duskwalker's nonmagical weapons deal half damage to incorporeal creatures, as if they were magic weapons, and her magic weapons can deal critical hits and precision damage, even if they do not have the ghost touch property. Once per day as a standard action, a duskwalker can focus her natural revulsion toward undead. If she does so, she treats all weapons she wields as if they had the ghost touch property for 1 minute.

Ward against Corruption (Ex) Duskwalkers gain a +2 racial bonus on saving throws against negative energy and death effects, as well as the spell-like and supernatural abilities of undead and sahkils. They are immune to all abilities that would transform their bodies or souls into undead.

Duskwalkers are tall, bipedal, gray-skinned beings with a connection to Pharasma's Boneyard. They manifest directly on the Material Plane, incarnating from souls that have

earned the honor of a second life. The souls that become duskwalkers have often distinguished themselves in the eyes of psychopomps as guardians of the cycle of birth and death. Other than their gray skin, their physical features bear some resemblance to those they held in their previous lives. As such, a typical duskwalker looks mostly human, other than her unusual coloration. However, duskwalkers whose ancestors belonged to other races can manifest with characteristic features such as pointed ears, hairy feet, or even feathers, horns, scales, or tails—though they rarely manifest smaller or larger than Medium.

The first duskwalkers appeared as the result of a bargain between two powerful psychopomps: an olethros mother and a yamaraj. The olethros mother made the case to allow certain souls whose actions helped preserve and protect the cycle of souls, but whose lives had been cut short of what fate had decreed for them to reincarnate once before passing to their final judgment. After a long debate, the yamaraj agreed but imposed a strict limit on the number of duskwalkers that can exist at one time. Whenever this limit has been reached, dead duskwalkers cannot be restored to life. Most duskwalkers accept this limitation and appreciate that the end of their lives opens the door for new lives to begin. Some request that those mourning their deaths also celebrate the birth of a new duskwalker in the near future. The length of time it takes for a new duskwalker to be born when one dies varies, but is rarely more than a year.

When a duskwalker is born, she appears spontaneously in a sanctified place with a connection to death, most often a graveyard or a temple. Duskwalkers do not experience infancy, instead beginning their lives with the appearance and facilities of a roughly 8-year-old human child. These mysterious children always appear cloaked in simple white robes, with a small satchel of food and water by their sides. Duskwalker children mature at a variable rate depending upon the support they receive. A child adopted into a nurturing family or taken into care at a temple matures at a rate similar to that of a human child and develops a healthy balance between her appreciation for life and her interest in death. While duskwalker children almost always appear near settlements, the unusual circumstances of their creation sometimes lead them to be ostracized to the point where they are forced to fend for themselves. Duskwalker children who endure such circumstances reach physical and intellectual maturity rapidly, but they struggle socially and emotionally.

Duskwalker naming conventions are varied. Many duskwalkers prefer to select their own names shortly after they manifest. Duskwalkers who have a good relationship with their surrounding community choose names that follow that community's traditions. Isolated duskwalkers make up their own conventions, naming themselves after their accomplishments or values or even just selecting a string of syllables that sounds nice to them.

The role of duskwalkers has changed somewhat since the beginning of the Age of Lost Omens, when prophecy failed. Prior to that time, only souls that were destined to perform roles that would serve the Boneyard's interests would be reincarnated as duskwalkers. With prophecy in disarray, however, duskwalkers began to shape their own fates. Some duskwalkers receive occasional visitations or messages from psychopomps, intended to steer them toward certain tasks, but they are under no obligation to follow this guidance. Still, because of their origins, most duskwalkers have an innate respect for the cycles of birth and death. They tend to gravitate toward positions and occupations that allow them to protect this cycle, such as hunters of the undead, midwives, morticians, and priests.

Because duskwalkers are so rare, the few duskwalker communities that exist are small and form mostly among individuals united by a common goal, such as adventuring bands of undead-hunters. Many duskwalkers go their entire lives without meeting another member of their race. Instead, they usually live among whichever races are most common near the graveyards in which they manifested. Duskwalkers meet with mixed reactions from human communities. Some people look askance at their ashen appearance and the manner of their creation. Others find the way in which duskwalkers relate to death unsettling. Duskwalkers struggle to understand the fear and hesitation with which most other races speak of death, and even cheerful duskwalkers tend toward dark and morbid senses of humor. However, other communities value or even revere duskwalkers for their wisdom, skill at medicine, and proficiency at fighting undead. Duskwalkers get along particularly well with members of other races that share a planar heritage, such as aasimars, achorites, ganzis, and tieflings, but they share a mutual distrust with dhampirs.

Despite the prejudices they sometimes face, duskwalkers are typically companionable, open-minded, and accepting of people. They seek friendships and romantic relationships with others of many different races. Many duskwalkers seek to build a family with children at some point in their lives.

They grow their families by adopting children from their communities, with a particular preference toward children that other prospective parents may look over. Most have no interest in sexual relationships, though, and no duskwalker is capable of bearing or siring biological children.

Duskwalkers are typically neutral in their alignment, like psychopomps themselves. Those who are not neutrally aligned tend toward good alignments over evil ones. Pharasma is the most popular deity among duskwalkers, but Sarenrae and the empyreal lord Ashava also command sizable followings. Members of a growing contingent of evil duskwalkers have been rejecting their inborn nature entirely, throwing in their lot with the sakhils, who delight in such perversion. These duskwalkers can lose the abilities that help them combat undead and gain powers better suited to inflicting fear, but such choices also have a chance of altering their ward against corruption in a particularly unsettling way. Such duskwalkers inevitably find that not only can they become undead, but that their deaths all but guarantee some form of unnatural unlife after death, often coming back as a ghost without such an entity's classic inability to travel far from the place of its death.

DUSKWALKER CHARACTERS

Duskwalkers are defined by their class levels—they do not have racial Hit Dice. All duskwalkers have the following racial traits.

+2 Dexterity, -2 Constitution, +2 Wisdom: Duskwalkers are agile and wise, but their bodies are fragile.

Medium: Duskwalkers are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Duskwalkers have a base speed of 30 feet.

Darkvision: Duskwalkers can see in the dark up to 60 feet.

Skilled: Duskwalkers gain a +2 racial bonus on Knowledge (religion) and Heal checks.

Ghost Hunter (Su): See above.

Ward against Corruption (Ex): See above.

Languages: Duskwalkers begin play speaking Common and one of the following: Abyssal, Celestial or Infernal. Duskwalkers with high Intelligence scores can choose from the following bonus languages: Abyssal, Celestial, Draconic, Dwarven, Elven, Halfling, Infernal, or Protean.



EMPUSA

This beautiful woman has red antennae, gossamer insectile wings, a wasp's legs, and a serpentine whip.

EMPUSA

CR 13



XP 25,600

CN Medium outsider (chaotic, extraplanar, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 28, touch 18, flat-footed 20 (+8 Dex, +10 natural)

hp 174 (12d10+108); fast healing 5

Fort +17, **Ref** +16, **Will** +10

DR 10/lawful; **Immune** disease, electricity, poison; **SR** 24

OFFENSE

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

Melee lash +22/+17/+12 (1d6+5/×2 plus poison)

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

Special Attacks lash, sneak attack +3d6

Spell-Like Abilities (CL 13th; concentration +19)

Constant—*tongues*

At will—*invisibility*, *major image* (DC 20), *modify memory* (DC 20), *suggestion* (DC 19)

3/day—*charm monster* (DC 20), *phantasmal vengeance* (DC 20), *teleport* (self plus 50 lbs. of gear only)

1/day—*mislead* (DC 22), *true seeing*

STATISTICS

Str 17, **Dex** 26, **Con** 29, **Int** 18, **Wis** 22, **Cha** 23

Base Atk +12; **CMB** +20; **CMD** 33

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Deceitful, Improved Feint, Weapon Finesse

Skills **Acrobatics** +23, **Bluff** +25, **Disguise** +25, **Fly** +27, **Knowledge (planes)** +13, **Knowledge (religion)** +10, **Perception** +21, **Ride** +23, **Sense Motive** +21, **Sleight of Hand** +23, **Stealth** +23

Languages Common, Elven; *tongues*

SQ change shape (elf, *alter self*)

ECOLOGY

Environment any (Elysium)

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

Treasure standard

SPECIAL ABILITIES

Lash (Su) As a move action, an empusa can manifest a whip-like weapon that appears to be a coiling serpent—once manifested, the lash exists as long as the empusa carries it. A lash vanishes if it is disarmed or the empusa drops it or is slain. An empusa's lash has a reach of 10 feet and deals 1d6 points of slashing damage on a hit. In addition, a creature damaged by the lash is affected by its toxic venom.

Lash Venom: Lash—injury; save Fort DC 25; frequency 1/round for 6 rounds; effect 1d4 Wis damage plus confused for 1 round; cure 2 consecutive saves. The save DC is Constitution-based.

Phantasmal Vengeance (Sp) This spell-like ability functions as *phantasmal killer*, save that the image it creates is of a creature or person who the viewer has wronged in their past (or of the empusa herself if there are no other appropriate options). If the target of a phantasmal vengeance fails his Fortitude save, the empusa can opt to have the victim become paralyzed for 1 hour rather than die from fear.

The empusas are Calistria's handmaidens and elite agents. Effortlessly passing for elves, empusas move secretly through society, manipulating mortals and influencing events to achieve their missions of vengeance.

An empusa stands 6 feet tall and weighs 120 pounds.



ETHERROOT

This leafy bush bears flowers of a variety of shapes and colors, one of which resembles a toothy mouth at the end of a long stalk.

ETHERROOT

CR 8



XP 4,800

N Large plant (extraplanar)

Init +10; **Senses** darkvision 60 ft., low-light vision, see *invisibility*; Perception +17

DEFENSE

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, -1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +11, **Will** +7

Immune plant traits

OFFENSE

Speed 20 ft.

Melee bite +12 (1d8+4 plus incite emotion), 6 tentacles +10 (1d4+2 plus trip)

Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*analyze aura*^{OA} (emotion only), see *invisibility*

STATISTICS

Str 18, **Dex** 23, **Con** 20, **Int** 15, **Wis** 18, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 28 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Finesse

Skills Knowledge (planes) +12, Perception +17, Sense Motive +14, Spellcraft +12

Languages *telepathy* 100 ft.

SQ ethereal portal

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Ethereal Portal (Su) As a full-round action, an etheroot can create a portal from the Ethereal Plane to the corresponding location on the Material Plane in the 4 squares beneath its body. This portal allows the etheroot's stalked bite and tentacles to pass through, but not the rest of its body or any other creatures. It also allows the etheroot's *analyze aura* ability to function across planes as if the plant were wholly present in the 4 affected squares. If an etheroot moves from its location, the portal vanishes immediately. An etheroot can be attacked normally by creatures on the Material Plane when its portal is active.

Incite Emotion (Sp) If an etheroot hits with its bite, it can create the effects of its choice of *crushing despair*, *fear*, *good hope*, *reckless infatuation*^{UM}, *serenity*^{UM}, or *unadulterated loathing*^{UM}, with the following exceptions. The effect targets only the touched creature, its duration is 1 minute, and the DC of the Will save

to resist the effect is 10 + half the etheroot's Hit Dice + its Charisma modifier (DC 17 for a typical etheroot). An etheroot can use its incite emotion ability a total number of times per day equal to its Hit Dice (typically 10).

Etheroots feed on emotions and ectoplasm. While the Ethereal Plane contains ample ectoplasm for their needs, etheroots typically burrow their feeding tendrils and roots through to the Material Plane in search of emotional energy. Depending upon its mood and the balance of emotions in its body, an etheroot may offer words of encouragement and beneficial spells, or it may evoke terror instead. Particularly knowledgeable planar travelers may be able to predict an etheroot's appetites by observing the colors and shapes of its flowers, which represent the emotional auras of the plant's most recent meals. One of the etheroot's favorite delicacies are spiritualist's phantoms, as their rare combination of ectoplasmic bodies and intense emotions make them uniquely flavorful and satisfying.



GANZI

This dark-skinned woman moves with grace and confidence, but her vibrant eyes hold a hint of unpredictable wildness.

GANZI

CR 1/2



XP 200

Female ganzi bard 1

CN Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield)

hp 12 (1d8+4)

Fort +3, **Ref** +3, **Will** +1; +2 vs. polymorph effects

Resist acid 5, electricity 5, sonic 5

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19–20)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1), ganzi oddity (quibble)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*cure light wounds*, *grease* (DC 14)

0 (at will)—*daze* (DC 13), *ghost sound* (DC 13), *mage hand*, *prestidigitation*

STATISTICS

Str 10, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 11

Feats Arcane Strike

Skills Acrobatics +4, Diplomacy +7, Perception +3, Perform (act) +7, Sense Motive +5, Spellcraft +4, Survival +1; **Racial Modifiers** +2 Sense Motive, +2 Survival

Languages Common, Protean

SQ bardic knowledge +1

ECOLOGY

Environment any (Maelstrom)

Organization solitary, pair, or band (3–12)

Treasure NPC gear (leather armor, light steel shield, dagger, other treasure)

SPECIAL ABILITIES

Ganzi Oddity As creatures infused with the entropic forces of the Maelstrom, all ganzis have a distinct and unusual oddity that manifests as a physical or magical ability that sets the ganzi apart. Typically, a ganzi's oddity is chosen from the most common manifestations of entropy listed below, but other, more unique oddities can certainly exist. The numbers listed for each option can be used to randomly determine what form of ganzi oddity a particular Ganzi might have, at the GM's option, but the quibble ability is the most common.

1–2: Chaos Champion (Su) Ganzis with a lineage linked to the einherji often become crusaders for the forces of entropy and excel in combat against lawful beings. The ganzi can smite law once per day as a swift action, targeting a

lawful foe. She adds her Charisma modifier as a bonus on attack rolls and gains a bonus on damage rolls equal to her Hit Dice. Once activated, smite law persists until the target is dead or the ganzi rests, whichever comes first.

3–4: Entropic Flesh (Ex) Ganzis with lineages that link strongly to chaos beasts retain some of their ancestors' immunity to transformation. In addition to gaining a +2 bonus on Escape Artist checks and to CMD against grapple combat maneuvers, when such ganzis are affected by a hostile transmutation effect (such as polymorphing or petrification), they can attempt a new saving throw at the start of their next turn to end the effect. They gain a +4 bonus on this second saving throw, but if they fail, the transmutation effect persists as long as it normally would.

5–6: Prehensile Tail (Ex) Ganzis with lineages that are particularly influenced by the presence of proteans often have colorful feathers, scales, or skin, and a long serpentine tail. This tail can be used to carry items. While ganzis with this oddity cannot wield weapons with their tails, they can use their tails to retrieve small, stowed objects carried on their persons as a swift action.

7–14: Quibble (Su) For most ganzis, the influence of chaos is relatively subtle and manifests as an ability to infect others with entropy and unexpected luck (be it good luck or bad). Once per day as an immediate action, a ganzi can twist probability and alter the luck of a single creature within 20 feet, forcing it to reroll a single d20 roll it has just made. The target must take the second result, even if it is worse. A ganzi can use this ability after the target has rolled but must use it before the GM declares whether the roll was a success or failure. Unwilling creatures can resist a ganzi's quibble with a successful Will save (DC = 10 + half the ganzi's level + the ganzi's Charisma modifier). This is a curse effect.

15–18: Spell-Like Ability (Sp) Ganzis whose chaotic influences rise from regions other than the Maelstrom or its inhabitants often manifest an oddity that duplicates the effects of a specific spell. Such ganzis gain one of the following spell-like abilities, usable once per day at a caster level equal to the ganzi's HD: *alter self*, *blur*, *detect thoughts*, *hideous laughter*, *minor image*, *shatter*, or *spider climb*.

19–20: Weaponplay (Ex) Ganzis with lineages that link to the valkyries manifest their heritage in their skill in combat. Such ganzis are always proficient with all simple and martial weapons, and they can qualify for feats normally available only to fighters (such as Weapon Specialization) even if they don't have any fighter class levels.

Ganzis are the end result of planar chaos touching living creatures. Where the planes brush against the Material Plane or where chaotic inhabitants (be they chaos beasts, proteans, valkyries, or others) affect or influence mortal life, ganzis are born in their wake like ripples in a pond.

While ganzis are superficially human in appearance, they often have features that set them apart from the rest of humanity. These features can vary widely; one ganzi might have a discolored hand that flickers with entropic (but harmless) energy, while another might have brightly colored scales covering her shoulders and back, and yet another might have horns and glowing green eyes. Likewise, ganzi height and weight can vary dramatically, even by human standards, but the average ganzi stands between 5 and 6 feet tall and weighs anywhere from 100 to 300 pounds.

Many ganzis are mistaken for aasimars or tieflings at birth, but in truth ganzi births very rarely result from mortals mingling with outsiders. The vast majority are born after one or both parents were exposed to a force of chaotic or entropic energy. As such, the circumstances of a ganzi's childhood can vary dramatically and depend on the parents' tolerance for the unexpected. A ganzi's tendency towards chaos exacerbates this, with many ganzis developing gregarious, iconoclastic, or thrill-seeking reputations among their peers. A sizable minority of ganzis appear completely human early in life, their anarchic heritage manifesting shortly after puberty in a chaotic—and traumatic—spasm of rapid evolution. While ganzis are most commonly of human stock, it is not unknown for ganzis to be born among other races. These ganzis bear superficial signs of their nonhuman heritage, but their statistics and abilities are identical to those born to humans.

Like other native outsiders of humanoid heritage, ganzis are found most often scattered amidst the societies of their parent races. The rare ganzis who choose not to wander may live their entire lives without meeting another of their kind. Due to their scattered pattern of birth and their tendency towards wandering lifestyles, ganzis rarely congregate in significant numbers and almost never form cultures of their own. On occasion, a Material Plane society in a region with links to other planes will produce enough ganzis over time for them to form their own subculture, but such societies are rare indeed.



Given their relationship to the Cerulean Void and its natives, it is not uncommon for ganzis with awareness of their heritage and the resources for planar travel to journey to the Maelstrom. Some ganzis make this pilgrimage to seek out proteans, valkyries, or other natives of the Maelstrom in hopes of understanding their own place in the cosmos, while others are drawn to the idea of communing with the vast and potent force of primordial chaos itself.

As befits their chaotic origin, the personality and outlook of individual ganzis can vary significantly. Often chaotic-aligned, with no particular tendency towards good or evil, many find themselves drawn to the life of the wandering adventurer. Ganzis are commonly possessed of deep curiosity and powerful creative talent, leading many to become artists or bards, while others enjoy the alchemist's dichotomous mastery of creation and destruction. Sorcerous talents and oracular mysteries of all varieties are unsurprisingly common among ganzis.

GANZI CHARACTERS

Ganzis are defined by their class levels—they do not have racial Hit Dice. All ganzis have the following racial traits.

+2 Constitution, +2 Charisma, –2

Intelligence: Ganzis are passionate, creative, and resilient, but they have difficulty focusing on intellectual pursuits.

Medium: Ganzis are Medium creatures and have no bonuses of penalties due to their size.

Normal Speed: Ganzis have a base speed of 30 feet.

Darkvision: Ganzis can see in the dark up to 60 feet.

Maelstrom Resistance: Ganzis have acid resistance 5, electricity resistance 5, and sonic resistance 5, and they gain a +2 racial bonus on saving throws against spells of the polymorph subschool.

Skilled: Ganzis gain a +2 racial bonus on Sense Motive and Survival checks.

Ganzi Oddity: See above

Languages: Ganzis begin play speaking Common and one of the following: Abyssal, Celestial, or Protean. Ganzis with high Intelligence scores can select any of those languages as bonus languages, along with Aklo, Aquan, Auran, Ignan, Sylvan, or Terran.

INEVITABLE, NOVENARUT

Fashioned of jade and steel and wielding a gleaming katana, this mechanical samurai has six green gemstone eyes.

NOVENARUT

CR 4



XP 1,200

LN Medium outsider (extraplanar, inevitable, lawful)

Init +0; **Senses** darkvision 60 ft., low-light vision, *detect chaos*, *deathwatch*; Perception +18

DEFENSE

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

hp 45 (6d10+12); regeneration 3 (chaotic)

Fort +7, **Ref** +2, **Will** +8

Defensive Abilities constructed, parry;

SR 15

OFFENSE

Speed 30 ft.

Melee mwk katana +12/+7 (1d8+4/18–20)

Special Attacks smite dishonorable foe

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*deathwatch*, *detect chaos*

At will—*command* (DC 13), *stabilize*

3/day—*cure moderate wounds*

1/day—*keen edge*

STATISTICS

Str 18, **Dex** 11, **Con** 14, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +10; **CMD** 20

Feats Alertness, Dazzling Display, Weapon Focus (katana)

Skills Diplomacy +11, Intimidate +11, Knowledge

(planes) +9, Perception +18, Sense Motive +14,

Survival +12; **Racial Modifiers** +4 Perception

Languages truespeech

ECOLOGY

Environment any (Axis)

Organization solitary, pair, or skirmish (3–10)

Treasure standard (mwk katana, other treasure)

SPECIAL ABILITIES

Parry (Ex) As long as a novenarut carries its katana's scabbard in one hand, it can attempt to parry one melee attack as an immediate action. When it attempts to parry, it makes an attack roll at its highest bonus as if with its katana (+12 for a typical novenarut); if the result is equal to or higher than the attacker's attack roll, the novenarut parries the blow and takes no damage from the attack.

Smite Dishonorable Foe (Su) Once per day as a swift action, a novenarut can smite one creature that has acted dishonorably within the previous round by dealing sneak attack damage on the novenarut or on one of its allies within 30 feet, by using the dirty trick^{APG} combat maneuver, or by attacking a helpless foe within 30 feet of the novenarut (at the GM's discretion, similar acts can qualify as dishonorable actions as well). When the novenarut smites, it adds its

Charisma bonus (+2 for the typical novenarut) as a bonus on attack rolls and its HD (6 for the typical novenarut) as a bonus on damage rolls against the dishonorable foe. Once activated, this ability persists until the target is defeated or 24 hours have passed (whichever comes first).

Dutiful and resolute, novenaruts serve the purpose of officiating honorable duels and structured combat. These inevitables resemble samurai in armor fashioned of plates of jade and steel that cover whirring metallic gears. Novenaruts have six compound green eyes, each of which consists of three green lenses that grant it an enhanced field of vision.

Typically, a novenarut does not concern itself with day-to-day battles of honor, focusing instead on conflicts or duels that have higher stakes, such as an honorable battle that determines the fate of a kingdom.



INEVITABLE, VALHARUT

This four-armed faceless woman has flesh that appears to be made of pale marble veined with traceries of blue lines.

VALHARUT

CR 11



XP 12,800

LN Medium outsider (extraplanar, inevitable, lawful)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +20**Aura** inviolate aura (60 ft.)

DEFENSE

AC 25, touch 16, flat-footed 19 (+6 Dex, +9 natural)**hp** 138 (12d10+72); regeneration 5 (chaotic)**Fort** +14, **Ref** +10, **Will** +13**Defensive Abilities** constructed; **DR** 10/chaotic; **Immune** transmutation effects; **SR** 22

OFFENSE

Speed 50 ft.; *air walk***Melee** +1 *valharut hook* +17/+12/+7 (1d8+6/19-20/×3),
+1 *valharut hook* +16 (1d8+3/19-20/×3), +1 *dagger*
+16 (1d4+3/19-20), slam +12 (1d4+2)**Spell-Like Abilities** (CL 11th; concentration +16)Constant—*air walk*At will—*greater teleport* (self plus 50 lbs. of objects only),
order's wrath (DC 19)1/day—*dispel chaos*

STATISTICS

Str 21, **Dex** 22, **Con** 22, **Int** 11, **Wis** 20, **Cha** 21**Base Atk** +12; **CMB** +17; **CMD** 33**Feats** Combat Reflexes, Improved

Critical (valharut hook), Improved

Initiative, Power Attack, Two-Weapon Fighting,

Weapon Focus (valharut hook)

Skills Acrobatics +21, Intimidate +20, Knowledge (planes) +15,

Perception +20, Sense Motive +20, Swim +17

Languages truespeech**SQ** dimension slide

ECOLOGY

Environment any (Axis)**Organization** solitary, pair, or barrage (3-8)**Treasure** standard (+1/+1 *valharut hook*, +1 *dagger*, other treasure)

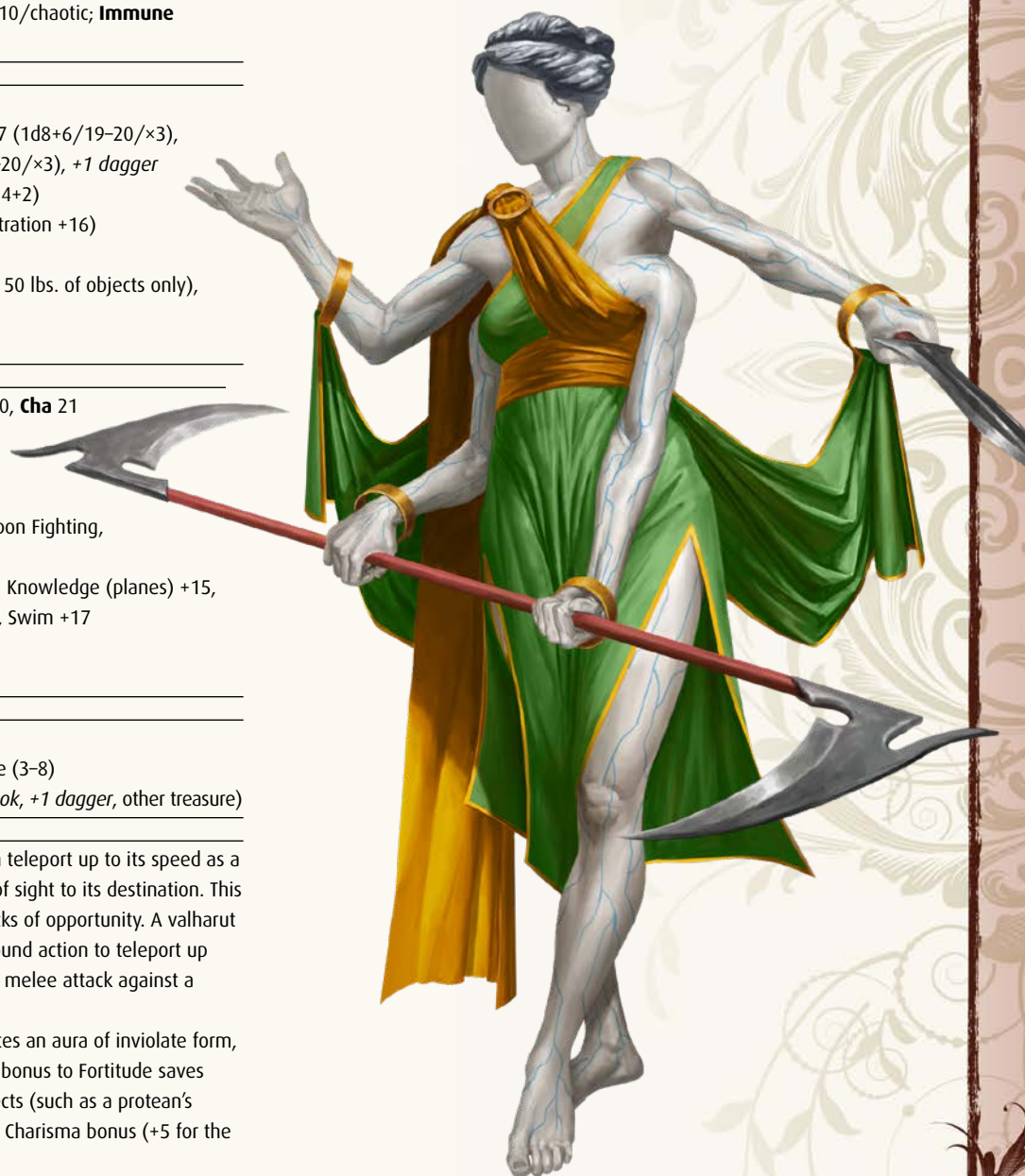
SPECIAL ABILITIES

Dimension Slide (Su) A valharut can teleport up to its speed as a move action, provided it has line of sight to its destination. This movement does not provoke attacks of opportunity. A valharut can perform this ability as a full-round action to teleport up to double its speed and make one melee attack against a creature at the end of this move.

Inviolable Aura (Su) A valharut radiates an aura of inviolate form, granting all allies within 60 feet a bonus to Fortitude saves to resist hostile transmutation effects (such as a protean's warpwave) equal to the valharut's Charisma bonus (+5 for the typical valharut).

Valharut Hook (Ex) Valharuts fight with an exotic weapon that consists of two hooked blades projecting from opposite ends of a shaft. A valharut hook is functionally identical to an orc double axe, but proficiency with the orc double axe does not grant proficiency with a valharut hook, or vice versa.

Valharut inevitables are champions in Axis's ongoing war with the Maelstrom and its protean natives. Unlike other inevitables, the valharut is not designed to protect or maintain a specific universal constant or planar law, but rather to act as a soldier against the ever-encroaching forces of chaos. As such, valharuts are more often seen outside of Axis, battling enemies of law under the direct orders of their axiomite superiors.



IRII

This strangely unnerving entity looks like a thin, graceful human, save for its insectile features and shimmering gossamer wings.

IRII

CR 19



XP 204,800

LN or CN Medium outsider (extraplanar, shapechanger)

Init +12/+2; **Chronosurge**; **Senses** darkvision 60 ft.; Perception +31

Aura aura of fate (30 ft.)

DEFENSE

AC 34, touch 26, flat-footed 25 (+8 Dex, +1 dodge, +7 insight, +8 natural)

hp 333 (23d10+207); fast healing 10

Fort +16, **Ref** +22, **Will** +18

Defensive Abilities *freedom of movement*, frozen moment, improved evasion, temporal insight, temporal mastery;

DR 15/chaos or lawful (see text); **Immune** disease, paralysis, slow, stun; **SR** 30

OFFENSE

Speed 60 ft., fly 90 ft. (perfect); (30 ft., fly 60 ft. without *haste*)

Melee 2 +2 *adamantine longswords* +31/+26/+21/+16 (1d8+10/17-20)

Special Attacks curse of time, temporal manipulation

Spell-Like Abilities (CL 19th; concentration +26)

Constant—*freedom of movement*, *haste*, *tongues*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*disintegrate* (DC 23), *quicken dispel magic*, *geas*, *mark of justice*, *mirage arcana* (DC 22), *quicken mirror image*, *persistent image* (DC 22), *quicken slow* (DC 20)

1/day—*divination*, *heal*, *temporal stasis* (DC 25), *time stop*

1/year—*wish*

STATISTICS

Str 26, **Dex** 27, **Con** 28, **Int** 25, **Wis** 21, **Cha** 24

Base Atk +23; **CMB** +31; **CMD** 57

Feats Double Slice, Flyby Attack, Greater Two-Weapon Fighting, Improved Critical (longsword), Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (*dispel magic*, *mirror image*, *slow*), Two-Weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +34, Bluff +33, Disable Device +34, Disguise +30, Fly +42, Knowledge (arcana) +30, Knowledge (history) +33, Knowledge (planes) +33, Perception +31, Sense Motive +31, Spellcraft +30, Stealth +34, Use Magic Device +33

Languages Abyssal, Aklo, Celestial, Common; *tongues*

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

ECOLOGY

Environment any (Dimension of Time)

Organization solitary or pair

Treasure triple (2 +2 *adamantine longswords*, other treasure)

SPECIAL ABILITIES

Aura of Fate (Su) A creature that ends its turn within an irii's 30-foot-radius aura of fate must succeed at a DC 28 Will

save or be forced to declare all actions that it will take on its next turn and be unable to change them. These actions are declared in the same manner as readied actions. If a declared action is impossible to complete or becomes impossible to perform (such as performing a full attack on a creature that is no longer adjacent), that action is lost. The irii is aware of what actions an affected creature intends to take. A *nondetection* spell renders a creature's fate unreadable and negates this effect. Iriis are immune to the auras of other iriis. The save DC is Wisdom-based.

Chronosurge (Ex) An irii gets two turns each round, one on its initiative count and another on its initiative count - 10.

Curse of Time (Su) An irii can rewind or fast-forward a target's personal timestream, crippling the victim with age or inducing temporary amnesia by rewinding the victim's memories. A creature that takes damage from an irii's sword attack becomes exhausted or feebleminded (as per *feeblemind*) for 1 round by this effect unless it succeeds at a DC 28 Fortitude save. Once a creature successfully saves against an irii's curse of time, it is immune to that particular irii's curse of time for 24 hours. Immunity to magical aging prevents this curse effect. The save DC is Charisma-based.

Frozen Moment (Su) Up to three times per day as a swift action, an irii can freeze time around itself for the duration of its turn. This does not grant the irii additional actions, but it prevents creatures from taking attacks of opportunity or readied actions against the irii while this ability is active.

Temporal Insight (Ex) An irii gains an insight bonus to its Armor Class equal to its Intelligence modifier (+7 for most iriis).

Temporal Mastery (Su) Whenever a creature within 60 feet of an irii uses *time stop*, the irii can act normally as if it had cast *time stop* itself. As neither the irii nor the caster is frozen in time with respect to the other, each can target and affect the other with attacks, spells, or other effects they create, though neither can affect frozen creatures for the duration of the *time stop*. This ability functions even if the irii is flat-footed or unaware of its opponent.

Additionally, an irii can always take actions in a surprise round.

Temporal Manipulation (Su) An irii's specific temporal manipulation abilities depend upon its alignment.

Chaotic iriis can rewind time as an immediate action 3 times per day in response to being struck by a spell, spell-like ability, or attack, negating all damage and effects of the triggering action. Spells that predict the future—such as *augury*, *divination*, *foresight*, *moment of prescience*, and *truestrike*—cannot perceive chaotic iriis and provide no benefit against them or information about them.

Lawful iriis weigh their foes down with knowledge of their inexorable futures. A creature must roll twice and take the lowest result on attack rolls and caster level checks to overcome spell resistance against a lawful irii, and cannot use abilities to force the irii to reroll a successful d20 roll or to roll multiple times and take a lower result.

Iriis are natives of the Dimension of Time, but are often mistaken for angels or fey. Iriis have two distinct variants depending on their beliefs and roles with regard to time, and are locked in a civil war over their differing philosophies. Iriis who view time as rigid and immutable are lawful neutral and refer to themselves as Fates; they have the heads of animals—usually big cats, jackals, bulls, or beetles—and wings made out of glass and gold, with unblinking eyes encircling their necks. Iriis who see time as elastic and entropic are chaotic neutral and call themselves Fortunes; they have human faces, golden horns, and insectile wings. Due to their constant battles over ethos, these two aspects were considered to be entirely different species, until a Fate was observed bursting open and releasing a Fortune from within its body. Further study confirmed that Fortunes can likewise become more rigid in outlook and transform into Fates. What triggers these changes in aspect is unknown, but interviews with the iriis themselves suggest a single irii may be composed of multiple Fates and Fortunes, and they appear as separate creatures only because their appearances are filtered through mortals' unsophisticated perceptions of time and reality.

Iriis are gregarious despite their alien mind-sets. While they most often remain in the Dimension of Time, fighting to either destroy or preserve alternate timelines that never became reality, they are known to don mortal guises and walk the Material Plane. Diviners and those who meddle with time, as well as major events in history, attract iriis, sometimes prompting them to stay and work toward their own peculiar ends. Fate iriis believe that both the past and future are set in stone, and consider anything that attempts to change either to be world-threatening meddling; they help prophecies and destinies come to pass and harry those who would alter history. Fortune iriis delight in destroying predetermined events as well as subtly modifying those that have past, splicing portions of alternate histories into the timeline to replace events that have been rendered impossible by temporal tampering. All iriis work to preserve the timestream, however—though Fates and Fortunes disagree on how elastic time is, they both agree that it should flow smoothly from prior actions into future consequences. As such, they always band together

to defend the timeline from events and powers that could devour the past, erase the future, or destroy the integrity of time itself, shattering existence into an endless series of temporal paradoxes.

Though iriis are rarely malicious in their actions, they are unsafe creatures by any metric. Their relationship with time means they rarely see a creature's death as an ending, causing iriis to sometimes act callous toward others. They can be invaluable patrons to people they take an interest in, especially scholars who seek out mysteries beyond the known multiverse, but these mysteries tend not to be healthy for mortal minds—and once an irii's attention is gained, there is no escaping it in any timeline.

The average irii stands 6 feet tall and weighs 150 pounds in its true form.



LEVIATHAN

This impossibly enormous, whalelike monstrosity glares with a hundred red eyes, its cavernous maw lined with rows of sharp teeth.

LEVIATHAN

CR 30



XP 9,830,400

N Colossal magical beast (water)

Init +15; **Senses** low-light vision, scent, see in darkness, *true seeing*; Perception +48

DEFENSE

AC 48, touch 13, flat-footed 37 (+11 Dex, +35 natural, -8 size)

hp 765 (34d10+578)

Fort +36, **Ref** +30, **Will** +24

Defensive Abilities all-around vision, recovery; **DR** 20/epic;

Immune ability damage, ability drain, bleed, cold, death effects, disease, energy drain, fear, paralysis, sleep; **Resist** acid 30, electricity 30, fire 30; **SR** 41

OFFENSE

Speed fly 100 ft. (poor), swim 200 ft.

Melee bite +46 (10d8+30/19-20 plus disjoining bite and grab), slam +46 (10d6+30/19-20), tail slap +41 (6d10+30/19-20 plus dimensional vortex)

Space 100 ft.; **Reach** 100 ft.

Special Attacks disjoining bite, eye beams, fast swallow, hurl foe, inhalation, pierce immunities, swallow whole

Spell-Like Abilities (CL 30th; concentration +40)

Constant—*true seeing*

3/day—*plane shift* (DC 27)

1/day—*tsunami*^{MPG} (DC 29)

STATISTICS

Str 50, **Dex** 33, **Con** 44, **Int** 15, **Wis** 32, **Cha** 31

Base Atk +34; **CMB** +62 (+66 bull rush); **CMD** 83 (85 vs. bull rush, can't be tripped)

Feats Combat Reflexes, Critical Focus, Greater Bull Rush, Greater Vital Strike, Hover, Improved Bull Rush, Improved Critical (bite, slam, tail slap), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike, Wingover

Skills Fly +36, Perception +48, Sense Motive +45, Swim +65

Languages Aklo, Common, Sylvan

SQ labyrinthine innards, massive, planar acclimation, powerful blows (bite, slam, tail slap)

ECOLOGY

Environment any oceans (First World)

Organization solitary (unique)

Treasure triple (consists of swallowed treasure)

SPECIAL ABILITIES

Dimensional Vortex (Su) When Leviathan strikes a creature with its tail slap, the overwhelming blow tears at the underlying structure of reality. Leviathan can use its *plane shift* spell-like ability on creatures so struck as a free action; these uses of *plane shift* do not count against the daily limit of the spell-like ability.

Disjoining Bite (Su) When Leviathan bites a creature, its jaws attempt to destroy magical effects in place on the target.

The creature bitten must succeed at a DC 37 Will save or all spell effects in place on it are immediately destroyed (as per *dispel magic*). Leviathan can disjoin an existing spell effect by biting it, although doing so exposes Leviathan to the spell's effect as it bites. Likewise, Leviathan can attempt to disjoin a magic item by biting it. On a hit, the item must succeed at a DC 37 Will save or be permanently destroyed—note that even if the disjunction doesn't destroy the item, the damage dealt by Leviathan's bite might be sufficient to destroy the item.

Leviathan's disjoining bite cannot destroy artifacts. The save DC is Charisma-based.

Eye Beams (Su) As a standard action, Leviathan can fire prismatic beams of rippling light from its hundred eyes out to a range of 1,000 feet. While Leviathan cannot target a single creature with more than one eye beam at a time, it can split its 100 beams any way it wants against visible targets in range. When Leviathan attacks with its eye beams, it must make a ranged touch attack with a +37 bonus to hit a target. On a hit, a creature must succeed at a DC 37 Will save or its mind is emptied, becoming affected as if by *feeblemind*, and its thoughts are drawn into Leviathan's own mind. As long as Leviathan is active, this effect can be removed only via *miracle* or *wish*; if Leviathan is defeated and forced into its comatose state (see Recovery below), the feeblemind effect can be cured as normal. Once a creature succeeds at a save against Leviathan's eye beams, it is immune to the eye beams for 24 hours. The save DC is Charisma-based.

Flight (Su) Leviathan's ability to "swim" through the air is treated as a supernatural form of flight.

Hurl Foe (Ex) When Leviathan damages a Huge or smaller foe with one of its natural attacks, it can attempt a combat maneuver check to hurl the foe as part of that attack. On a successful check, the foe is knocked back 10 feet in a direction of Leviathan's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which Leviathan's check result exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining, and the foe is knocked prone in the space adjacent to the obstacle.

Inhalation (Ex) Once every 1d4 rounds as a standard action, Leviathan can inhale a massive amount of water, affecting an 80-foot-long cone. Huge or smaller creatures within this area of effect must each succeed at a DC 44 Reflex save to avoid being drawn into Leviathan's maw and automatically swallowed whole. The save DC is Constitution-based.

Labyrinthine Innards (Su) Creatures swallowed by Leviathan find themselves separated from all other swallowed creatures in a twisting maze of passages within the Tane's digestive system. A swallowed creature can move freely through this fleshy maze and takes no damage from being swallowed,

but it can't damage Leviathan from within if it attempts to escape. Instead, swallowed creatures must find an exit via one of the monster's hundred tear ducts by succeeding at a DC 20 Intelligence check as a full-round action, similar to *maze*.

Teleportation effects do not function inside of Leviathan.

Massive (Ex) Because Leviathan is so massive, it treats terrain features that form difficult terrain as normal terrain, though immense features like cities or forests still function as difficult terrain for the monster. A Huge or smaller creature can move through squares occupied by Leviathan and vice versa. Leviathan can make attacks of opportunity only against foes that are Huge or larger and can be flanked only by Huge or larger foes. Leviathan gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It is possible for a Huge or smaller creature to climb Leviathan—this requires a successful DC 30 Climb check, and unlike the normal rules regarding Leviathan and attacks of opportunity, a Small or larger creature that climbs Leviathan's body provokes an attack of opportunity from the monster.

Pierce Immunities (Ex) Leviathan ignores all forms of damage reduction when it attacks a foe with its natural weapons, including DR/epic and DR/—.

Planar Acclimation (Ex) Leviathan is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Recovery (Ex) At the end of its turn, Leviathan can automatically shake off any one adverse condition other than dead. If it is affected by multiple adverse conditions, it chooses which one to end that round. Should Leviathan be slain, it is instead transported across time and space to a hidden spot in the First World's oceans at a point 1d100 years in the future, fully recovered but immobile. Leviathan awakens a century after the date of its "death," but if its immobile body is discovered before it wakes from this deathlike state, it can be killed forever.

The mighty Leviathan is the most powerful of the Tane, a group of destructive servitors of the Eldest. Left to its own devices, Leviathan remains in a slumber lasting for millennia or spends its waking time singing in the vast deeps of the First World's oceans. But the Eldest's planar upheavals, whims, or the ill-advised aggression of fools can arouse Leviathan as a weapon of devastation. Once awakened, Leviathan leaves cities and even entire nations destroyed in its planar wake, though it preserves the thoughts and memories of many of the fallen within its own mind, composing elegies to the lost. Some lucky few are spared Leviathan's wrath by gaining refuge within Zanziveil, the City of the Spared, a resplendent

city of refugees ruled by a mysterious masked woman named Zizipal. Zanziveil itself exists in a strange demiplane accessible only via Leviathan's labyrinthine entrails, and many believe that Zizipal is a manifestation of Leviathan's remorse and curiosity.

Over the eons, Leviathan has visited countless Material Plane worlds. Although often little remains physically of those Leviathan destroys, tales of the gargantuan creature's visits have a way of enduring in a society's oral history. As a result, many otherwise unconnected worlds share curiously similar mythologies of ancient cities or civilizations being destroyed by the legendary creature.

Leviathan is an immense, whalelike beast, measuring nearly 150 feet long from head to tail.



MOON HAG

The flesh of this withered woman's face stretches tightly over her skull, with one red eye bulging fat in its socket.

MOON HAG

CR 7



XP 3,200

CE Medium monstrous humanoid (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 19 (+1 Dex, +4 insight, +5 natural)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +9

Defensive Abilities ferocity, lunatic insight; **Immune** *confusion*, *fear*, *insanity*; **SR** 18

OFFENSE

Speed 30 ft.

Melee bite +14 (1d6+5), 2 claws +14 (1d6+5)

Special Attacks dreadful ravings, rend (2 claws, 1d6+3+7)

Spell-Like Abilities (CL 7th; concentration +11)

At will—*augury*, *deathwatch*, *doom* (DC 15)

3/day—*death knell* (DC 16), *rage*, *speak with dead* (DC 17)

1/day—*bestow curse* (DC 18), *confusion* (DC 18), *divination*, *fear* (DC 18), *tongues*

STATISTICS

Str 20, **Dex** 12, **Con** 19, **Int** 14, **Wis** 17, **Cha** 19

Base Atk +9; **CMB** +14; **CMD** 29

Feats Alertness, Combat Casting, Great Fortitude, Power Attack, Skill Focus (Intimidate)

Skills Intimidate +19, Knowledge (planes) +11, Knowledge (religion) +11, Perception +17, Sense Motive +14, Spellcraft +11

Languages Aklo, Common

ECOLOGY

Environment any (Boneyard)

Organization solitary or coven (three hags of any kind)

Treasure standard

SPECIAL ABILITIES

Dreadful Ravings (Su) Three times per day as a standard action, the moon hag can howl a litany of dreadful prognostications at a creature within 30 feet. The predictions afflict the victim, gnawing away at its sanity. This is a language-dependent curse effect; if a moon (including Groetus) is visible to the victim, it takes a -2 penalty on the save against the effect.

Dreadful Ravings—curse; save Will DC 18; frequency 1/round for 6 rounds; effect 1d3 Wisdom damage; cure 2 consecutive saves. The save DC is Charisma-based.

Lunatic Insight (Su) A moon hag adds her Charisma modifier as an insight bonus to AC and on initiative checks. These bonuses increase by 2 when a moon (including Groetus) is visible above (this increase is not included in the statistics above).

Moon hags are foul prophets that haunt the Boneyard's endless tombs, serving Groetus, the skull-faced moon hanging eternally above. These lurid hags almost universally worship Groetus, and many claim to be mouthpieces for this god of oblivion.

Moon hags are extremely knowledgeable about the secret paths and portals of the Boneyard, and they often use this knowledge to journey to the Material Plane for sinister purposes. Most moon hags use this opportunity to birth and abandon changelings, seeing even their wayward daughters as agents of Groetus's will.

Moon hag changelings are especially pale-skinned, and many are plagued by chronic anxiety, leading them to become reclusive. The daughter of a moon hag gains the moon daughter racial trait: she gains a +1 insight bonus to her AC but takes a -2 penalty on Will saving throws. If a moon is visible, the bonus and penalty each increase by 1.



ROSELING

This small plant is shaped vaguely like a human with a rose blossom for a head and soft, petallike wings fluttering from its shoulders.

ROSELING

CR 7



XP 3,200

NG Small plant (extraplanar, shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 20, touch 16, flat-footed 15 (+5 Dex, +4 natural, +1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +8, **Will** +7

Immune electricity, petrification, plant traits; **Resist** cold 10, sonic 10

OFFENSE

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

Melee 2 claws +9 (1d3+1)

Ranged 4 thorns +13 (1d4+5 plus euphoria)

Special Attacks euphoria

Spell-Like Abilities (CL 7th; concentration +12)

Constant—*pass without trace*, *speak with plants*

At will—*remove fear*

STATISTICS

Str 13, **Dex** 20, **Con** 18, **Int** 20, **Wis** 19, **Cha** 21

Base Atk +7; **CMB** +7; **CMD** 22

Feats Combat Expertise, Deadly Aim, Improved Initiative, Point-Blank Shot, Precise Shot

Skills Acrobatics +15, Craft (any one, typically alchemy) +15, Fly +24, Knowledge (nature) +10, Knowledge (planes) +10, Perception +17, Stealth +22, Survival +14

Languages Celestial, Common, Sylvan; *speak with plants*

SQ change shape (Small rose bush; *tree shape*)

ECOLOGY

Environment any (Nirvana)

Organization solitary, pair, or bed (3–8)

Treasure standard

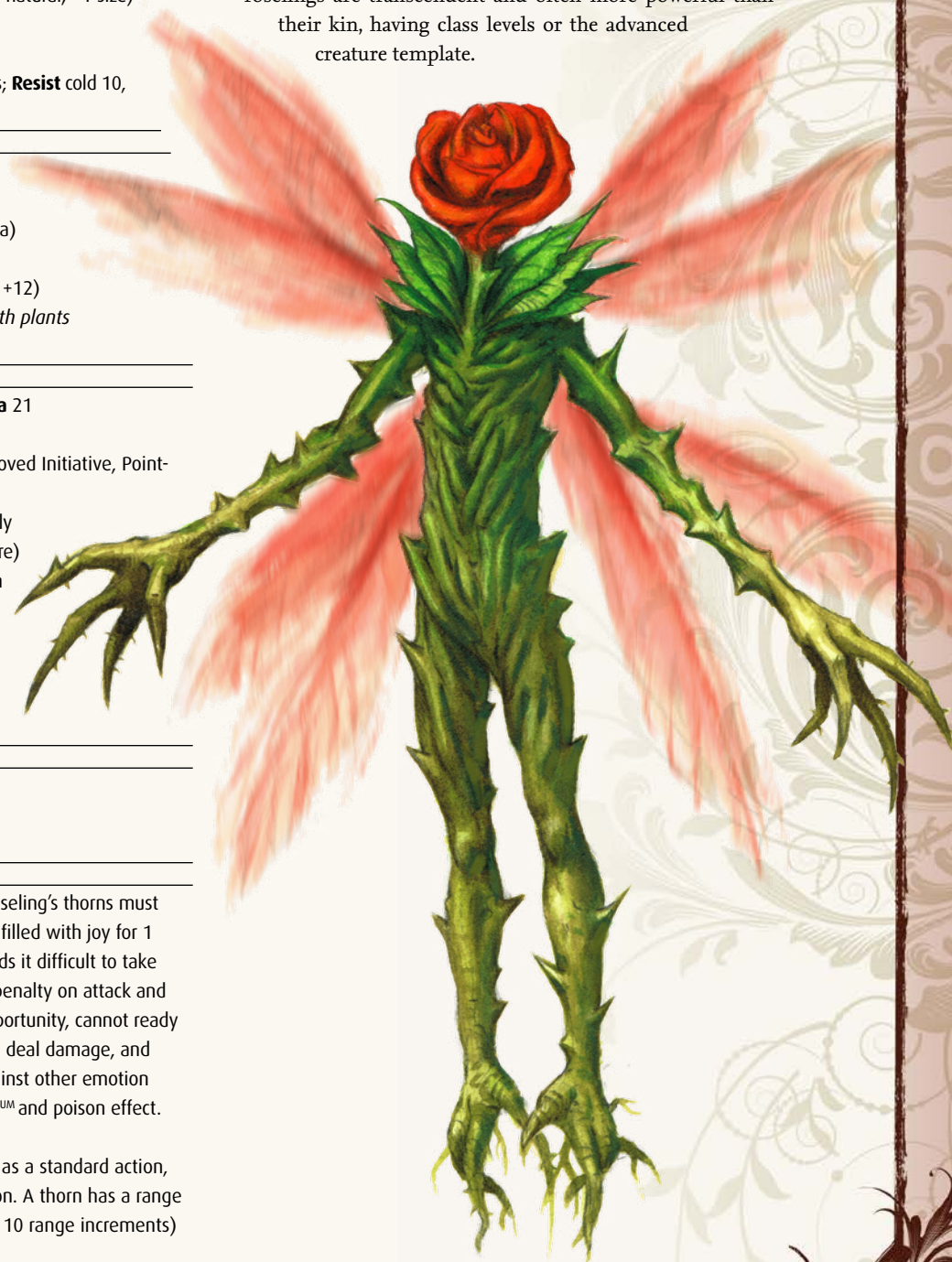
SPECIAL ABILITIES

Euphoria (Su) A creature damaged by a roseling's thorns must succeed at a DC 19 Will save or become filled with joy for 1 hour, during which time the creature finds it difficult to take hostile actions. The creature takes a –2 penalty on attack and damage rolls, cannot take attacks of opportunity, cannot ready an attack or any other action that would deal damage, and takes a –2 penalty on saving throws against other emotion effects. This is a mind-affecting emotion^{UM} and poison effect. The save DC is Constitution-based.

Thorns (Su) A roseling can launch a thorn as a standard action, or up to four thorns as a full-round action. A thorn has a range increment of 20 feet (to a maximum of 10 range increments)

and deals piercing damage. A roseling applies its Dexterity modifier (+5 for the typical roseling) on the damage dealt by a thrown thorn instead of its Strength modifier. A creature damaged by a thorn is exposed to the roseling's euphoria. The save DC is Constitution-based.

Roselings are often found in Shelyn's divine realm. A roseling's petal color reflects its personality: pink roselings are gentle, red roselings are passionate, white roselings are shy, yellow roselings are gregarious, and the rare blue roselings are transcendent and often more powerful than their kin, having class levels or the advanced creature template.



SAPPHIRE OOZE

This glittering ooze suddenly flexes and bulges as portions of it begin to crystallize.

SAPPHIRE OOZE

CR 2



XP 600

CG Medium ooze (extraplanar, shapechanger)

Init +3; **Senses** blindsight 30 ft.; Perception +3

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 22 (3d8+9)

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

Defensive Abilities all-around vision; **DR** 5/bludgeoning;

Immune acid, mind-affecting effects, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee 2 slam +4 (1d4+2)

Special Attacks hero's infusion

STATISTICS

Str 14, **Dex** 17, **Con** 16, **Int** 7, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 18 (can't be tripped)

Feats Dodge, Skill Focus (Perception)

Skills Climb +11, Diplomacy +3, Perception +3, Swim +11

Languages Celestial, Common

SQ amorphous aegis, compression

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or colony (3-12)

Treasure incidental

SPECIAL ABILITIES

Amorphous Aegis (Ex) As a full-round action, a sapphire ooze can transform into wearable armor. This armor can be sized for creatures of the ooze's size or one size category smaller, and the subject must be willing to wear the ooze as armor. While in its armor form, the ooze cannot take actions other than to use its hero's infusion ability or to return to its true form as a full-round action. While the shape of the armor created can vary, it always appears to be made of glittering sapphire crystals and provides protection as if it were a mithral breastplate. While a sapphire ooze is worn, it takes 1d6 points of damage each time its host takes more than 5 points of damage from a single attack; this damage bypasses the sapphire ooze's damage reduction and immunities. If this damage reduces the ooze to 0 hit points, it immediately reverts to its true form and falls to the ground.

Hero's Infusion (Ex) Three times per day, a sapphire ooze can touch a creature as a standard action to grant it a +4 bonus on saves against fear for 1 round; an unwilling creature can attempt a DC 14 Fortitude save to resist. A sapphire ooze can use this ability as a swift action on a creature that is wearing it. This is a poison effect. The save DC is Constitution-based.

Sapphire oozes are a form of intelligent ooze native to Elysium. Steadfastly courageous and protective, sapphire oozes are proof that even the least of Elysium's natives are heroic in their own right. These eager creatures have an intense and innocent curiosity about the world. This, combined with their unhesitating courage, renders sapphire oozes particularly vulnerable to the hazards of Elysium, as they have no qualms about wandering into any corner of the plane in search of adventure or vulnerable creatures in need of rescue. Of course, in most such cases, the sapphire oozes themselves must be rescued, whether by azatas or by visiting adventurers; wandering azatas are often alert for the bubbling sound of a sapphire ooze's distress calls.

Sapphire oozes that find their way to the Material Plane usually do so by accident. In such cases, the ooze eagerly seeks out novice adventurers or aspiring heroes to share adventures with, using their abilities to protect their allies and inspire them to greatness. They are often quite surprised and confused when they encounter other oozes, which sapphire oozes never expect to be so mindless and such boring conversationalists.



SIRRUSH

This graceful, elegant dragon has six legs, a radiantly feathered tail and wings, and scales that appear to be made of solid sunlight.

SIRRUSH

CR 21



XP 409,600

NG Gargantuan dragon (extraplanar, good)

Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Perception +38

Aura radiance (120 ft.)

DEFENSE

AC 38, touch 38, flat-footed 31 (+6 Dex, +1 dodge, +25 natural, -4 size)

hp 406 (28d12+224); regenerate 20 (evil spells or effects)

Fort +24, **Ref** +22, **Will** +23

Defensive Abilities luminous scales; **DR** 10/epic; **Immune** ability damage, ability drain, blindness, dazzled, energy drain, fire, mind-affecting effects, negative energy, paralysis, sleep; **Resist** acid 20, cold 20, electricity 20; **SR** 32

OFFENSE

Speed 80 ft., fly 250 ft. (average)

Melee bite +34 (2d8+10/19-20), 4 claws +34 (2d6+10/19-20), tail slap +29 (2d8+5), 2 wings +29 (2d6+5)

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

Special Attacks breath weapon (60-ft. cone, 25d6 fire and divine damage, Reflex DC 32 half)

Spell-Like Abilities (CL 20th; concentration +26)
3/day—*miracle* (to duplicate existing spells)

STATISTICS

Str 30, **Dex** 23, **Con** 26, **Int** 21, **Wis** 24, **Cha** 23

Base Atk +28; **CMB** +42 (+44 bull rush); **CMD** 59 (61 vs. bull rush, 67 vs. trip)

Feats Awesome Blow, Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Hover, Improved Bull Rush, Improved Critical (bite, claw), Mobility, Power Attack, Wingover

Skills Acrobatics +34, Diplomacy +37, Fly +31, Intimidate +37, Knowledge (arcana, planes, religion) +36, Perception +38, Sense Motive +38, Spellcraft +36, Use Magic Device +37

Languages Celestial, Common, Draconic

SQ martyr's blessing

ECOLOGY

Environment any (Nirvana)

Organization solitary or flight (2-4)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) A sirrush's breath weapon is a cone of searing sunlight that deals half fire damage and half divine damage, as per *flame strike*.

Luminous Scales (Su) A sirrush's touch AC is modified by its glowing scales' natural armor bonus.

Martyr's Blessing (Su) When a sirrush dies, nonevil creatures within 100 feet (other than other sirrushes) receive the benefits of a *breath of life* spell (caster level 20th). This can return creatures to life if they died within the last minute, rather than within the last round.

Radiance (Su) A sirrush exudes sunlight, filling a radius of 120 feet around it with bright light, though looking directly at a sirrush does not cause blindness as would looking at the sun. This sunlight affects creatures such as certain undead and fungi as if it were real sunlight. A sirrush's radiance aura is suppressed when it is below half its maximum hit point total (203 hp for the typical sirrush).

Sirrushes serve Sarenrae and other celestial powers with ties to the Dawnflower. Enlightened and wise, they show mercy to all but the most irredeemable of evil beings. Unlike many creatures of the dragon type, sirrushes have little interest in treasure and feel no compulsion to hoard.



WATCHER

This enormous black insectile creature moves with an almost nauseating grace as it watches with its single red eye.

WATCHER

CR 22



XP 614,400

LN Gargantuan outsider

Init +12; **Senses** blindsight 120 ft., see in darkness, *true seeing*; Perception +51

DEFENSE

AC 41, touch 26, flat-footed 32 (+8 Dex, +1 dodge, +11 Wis, +15 natural, -4 size)

hp 429 (26d10+286); regeneration 15 (chaotic spells and effects)

Fort +19, **Ref** +23, **Will** +27

Defensive Abilities evasion, *freedom of movement*; **DR** 15/chaotic; Immune blindness, daze, divination effects, force effects, mind-affecting effects; **SR** 33

OFFENSE

Speed 60 ft.; *air walk*

Melee 6 talons +32 (2d8+10/19-20 plus stasis)

Space 20 ft.; **Reach** 30 ft.

Spell-Like Abilities (CL 20th; concentration +25)

- Constant—*air walk*, *freedom of movement*, *true seeing*
- At will—*control weather*, *plane shift* (DC 22), *telekinesis* (DC 22)
- 3/day—*call lightning storm* (DC 21), *earthquake* (DC 22), quickened *teleport*, *sirocco*^{APG} (DC 21), *vortex*^{APG} (DC 22), *whirlwind* (DC 23)
- 1/day—*meteor swarm* (DC 24), *storm of vengeance* (DC 24), *time stop*, *tsunami*^{APG} (DC 24)

STATISTICS

Str 30, **Dex** 27, **Con** 32, **Int** 29, **Wis** 34, **Cha** 21

Base Atk +26; **CMB** +40; **CMD** 70 (can't be tripped)

Feats Alertness, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Improved Critical (talons), Improved Initiative, Mobility, Quicken Spell-Like Ability (*teleport*), Skill Focus (Perception), Spring Attack, Staggering Critical, Whirlwind Attack

Skills Acrobatics +37, Craft (any one) +38, Knowledge (arcana) +35, Knowledge (dungeoneering) +35, Knowledge (engineering) +35, Knowledge (geography) +35, Knowledge (history) +35, Knowledge (planes) +38, Knowledge (religion) +35, Perception +51, Sense Motive +45, Spellcraft +38, Stealth +25, Survival +41, Use Magic Device +34

Languages telepathy 200 ft.; truespeech

SQ beacon of Jandelay, inconspicuous, perfect observation, phase shift

ECOLOGY

Environment any (Jandelay)

Organization solitary or council (2-5)

Treasure standard

SPECIAL ABILITIES

Beacon of Jandelay (Su) Watchers can plant a beacon of Jandelay—a six-foot-tall glowing spire of pale yellow force

energy—by spending 1 minute of uninterrupted activity. When planted on a world shortly to experience an apocalypse, these beacons designate the surrounding environs as important and guarantee that the area around the beacon will be incorporated into Jandelay upon the world's destruction. Beacons of Jandelay function properly even when constructed out of phase (see phase shift below), so watchers typically place them in such a manner to prevent denizens of the doomed world from removing or otherwise tampering with them. A beacon of Jandelay has hardness 30 and 440 hit points. A watcher immediately senses if a beacon of Jandelay it created takes damage, and when a watcher plane shifts or teleports to a site that contains a beacon of Jandelay, it always arrives on target.

Inconspicuous (Su) Despite their enormous size, watchers have an unnerving ability to fade into the background, causing other creatures to overlook or ignore them. When a creature would first perceive a watcher (see it, hear its movements, or notice it with any other sense, be it natural or supernatural), it must succeed at a DC 28 Will save or it simply doesn't perceive the watcher for 24 hours, treating it as if it were invisible and silenced from the observer's perspective. On a successful save, the creature perceives the watcher and is immune to that watcher's inconspicuous ability for 24 hours. If the watcher attacks a creature that failed its save, it breaks the inconspicuous effect for that creature automatically for 24 hours. The Oliphant of Jandelay automatically fails its save against the inconspicuous ability, allowing the watchers to share their home with the beast while staying beneath its notice. This is a mind-affecting effect that automatically bypasses the Oliphant of Jandelay's ward against command ability. The save DC is Charisma-based.

Perfect Observation (Su) Watchers see and remember every sensation around them with perfect clarity, and their memory never fades. They are always assumed to have rolled a 20 on vision-based Perception checks (resulting in a 71 for a typical watcher). Further, they gain a bonus to their AC equal to their Wisdom modifier as a result of this supernatural ability to perceive threats and danger.

Phase Shift (Su) Once per day, a watcher can shift itself out of phase with reality as a standard action; shifting back into phase is a free action. When out of phase with reality, a watcher can't be affected by effects from the plane it is watching, but it also can't affect that plane with its abilities (except for with beacon of Jandelay). However, the watcher can still observe the plane, and denizens of the plane can observe it if they overcome the watcher's inconspicuous ability. Watchers often use phase shift to observe events leading up to an apocalypse without succumbing to the cataclysm destined to destroy the world in question. *Dimensional anchor* or similar effects that bar dimensional travel not only prevent a watcher from using phase shift but can also force a watcher back into reality if they successfully target and affect a phase-

shifted watcher. A watcher forced into reality against its will in this manner becomes staggered for 1d3 rounds.

Stasis (Su) A creature damaged by a watcher's talon must succeed at a DC 28 Will save or be slowed for 1 round, as per *slow*. A slowed creature (be it a creature affected by the spell of the same name, by a watcher's talon, or by another slow-inducing effect) that takes damage from a watcher's talon must succeed at a DC 28 Fortitude save or become permanently trapped in a state of stasis, as per *temporal stasis*. This effect ends if the watcher who created the effect is slain or is no longer on the same plane as the victim. The save DC is Charisma-based.

The watchers of Jandelay are bizarre and enigmatic creatures, inscrutable to most mortals, particularly since Jandelay itself is so unknown. Watchers lurk in worlds on the brink of destruction in order to observe events as they unfold and to catalogue and prepare a piece of the worlds for eternal enshrinement in Jandelay. Watchers mostly perform this work unseen, regularly setting beacons and, rarely, putting objects or beings into stasis in order to bring them along to Jandelay. Watchers have no desire to accelerate apocalypses before their appointed times, but they are drawn to action when would-be heroes or saviors take extreme measures to prevent a calamity.

On Jandelay, watchers move from region to region, building alabaster spires and creating other objects and edifices upon the interstitial fields, depending on their favored crafts. Left alone, a watcher might spend centuries crafting a single object, only to lose interest in its work immediately after completing the task.

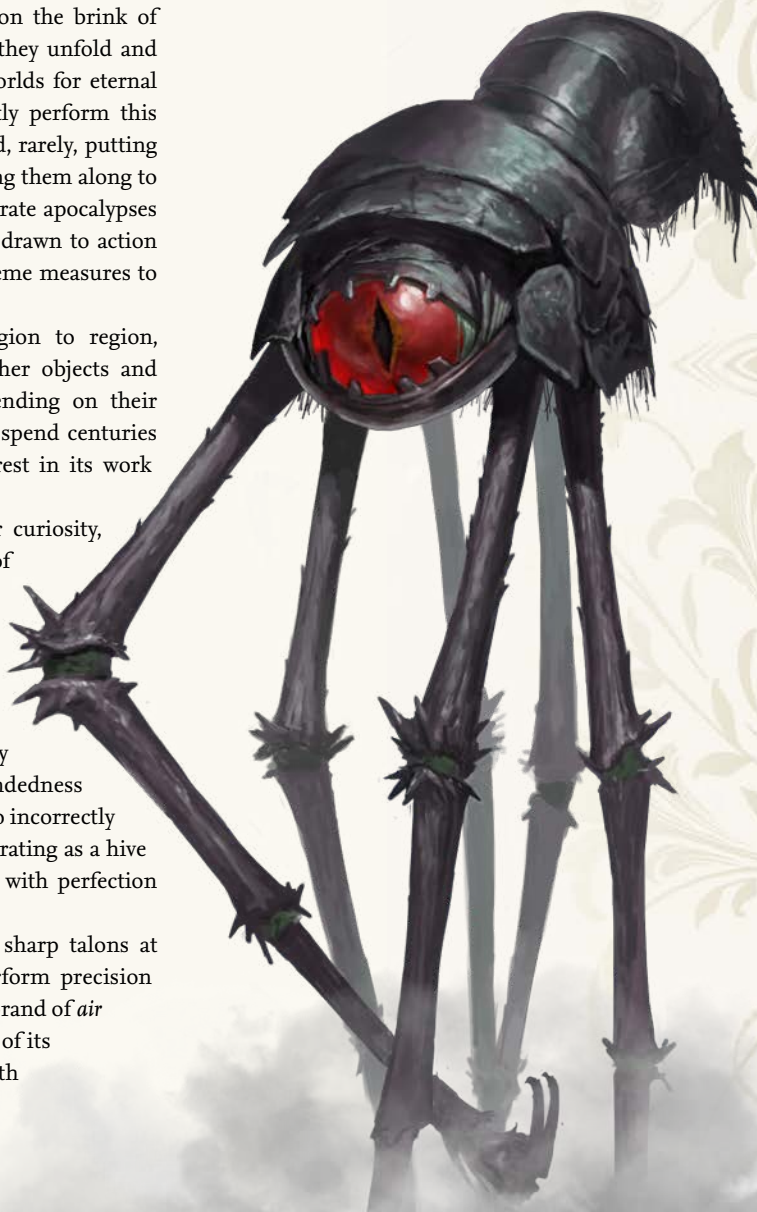
When faced with a particular threat or curiosity, watchers naturally organize into councils of up to five individuals. When such a council forms, one watcher is selected as an observer, and this watcher is bolstered by the presence of the others. Councils often take quite a while to come to a decision as to how to proceed, but once they do, they pursue their task with an eerie single-mindedness and efficiency that has led some observers to incorrectly infer that the speechless watchers were operating as a hive mind—in truth, they are simply obsessed with perfection and elegance of action.

Prehensile filaments nestled amid the sharp talons at the tip of each leg allow watchers to perform precision motions as necessary. A watcher's peculiar brand of *air walk* keeps its main body upright even if all of its legs are occupied, allowing it to attack with all six legs and protecting it from attempts to trip it.

Watchers stand 30 feet tall atop their insectile legs, and weigh 6 tons.

WATCHER FAITH

Most watchers follow a dualistic faith that venerates an entity known as the First Watcher (a being that serves the role of preserver) and the Oliphaunt (which serves the role of destroyer), but other strange beliefs vary from watcher to watcher. Both the Oliphaunt and the First Watcher are very real creatures. The Oliphaunt is detailed in *Pathfinder RPG Campaign Setting: Mythic Realms*. The First Watcher is a colossal watcher with the advanced creature template and unique abilities, and it is the only creature capable of birthing new watchers as they are needed. The role of First Watcher is hereditary. When a First Watcher is slain, another watcher immediately ascends in power to replace it—yet regardless of how many cycles of incarnation occur, it is always known as the First Watcher.



WHYRLISH

This translucent, jellyfish-like creature has a shimmering purple and blue bell-like body that sports a nest of sting-tipped tendrils.

WHYRLISH

CR 15



XP 51,200

N Huge aberration (extraplanar)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 31, touch 16, flat-footed 23 (+7 Dex, +1 dodge, +15 natural, -2 size)

hp 210 (20d8+120)

Fort +12, **Ref** +15, **Will** +18

Defensive Abilities all-around vision, amorphous; **Immune** ability drain, death effects, electricity, energy drain, fear, negative energy effects

OFFENSE

Speed 10 ft., fly 50 ft. (perfect)

Melee stings +23 (4d8+10 plus cnidocytes), 2 tentacles +23 (2d6+10 plus grab)

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

Special Attacks electrical discharge, constrict (2d6+10)

STATISTICS

Str 31, **Dex** 24, **Con** 23, **Int** 5, **Wis** 22, **Cha** 12

Base Atk +15; **CMB** +27 (+29 bull rush);

CMD 45 (47 vs. bull rush)

Feats Acrobatic, Combat Reflexes, Dodge, Flyby Attack, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Vital Strike

Skills Acrobatics +17, Fly +21, Perception +19

Languages Aklo (can't speak)

SQ compression

ECOLOGY

Environment any air (Astral Plane)

Organization solitary, pair, or flotilla (3-5)

Treasure none

SPECIAL ABILITIES

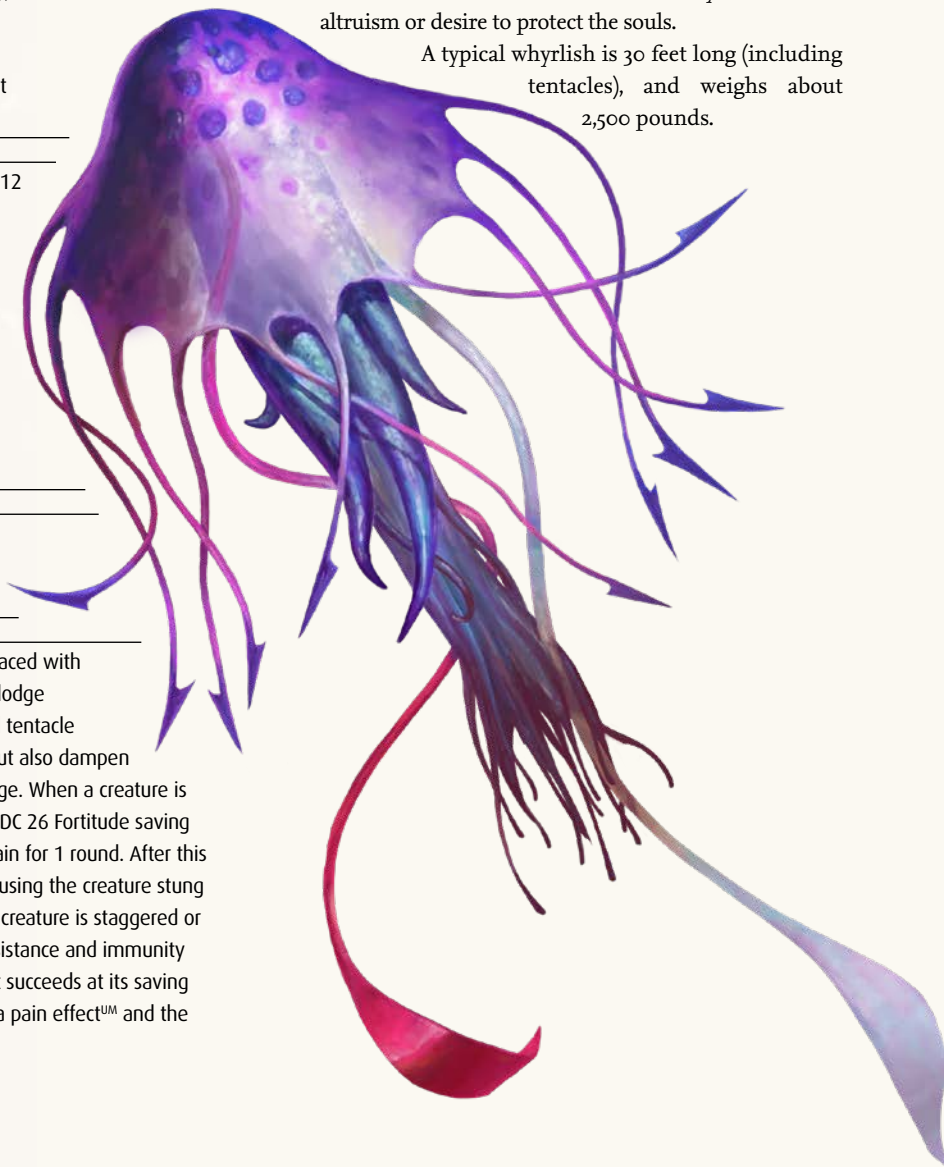
Cnidocytes (Ex) A whyrlish's tentacles are laced with supernatural microscopic cnidocytes that lodge themselves into targets upon a successful tentacle attack. These barbs cause intense pain, but also dampen the victim's resistance to electricity damage. When a creature is stung by a whyrlish, it must succeed at a DC 26 Fortitude saving throw to avoid becoming staggered by pain for 1 round. After this round, the pain reduces to a dull ache, causing the creature stung to be sickened for 1 minute. As long as a creature is staggered or sickened by the cnidocytes, it loses its resistance and immunity to electricity damage, if any. A target that succeeds at its saving throw negates this effect entirely. This is a pain effect^{UM} and the save DC is Constitution-based.

Electrical Discharge (Su) Once every 1d4 rounds, a whyrlish can emit a powerful discharge of electricity from its bell as a standard action, creating a 120-foot-long line of electricity. Each creature caught in this area takes 15d6 points of electricity damage (Reflex DC 26 half). In the round immediately following an electrical discharge, the whyrlish's natural attacks deal an additional 1d6 points of electricity damage on a hit (this damage does not increase its constrict damage). The save DC is Constitution-based.

Tentacles (Ex) A whyrlish's tentacles are a primary natural attack.

The whyrlish is a fascinating sight to behold; a jellyfish-like giant often found floating tranquilly alongside the River of Souls in the Astral Plane. These creatures gain nourishment from the metaphysical energies of the River of Souls—a process that does not harm the souls passing through the river but that often puts the whyrlish in direct confrontation with predators who seek to harvest souls for their own nefarious purposes. Whyrlishes fight ferociously against such predators, more out of a reflexive defense than from any real form of altruism or desire to protect the souls.

A typical whyrlish is 30 feet long (including tentacles), and weighs about 2,500 pounds.



WISAGATCAK

This spiderlike monstrosity watches quietly, skittering about on six needle-sharp legs.

WISAGATCAK

CR 14



XP 38,400

LE Small outsider (evil, extraplanar, lawful)

Init +7; Senses see in darkness, tremorsense 30 ft.; Perception +24

Aura insidious whispers (60 ft., DC 23)

DEFENSE

AC 30, touch 19, flat-footed 22 (+7 Dex, +1 dodge, +11 natural, +1 size)

hp 200 (16d10+112)

Fort +12, Ref +17, Will +15

DR 10/good; Immune cold; SR 25

OFFENSE

Speed 50 ft., burrow 20 ft., climb 40 ft.

Melee bite +22 (1d8+5 plus weakness), gore +22 (2d4+5), 4 talons +22 (1d6+5)

Special Attacks rake (2 talons, 1d6+5), ravage flesh

Spell-Like Abilities (CL 14th; concentration +19)

At will—*dimension door*, *whispering wind*3/day—*air walk*, *freezing sphere* (DC 21)1/day—*polar ray* (DC 23), *wall of ice*

STATISTICS

Str 21, Dex 24, Con 25, Int 18, Wis 20, Cha 21

Base Atk +16; CMB +20 (+24 trip); CMD 38 (48 vs. trip)

Feats Acrobatic Steps, Combat Expertise, Dodge, Greater Trip, Improved Trip, Lunge, Mobility, Nimble Moves

Skills Acrobatics +26, Bluff +24, Climb +32, Intimidate +24, Knowledge (arcana) +20, Knowledge (planes) +23, Perception +24, Sense Motive +24, Stealth +30, Survival +24

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment cold mountains (Hell)

Organization solitary or wave (2–8)

Treasure standard

SPECIAL ABILITIES

Insidious Whispers (Su) The wisagatcak relentlessly assaults intelligent creatures within 60 feet with an onslaught of telepathic whispering consisting of dark temptations and horrifying promises that can drive victims mad. If a creature begins its turn within the area of a wisagatcak's insidious whispers, it must succeed at a DC 23 Will save or take

1 point of Wisdom damage. Once a creature takes 4 points of Wisdom damage from insidious whispers (from one or multiple overlapping auras), it becomes afflicted with paranoia (*Pathfinder RPG Horror Adventures* 185). A character suffering from paranoia is immune to further Wisdom damage from insidious whispers. This is a mind-affecting insanity effect. The save DC is Charisma-based.

Ravage Flesh (Su) If a wisagatcak hits a target with at least three of its attacks, it can attempt to rake the foe. Once a wisagatcak has raked a foe, it can automatically attempt to rake that foe in the following round and gains a +4 bonus on attack and damage rolls with its rake attacks. If a wisagatcak successfully damages the same foe with its rake attack in 2 successive rounds, it gains the effects of *haste* in the following round.

Weakness (Su) A creature bitten by a wisagatcak must succeed at a DC 25 Fortitude save or take 1 point of Strength drain. The save DC is Constitution-based.

Though wisagatcaks do not have a true hive mind, waves of these creatures are intimidatingly coordinated when hunting prey. Although they are outsiders and do not need to feed to survive, wisagatcaks enjoy the taste of warm flesh. A single wisagatcak can reduce a human body to its skeleton with unsettling speed.

A wisagatcak has a leg span of 5 feet and weighs 60 pounds.



WRACKWORM

This immense, wormlike creature piles its coils upon itself, exposing four scythe-shaped claws and a massive fanged mouth.

WRACKWORM

CR 20



XP 307,200

CE Colossal outsider (chaotic, evil, extraplanar)

Init +9; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +33

DEFENSE

AC 37, touch 7, flat-footed 32 (+5 Dex, +30 natural, -8 size)

hp 362 (25d10+225); fast healing 20

Fort +19, **Ref** +21, **Will** +21

Defensive Abilities caustic ichor, planar anchor, twisting coils;

DR 15/adamantine and lawful; **Immune** ability damage, ability drain, acid, disease, mind-affecting effects, poison; **SR** 31

OFFENSE

Speed 50 ft., burrow 50 ft., climb 50 ft.

Melee bite +30 (4d6+13/19-20 plus grab), 4 claws +30 (2d8+13/19-20), sting +30 (2d8+13/19-20 plus poison)

Space 30 ft.; **Reach** 30 ft.

Special Attacks disgorge wracked reality, penetrating strikes, wrack reality

STATISTICS

Str 36, **Dex** 21, **Con** 28, **Int** 3, **Wis** 20, **Cha** 3

Base Atk +25; **CMB** +46 (+48 bull rush); **CMD** 61 (63 vs. bull rush, can't be tripped)

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

Skills Climb +49, Perception +33

Languages Abyssal (can't speak)

SQ compression

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Caustic Ichor (Ex) A wrackworm's blood is a foul, caustic substance that burns flesh and dissolves matter. The first time in a round when a creature attacks a wrackworm with a melee weapon, the creature must succeed at a DC 27 Reflex saving throw or be struck by the creature's blood. On a failed save, the creature takes 1d6 points of acid damage each time that round it successfully hits the wrackworm with a melee weapon. A slashing or piercing melee weapon automatically takes 1d6 points of acid damage each time it damages a wrackworm. This acid damage ignores the first 10 points of a weapon's hardness. The save DC is Dexterity-based.

Disgorge Wracked Reality (Su) Once per minute as a standard action, a wrackworm can vomit up the partially digested

contents of one of its many stomachs. This acts as a breath weapon that deals 10d6 points of acid damage and 10d6 points of bludgeoning damage to creatures in a 50-foot cone (Reflex DC 31 half); creatures that fail their Reflex saves are also exposed to the worm's poison. The material vomited forth by the wrackworm consists of all manner of ruined material—bodies, buildings, objects, vegetation, and more. For the following minute, the ground in the area affected by this breath weapon becomes difficult terrain that deals 2d6 points of acid damage to creatures that end their turns on the ground in the area. The save DC is Constitution-based.

Penetrating Strikes (Ex) A wrackworm's natural attacks ignore damage reduction and hardness.

Planar Anchor (Ex) Although a wrackworm is an extraplanar outsider, it cannot be banished from or forced to travel to another plane (including temporary extradimensional spaces, such as the one created by *maze*) unless it wishes to be affected by the effect.

Poison (Ex) Sting—contact or injury; *save* Fort DC 31; *frequency* 1/round for 6 rounds; *effect* 1d4 Str drain and 1d4 Con drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

Twisting Coils (Su) A wrackworm's immense coiled body reacts instinctively to avoid attacks that merely need to touch the creature to affect it, shifting and twisting out of the way with unnerving speed. The first time each round a wrackworm is attacked by anything that resolves against its touch AC, the wrackworm gains a +30 dodge bonus against that attack.

Wrack Reality (Su) As a move action, a wrackworm can gnaw through the walls of reality to create a vertically aligned dimensional portal. It can do so to create a portal that links an adjacent space to another visible space within 1 mile, or it can do so to create an interplanar portal between its current plane and a plane of its choice (typically at a random point on the other plane, as most wrackworms have little capacity or interest in precision travel). Once the portal is created, it remains in effect as long as the wrackworm is adjacent to it. The portal itself consists of a 10-foot-diameter hole in reality—large enough for a large creature (or a creature with the compression ability, such as a wrackworm) to pass through. The hole does not undermine structural integrity or otherwise damage objects in the region it exists in. A wrackworm can use this hole to attack distant foes (and often does so to attack foes who use ranged superiority or flight against the worm), or crawl through the hole to reach a new location. This ability functions even in areas where planar travel does not function (as in the case of areas under the effects of *dimensional lock* or *forbiddance*) or if the effect that bars planar travel functions at caster level 20th or lower, but in such areas the ability requires a standard action rather than a move action to activate. Once the wrackworm is not adjacent to the portal, it immediately closes. A creature standing partially in the portal when it closes must decide which side of the portal it wishes to fully emerge from as it closes.

Wrackworms are a parasitic blight upon the planes that glut on the flesh of Rovagug, the imprisoned god of destruction, and their all-consuming hunger grows with every nibble of the Rough Beast's tainted essence. Rovagug himself is not harmed by the wrackworms gnawing on his flanks, but now and then, the chewing grows irritating enough that the Rough Beast gives a mighty shudder that hurls the wrackworms aside, whereupon their massive jaws reflexively gnaw holes into the underlying reality of the Dead Vault, allowing the immense monsters to burrow into other planes and spread far and wide throughout the Great Beyond. No wrackworm ever returns to the Dead Vault once it burrows out of it, and their violent emergence from the prison demiplane does not seem to undermine that reality's function as a prison, but many worry that, in time, the constant burrowing exit of the wrackworms may damage the Dead Vault enough that Rovagug himself may be able to finally escape.

Each wrackworm is a towering hulk of segmented plates, an earthworm grown to titanic size. Its eyeless head is almost all mouth, with a gigantic maw filled with needle teeth. From its sides spring four long, chitinous limbs, each tipped with a razor-sharp scythe of hardened bone. At the caudal end of the worm is a long stinger like that of a scorpion, dripping with a flesh-ravaging toxin. Despite its bulk and sluggishness, a wrackworm moves with great swiftness when it wants to, darting forward to sink its fangs into a fleeing morsel or bothersome archer.

The arrival of a wrackworm in a world is an apocalyptic event, made more so by its abruptness. A wrackworm rarely cares about reaching a specific destination so long as something exists therein to consume. This drive to feed on matter is not a biological imperative, for as an outsider a wrackworm has no physical need to eat. Instead, its desire to feed is driven purely by its entropic cruelty.

Despite their mighty stature today, the first wrackworms were of humble origin. When the gods tore open the world and created Rovagug's prison, the Dead Vault, a vast amount of earth and stone were captured as well. The vermin infesting this soil, faced with few other options, fed upon the divine flesh of the Rough Beast. Generation upon generation of feasting on the flesh of a slumbering god has mutated these vermin into towering engines of gluttony and devastation—wrackworms.

Some planar scholars claim to see a pattern in the wrackworms' boring of the planes. The treatises of

these fanatical scholars posit that the worms are gnawing in precise patterns as part of a qliphoth plot to unmake the very fabric of the planes, unweaving all of reality to finish what the Rough Beast cannot as long as he remains trapped within the Dead Vault. Wrackworm infestations are also reputed to exist in the deepest parts of the Abyss, in a realm known as the Spiral Path, raising questions about a link to the demon lord Yhidothrus—himself a mighty wormlike beast.

A wrackworm is 80 feet long when fully uncoiled and weighs 30,000 pounds.



XIOMORN

This towering, spindly, four-armed entity appears to be made of stone and crystal, yet it moves with a fluid grace.

VAULT BUILDER CR 20/MR 8   

XP 307,200

LN Medium outsider (earth, elemental, extraplanar, mythic)

Init +10; **Senses** darkvision 60 ft., tremorsense 120 ft.;

Perception +26

Aura frightful presence (30 ft., DC 27)

DEFENSE

AC 38, touch 21, flat-footed 27 (+10 Dex, +1 dodge, +17 natural)

hp 317 (19d10+213); fast healing 5

Fort +13, **Ref** +21, **Will** +17

Defensive Abilities block attacks^{MA}, fortification^{MA} (50%); **DR** 10/adamantine, bludgeoning, and epic; **Immune** elemental traits; **SR** 31

OFFENSE

Speed 40 ft., burrow 30 ft., climb 40 ft.; earth glide

Melee 4 claws +29 (2d4+10/19–20 plus crystallization)

Special Attacks crystal burst, crystallization, mythic magic^{MA} 3/day, mythic power^{MA} (10/day, surge +1d10), rend (2 claws, 2d4+9), xiomorn spellcasting

Spell-Like Abilities (CL 19th; concentration +27)

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 20), *statue* (DC 25), *stone shape*, *stone tell* 3/day—*command stone* (DC 27), *flesh to stone* (DC 24), *spike stones* (DC 22), *wall of stone*

1/day—*permanency*, *summon monster VII* (earth elementals only), *symbol of scrying*^{UM}

Wizard Spells Prepared (CL 19th; concentration +28)

8th—*earthquake*^M, *maze*, *repel metal or stone*

6th—*disintegrate*^M (DC 24), *flesh to stone*^M (DC 24)

3rd—*fly*^M

STATISTICS

Str 22, **Dex** 31, **Con** 25, **Int** 29, **Wis** 18, **Cha** 26

Base Atk +19; **CMB** +25 (+31 sunder); **CMD** 46 (52 vs. sunder, 50 vs. trip)

Feats Ability Focus (crystallization), Combat Reflexes, Dodge, Extra Mythic Power^M, Improved Critical (claw), Improved Sunder^M, Iron Will, Mobility, Power Attack, Spring Attack^M, Weapon Finesse^M

Skills Climb +33, Craft (sculpture) +37, Disable Device +27, Heal +23, Knowledge (arcana, planes) +39, Knowledge (dungeoneering, engineering, geography, nature) +28, Perception +26, Sense Motive +26, Spellcraft +31, Stealth +32, Use Magic Device +30; **Racial Modifiers** +8 Craft (sculpture), +8 Knowledge (arcana), +8 Knowledge (planes)

Languages Terran; telepathy 300 ft.

SQ item mastery, item shaper, secret of the Vault Seeds

ECOLOGY

Environment any

Organization solitary, pair, or foundation (2 plus 4–20 Vault Keepers)

Treasure triple

SPECIAL ABILITIES

Command Stone (Sp) This functions as *dominate monster* but affects only creatures with the earth subtype or stone constructs. When used against a construct, this ability overcomes spell resistance, but the effects last for only 1 round per level.

Crystal Burst (Su) As a standard action once every 1d4 rounds, a Vault Builder can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst and deal 20d6 points of piercing and slashing damage (Reflex DC 26 half). The save DC is Constitution-based.

Crystallization (Su) A creature struck by a Vault Builder's claw must succeed at a DC 28 Fortitude save or take 2 points of Dexterity drain. On a critical hit, a target that fails its save instead takes 4 points of Dexterity drain. As long as a creature suffers this drain, portions of its body appear as living green crystal and it gains the earth creature subtype. A creature whose Dexterity score is drained to 0 in this manner transforms into a green crystal statue, as if affected by *flesh to stone*. The save DC is Constitution-based.

Item Mastery (Ex) A Vault Builder can always activate spell trigger and spell completion items as if the spell were on its class list.

Item Shaper (Ex) For the purposes of crafting magic items or constructs, a Vault Builder is treated as though it had all item creation feats. It requires only 1 hour of work per 1,000 gp of the item's base cost, instead of 8 hours. For items made primarily of crystal, stone, or earth, it requires only 30 minutes, and the item's base cost is halved.

Secret of the Vault Seeds (Su) A Vault Builder has an innate understanding of *Vault Seeds*—magic-rich artifacts that create the vaults found on many Material Plane worlds. This process includes finding the raw crystals the seeds are formed from on the Plane of Earth, faceting the gem and using magic to grow it into its shape, and nurturing the seed with the proper spells once it's planted in the raw earth from which the vault will grow. A Vault Builder gains regeneration 10 while in a vault it created or directly helped create. No attack type causes this regeneration to stop functioning; a Vault Builder can be killed by hit point damage only if it is removed from its vault first.

Xiomorn Spellcasting (Su) This ability functions as simple arcane spellcasting (*Pathfinder RPG Mythic Adventures* 228), except the Vault Builder can change its spells each morning as though preparing spells, choosing a number of spells with a combined level equal to twice its CR. Each Vault Builder knows a number of spells with a combined level equal to three times its CR, choosing from the spells listed above, as well as *create demiplane*^{UM}, *mythic move earth*, and *terraform*^{MA}.

VAULT KEEPER CR 14   

XP 38,400

LN Medium outsider (earth, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft., tremorsense 120 ft.;

Perception +23

DEFENSE

AC 28, touch 19, flat-footed 19 (+8 Dex, +1 dodge, +9 natural)

hp 200 (16d10+112); fast healing 5

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

DR 10/adamantine and bludgeoning; **Immune** elemental traits;
SR 25

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 4 claws +24 (2d4+6/19–20 plus crystallization)

Special Attacks crystal burst (DC 25), crystallization (DC 25), rend (2 claws, 2d4+9)

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

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 19), *statue* (DC 24), *stone shape*, *stone tell*

3/day—*command stone* (DC 26), *flesh to stone* (DC 23), *spike stones* (DC 21), *wall of stone*

1/day—*summon monster VII* (earth elementals only), *symbol of scrying*^{UM}

STATISTICS

Str 22, **Dex** 27, **Con** 25, **Int** 27, **Wis** 18, **Cha** 24

Base Atk +16; **CMB** +22 (+24 sunder); **CMD** 41 (43 vs. sunder)

Feats Combat Reflexes, Dodge, Improved Critical (claw), Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +20, Climb +30, Craft (sculpture) +13, Disable Device +22, Heal +20, Knowledge (arcana) +27, Knowledge (dungeoneering) +24, Knowledge (geography) +24, Knowledge (nature) +24, Knowledge (planes) +27, Perception +23, Sense Motive +23, Spellcraft +27, Stealth +27, Use Magic Device +26

Languages Terran; telepathy 300 ft.

SQ item mastery

ECOLOGY

Environment any

Organization solitary, pair, or cabal (3–6 plus 4–12 pechs^{B2} and 2–6 earth elementals)

Treasure double

SPECIAL ABILITIES

Crystal Burst (Su) A Vault Keeper's crystal burst deal 12d6 points of damage.

Crystallization (Su) A creature struck by a Vault Keeper's claw must succeed at a DC 25 Fortitude save or take 1 point of Dexterity drain. On a critical hit, a target that fails its save instead takes 4 points of Dexterity drain. This ability otherwise functions as the Vault Builder version.

Item Mastery (Ex) A Vault Keeper can always activate spell trigger and spell completion items as if the spell were on its class list.

Item Shaper (Ex) For the purposes of crafting magic items or constructs, a Vault Keeper is treated as though it had all item creation feats.

Xiomorns comprise two castes: the four-legged mythic Vault Builders and the two-legged non-mythic Vault Keepers. Both are among the most ancient forms of life—primeval elemental beings who travel to raw, new worlds upon the Material Plane, pursuing strange ecological investigations into the nature of life. The worlds these enigmatic beings have visited feature strange ruins in remote regions and immense, vault-like caverns deep underground where ecologies that shouldn't exist flourish. Xiomorns have little interest in protecting a world's indigenous life, except as necessary for their experiments' goals, and wage war against such races when native empires encroach upon the xiomorns' experimental realms.



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