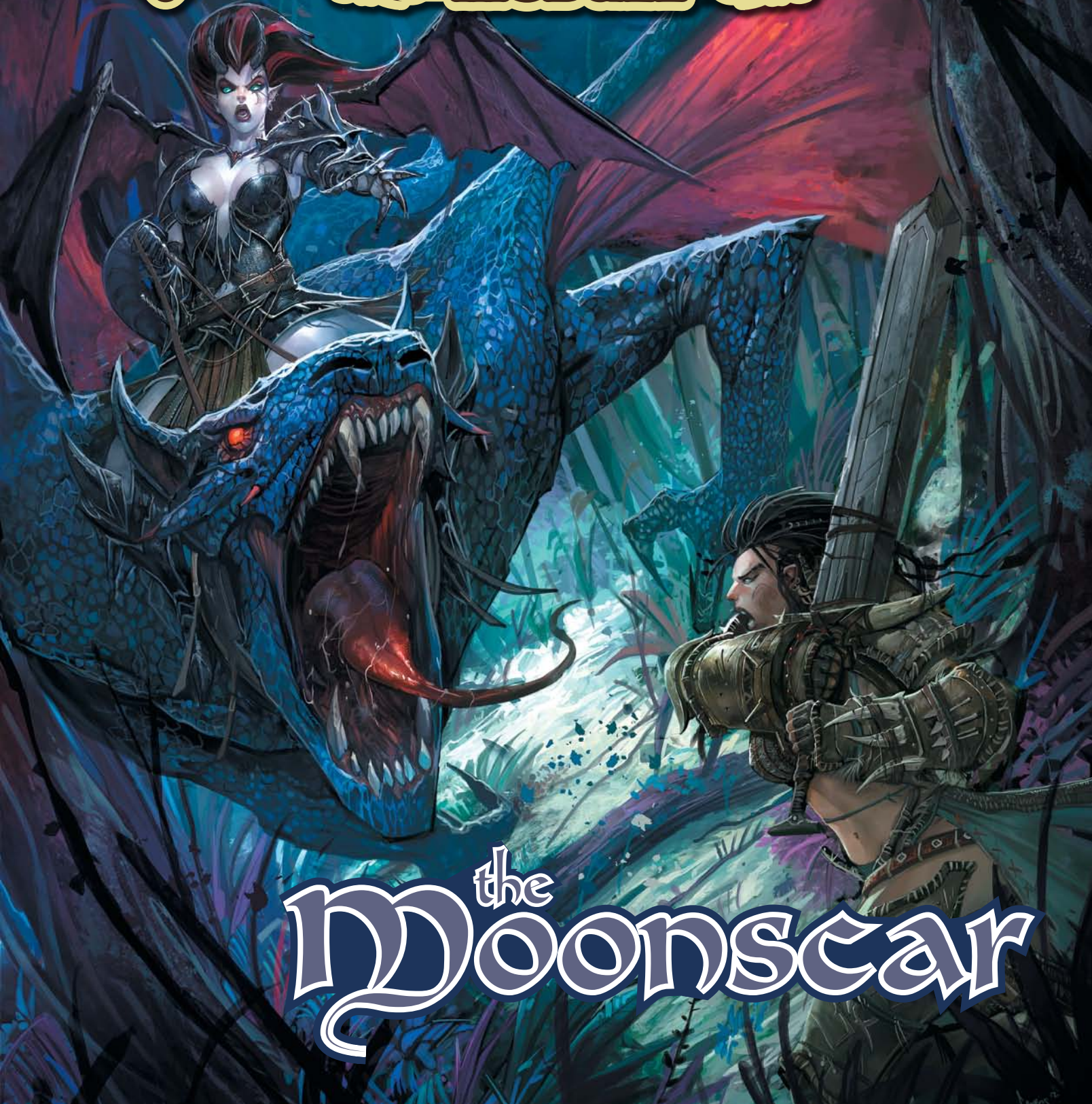


A PATHFINDER RPG ADVENTURE FOR LEVEL 16

BY RICHARD PETT

# PATHFINDER<sup>®</sup>

MODULE<sup>™</sup>



## the Doonscar

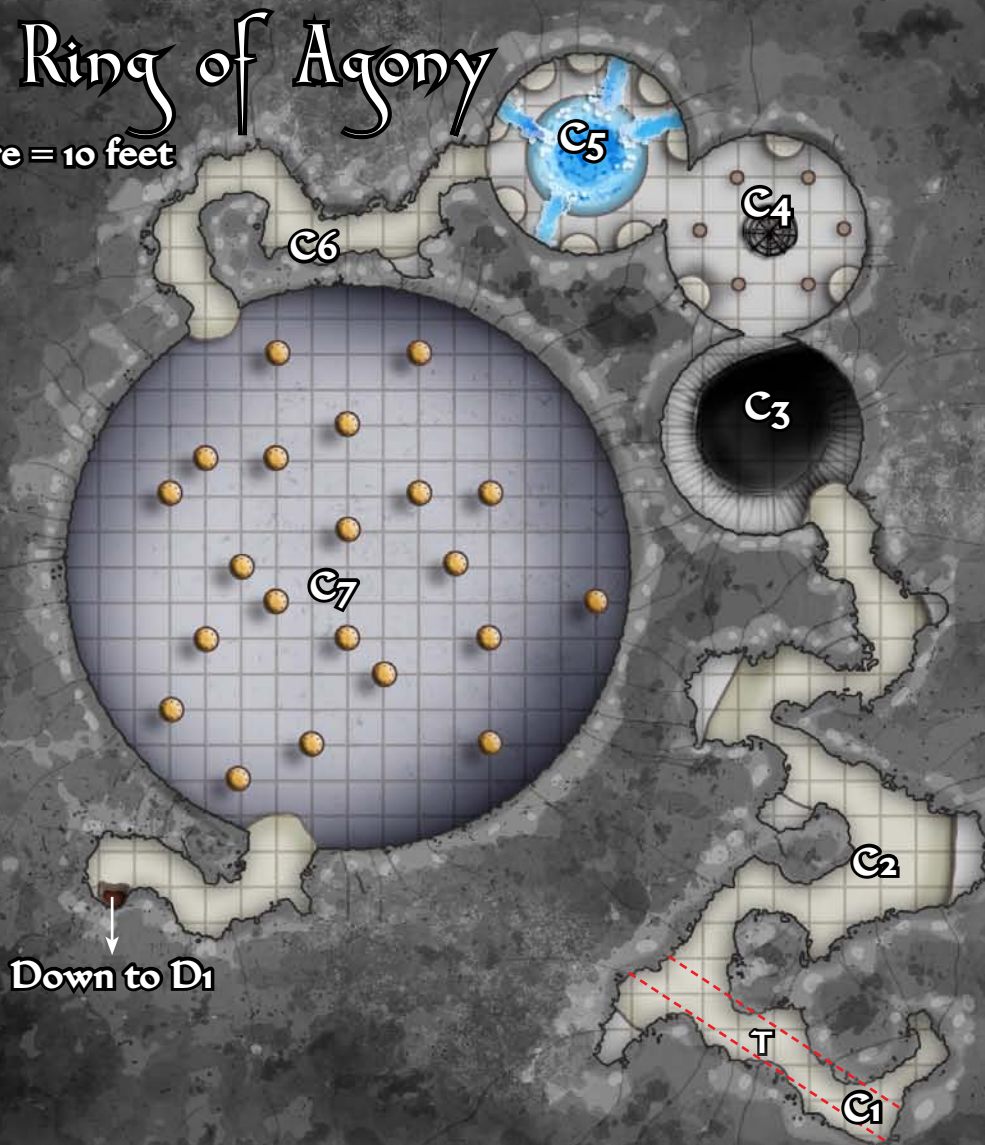
# The Shrine of Rest and Fulfillment

1 square = 10 feet



# The Ring of Agony

1 square = 10 feet



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MODULE™

# the Moonscar

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*The Moonscar* is a Pathfinder Module designed for four 16th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG GameMastery Guide*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

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# the Moonscar

**G**aze into the Heavens in wonder. What secrets do the stars hold? What of Aballon the Horse and Castrovel the Green? What strange creatures dance in the dark upon such worlds, and what chariot could reach them? Many have visited the planes, have hunted Elysium and dreamed in Leng, yet how many have trodden the skin of other worlds?

There, hanging above us, gloats Somal—thus the Azlanti called the moon—smiling down upon we who wander the surface of the Cage of Golarion. What strange creatures are watching us as we go about our business, and what blight blemishes her surface with the Moonscar?

—From the journal of Cladrann Thashkrell

## ADVENTURE BACKGROUND

Sometimes visible from Golarion as a dark stain located in the moon's southern hemisphere, the Moonscar is an Abyssal blight on the moon's face. In their hubris, the arcane astronomers of Azlant accidentally released this blight when they failed at an attempt to terraform the entire moon with magic. For the last 12,000 years, this tangled and alien jungle of ravenous plants and horrific beasts has been ruled by a powerful succubus, Izmiara the Insatiable Queen. While many demons would be satisfied with rulership of an expansive jungle realm, Izmiara has greater ambitions—a complex plan to usher in an age of domination at the hands of her mistress, Noctricula. The Insatiable Queen and her ageless daughters employ magic to make the long flight through the cold, silent vacuum of space to Golarion. Once there, they abduct humanoids, carrying them home for use as breeding stock or to transform them into agents of the Abyss. Those transformed are later returned to their homes to work sinister deeds on behalf of their seductive and manipulative mistresses. Any kidnapped specimens deemed unworthy of becoming breeding stock or who lack the influence to be agents are instead used simply for food, pleasure, or entertainment.

The most powerful and ambitious of the Moonscar's succubi tamed shantaks as mounts to take them quickly to Golarion for their periodic harvests, but most of the Insatiable Queen's daughters were restricted to mundane flight between the planet and its moon—which takes 2 years—and their efforts to fully implement their insidious plots were ever hampered by the time required to traverse the void. Thus have a dozen millennia passed without the Abyssal hordes of the moon's surface overtaking Golarion or enslaving that world for their own purposes. Now all that has changed.

Two months ago, a dormant volcanic ridge in the Mindspin Mountains known as the Growling Skald awoke for the first time since before Earthfall. In the course of the eruption, a number of ancient Azlanti ruins were exposed to the sky, including what was once an isolated astronomical research station. This station had once been populated by the most brilliant minds of the world's greatest civilization, and now it has become partially functional once more. Among the strange ruins that were uncovered by the eruption is a portal to the surface of the moon; for millennia it was as dormant as the volcano whose geothermal energy powered it, but with the resurgence of the volcanic vents, the portal has sputtered back to life.

In the Moonscar, the succubi noticed their own dormant portal—the Growling Skald's mate—flash to life. With the journey time from the Moonscar to Golarion suddenly reduced from years to moments, the Insatiable Queen has

## WHERE ON GOLARION?

The first part of this adventure takes place at the edge of the Mindspin Mountains in the wilderness nation of Nirmathas. Though the adventure assumes the PCs reach the moon through a portal within a long-dormant volcano called the Growling Skald, it's possible characters of 16th level will use other methods to reach the Moonscar.

Most of the adventure content within this module takes place on the surface of Golarion's moon, in a region of Abyssal jungle called the Moonscar. This massive swath of dark vegetation is so large that it can be seen from Golarion's surface, though few of the planet's astronomers know that it is the result of ancient terraforming efforts that breached the barriers between the Material Plane and the Abyss. For more information about the Moonscar and adventuring on other planets, see *Pathfinder Campaign Setting: Distant Worlds*, available at your local bookstore or hobby store, or online at [paizo.com](http://paizo.com).



begun to move her plot forward at an accelerated pace. She has started kidnapping new subjects with renewed zeal, readying for a day soon when anarchy and chaos can be unleashed across Golarion, heralding the way for Noctricula's long overdue apotheosis.

## ADVENTURE SYNOPSIS

The demonic forces of the Moonscar have ramped up their assault on Golarion after a portal to the Abyssal moon jungle was reactivated in a seismic event. A number of prominent and influential individuals have recently disappeared—among them an ally or associate of the PCs. The party is approached by a masked member of the Pathfinder Society's leadership, the Decemvirate, who offers insight into the connected disappearances. Armed with a hint of where their friend has been taken, the PCs must find their way to the moon in search of one or more of the kidnapped NPCs; they likely travel through the ancient Azlanti portal known as the *Somal Gate*, which lies deep in a long-dormant volcano in western Nirmathas.

Once on the moon's surface, the PCs face the harsh environment and inhabitants of the Moonscar jungle. They eventually reach Dominax Annuli, bastion of the Insatiable Queen Izmiara, whose plan for dominion over Golarion has motivated her daughters for over 12,000 years. In Dominax Annuli, the PCs must progress through four deadly levels of the queen's most dangerous servants to rescue the captured prisoners, finally coming face to face with the queen herself, before their task is complete.

## BEGINNING THE ADVENTURE

As some of the most powerful adventurers in the Inner Sea region, the PCs doubtlessly have a number of powerful friends and allies, possibly including an influential noble or the head of a worldwide organization. Select one such associate from the party's network of friendly NPCs to be the catalyst for their involvement in this adventure and inform the PCs that their friend has disappeared, seemingly without a trace. The only initial lead is that the missing individual was last seen with an attractive individual in a local tavern.

Allow the PCs a few minutes to start their investigation before one of them is contacted with a *sending* spell. As the PC receives the message, read the following aloud.

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"I believe we share a common goal. I have information about the individual you seek. Meet me at midnight in the Dancing Lancer tavern."

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The Dancing Lancer should be a tavern within a distance the PCs can reach by midnight of the day they receive the message. If there's another tavern or location that will better fit your campaign (and if its name will fit within the 25-word limit of the *sending* spell), feel free to change the meeting place to somewhere already familiar to your PCs.

At the appointed time, the PCs meet a man in an eyeless, red leather mask who motions for them to sit down before speaking in a hushed voice that sounds as though it might be disguised with magic.

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"I apologize for my rudeness in contacting you so suddenly and briefly, and thank you for meeting me here. I cannot tell you my name, for I am a member of the Decemvirate, and my ability to guide the Pathfinder Society hinges on my anonymity. What is doubtlessly more important to you than my name is how I can help you.

"In recent months, I have been investigating the disappearance of a high-ranking Pathfinder agent named Osprey, and have discovered a series of similar disappearances throughout the Inner Sea region, all of which occurred under similar circumstances. In each case, the missing person was last seen with an attractive stranger, and appeared to be rapt with the new

acquaintance's beauty and charm. Reports in most cases place the missing individual in the company of the same stranger in the Nirmathi city of Skelt, from whence the party is said to have traveled south toward a recently active volcanic ridge called the Growling Skald. Your missing friend is among those whose disappearance matches this pattern.

"Our divinations have located several of those who vanished on the moon. Long have reports spoken of a demon-tainted jungle on the surface of the moon—what we on Golarion see as the Moonscar. It is there that I believe those abducted have been taken, though for what sinister succubus plot I know not. Few have the means to venture into such a realm, which is why I am here, now, with you. There is little I can offer you beyond pointing you in what I hope is the right direction. Yet if you can find a way to the Moonscar and retrieve not only my missing agent and your friend, but any other captives of the demons there, then my faith in you has not been misguided. Whatever plan the Moonscar's Insatiable Queen and her servants have in the works, it has sped up drastically, and I fear for us all should they not be stopped."

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If the PCs inquire further, the masked man offers them a list of the missing individuals whom he believes have been abducted. Feel free to alter this list to provide a deeper sense of impending dread among your players; drop the names of people the PCs have formed bonds with, or of prominent leaders of regions the PCs are invested in, to motivate the PCs to take up the masked man's proposed journey.

The list of kidnapped victims whose circumstances all lead them to the Growling Skald includes the following: the PCs' kidnapped acquaintance; the Pathfinder agent **Osprey** (N male human druid 11); **Commander Andabar Ceroban** (LG male human cavalier 13) of the Knights of Ozem in Lastwall; the Nexian golemcrafter **Pendrel Zarafari** (CN male half-elf wizard 10) of Oenopion; Druman Kalistocrat **Obenna Sirara** (LN female human aristocrat 6/rogue 6); **Garrin Levoye** (CG male human fighter 9) of Andoran's People's Council; professor **Zembe Utomo** (NG male human wizard 12) of the Magaambya; and Chelish noble and famed opera librettist **Enlina Charthagnion** (LE female human aristocrat 3/bard 8).

## A TRIP TO THE MOON

There are several ways for a 16th-level party to get to the moon. Note that traditional teleportation does not work between planets, so the PCs' will need to employ more powerful magical means to reach the Moonscar or take one of the other possible courses of action listed below.

The adventure assumes the PCs, like the succubi and their prisoners, use the *Somal Gate* located within the Growling Skald. For details on this location and the challenges the PCs might face there, refer to Appendix II

on page 30. This option not only allows the PCs to continue their investigation before leaving Golarion, perhaps in the cities from which the kidnapped NPCs disappeared, but also provides some background on the Azlanti efforts to terraform the moon.

Alternatively, the PCs can purchase a scroll of *interplanetary teleport* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 295) in one of the Inner Sea region's larger cities, such as Absalom or Katapesh. This is by far the fastest way to reach the moon, as simply knowing that the Moonscar is their destination is sufficient to transport the party instantly to the demonic jungle. If the party takes this route, they should arrive somewhere within the Blighted Orchard, though where in the area they appear is up to you.

The party can also attempt to capture, charm, or tame a flight of shantaks (*Pathfinder RPG Bestiary* 2 244), huge winged beasts that are able to quickly travel between planets—flying from Golarion to the moon in only minutes, or at most, hours—and that provide their riders with the ability to ignore the hazards of deep space. Natives of space, shantaks could land anywhere, and could thus be found wherever on Golarion makes sense for your campaign; the quest to find and tame these dangerous interstellar beasts can be an adventure unto itself.

Finally, some parties may wish to simply fly to the moon on their own. Such a journey requires each living creature be equipped with a *necklace of adaptation* and have some means of negating the cold damage dealt by the vacuum of space. This method of travel is not the most efficient—it takes 2 years of moving through the void at 60 feet per round (as the *fly* spell) to reach the moon, during which time a creature can do nothing but wait as momentum carries it ever forward. While the adventure assumes the PCs are on a shorter timeline than this, a party wishing to employ the succubi's normal means of transport can do so if they choose.

## PART ONE: THE JUNGLES OF THE MOON

The Moonscar is a pocket of Abyssal jungle on the surface of Somal, Golarion's moon, and is so vast that it is visible from the planet as a dark stain on the moon's surface. The PCs' long journey brings them to the heart of this domain: an area known as the Blighted Orchard, where the Insatiable Queen holds court.

Other than areas specifically noted as being cleared of vegetation, the entirety of the Blighted Orchard is considered dense forest (*Pathfinder RPG Core Rulebook* 425). Unlike a normal forest, however, the Moonscar jungle's undergrowth consists almost entirely of poisonous nettles. For each minute characters spend moving through such dense vegetation, they must succeed at DC 15 Reflex saves or be pricked by a poisoned thorn and subject to demon

## CONTINUING PATHFINDER ADVENTURE PATHS

One of the goals of this 16th-level Pathfinder Module is to provide high-level material for GMs who have successfully run their players through a full Pathfinder Adventure Path and are looking for ways to continue the campaign. Below are possible NPCs from the first 10 Pathfinder Adventure Paths you may wish to use as the PCs' kidnapped ally. Feel free to advance any of these NPCs in level to be appropriate targets for the succubi of the Moonscar to abduct for breeding or brainwashing.

**Rise of the Runelords:** Shalelu Andosana, Ameiko Kajitsu

**Curse of the Crimson Throne:** Vencarlo Orsini, Trinia Sabor

**Second Darkness:** Shalelu Andosana, any allied members of the Winter Council

**Legacy of Fire:** Almah Roveshki, Rayhan Xobhadi

**Council of Thieves:** Arael, Ailyn Ghontasavos, Janiven

**Kingmaker:** Kesten Gares, Jhod Kavkhen, Oleg Leveton

**Serpent's Skull:** the leader of the PCs' allied faction

**Carriion Crown:** Judge Daramid, Kendra Lorrिमor

**Jade Regent:** Shalelu Andosana, Hirabashi Jiro, Ameiko Kajitsu

**Skull & Shackles:** Tessa Fairwind, Pierce Jarrell, Lady Smythee

nettle sap. Characters who are not subject to the effects of undergrowth, such as PCs with woodland stride or those who can clear paths with spells such as *blight*, are able to move normally.

The Moonscar exists in two dramatically distinct phases. By day the place is unbearably hot, the equivalent of severe heat (*Core Rulebook* 444), but by night a thin but steady snow falls and the temperature plummets, becoming severe cold (*Core Rulebook* 442). The moon is tidally locked with Golarion, and thus its days and nights are extremely long in relation to those experienced on Golarion's surface—it takes an entire month for the moon to fully cycle from one dawn to the next. Thus, the PCs' full experience on the Moonscar is likely to take place entirely during a 2-week-long period of day or night, or a single shift between the two. If, however, the PCs linger on the moon for longer than 2 weeks, they may experience a greater number of lunar days. Inhabitants of the Moonscar have grown accustomed to these weather extremes and the poisons lurking within the jungle, and are immune to their effects.

As the canopy rises, the pocket dimension's atmosphere thins. The abundant vegetation stretches to the very edges of the Moonscar's atmosphere, but immediately beyond it, the vegetation vanishes. Characters attempting to move outside this region must be able to move through the cold dark of space, or they die in the attempt.

## THE BLIGHTED ORCHARD



### PLANAR TRAITS

Though the Moonscar is wholly located on the Material Plane, the entire region shares a number of qualities with the Abyss. Unless noted otherwise, all of the following planar traits are in effect for the remainder of the adventure. All enemy stat blocks in this adventure already include the heightened save DCs granted by the enhanced magic quality; all other benefits and penalties should be applied by the GM as needed. For more information on these and other planar traits, see pages 184–188 of the *Pathfinder RPG GameMastery Guide*.

**Strongly Chaos-Aligned and Evil-Aligned:** Nonevil or nonchaotic creatures take a –2 circumstance penalty on all Intelligence-, Wisdom-, and Charisma-based checks in the Moonscar. This penalty stacks with itself for creatures that fall into both categories, resulting in a –4 penalty for creatures with alignments that are neither chaotic nor evil.

**Enhanced Magic:** Spells and spell-like abilities with the chaotic or evil descriptor are treated as if their caster levels were 2 higher than normal. Additionally, because of millennia of influence by the Insatiable Queen and her mistress Nocticula, the save DCs of spells and spell-like

abilities of the charm and compulsion subschools increase by 2, regardless of who casts them. This increase stacks with other methods of increasing a spell's save DC (such as the Spell Focus feat).

**Extraplanar Natives:** The Moonscar is home to many extraplanar outsiders, including the succubi who rule over the demonic jungle. Such creatures receive a +4 bonus on saving throws made to resist being banished back to the Abyss, as their affinity for the Abyssal jungles of the Moonscar binds them strongly to the Material Plane.

**Impeded Magic:** To cast a spell or use a spell-like ability with the good or lawful descriptor, a caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check is successful, the spell functions normally.

### THE BLIGHTED ORCHARD

Warped by the twisted energies of chaos, the Abyssal jungle of the Moonscar is a nightmare realm of noise, steamy heat, and danger. While the jungle itself stretches across hundreds of miles of Somal's surface, so large it is visible from Golarion's surface, this adventure takes place in the



home of Izmiara, a centrally located patch of particularly dense and demon-tainted flora and fauna called the Blighted Orchard. In this region of the larger jungle, the toxic influence of the Abyss has been particularly strong, and over the millennia has shaped the trees into a twisting mass of bloated flora. The colors are unnatural, changed somehow by the lunar light and the kiss of the Abyss. Pregnant ochre flowers hang from trees made of writhing, vaguely fleshy shapes. Jaundiced, fingerlike leaves hang from thorny growths that resemble blistered limbs a dozen feet long. Liver-colored fungal sacks droop flaccidly above a carpet of sepia rot.

Among the most notable plants in this region of the Moonscar are the melon-sized crimson fruits that give the Blighted Orchard its name. Blightbulbs, as they are called, grow copiously from the tangled vegetation during the daytime heat. These ruby crimson orbs smell and taste incredibly sweet, but each is riddled with demon fever (*Core Rulebook* 557). Fallen fruit rots and produces a smell like that of rotting, sugary meat, and retains its sickness-inducing taint until it completely decomposes.

The Trailblazer (area A3) clears pathways through the orchard that connect the various natural clearings in the jungle. The pathways are at least 20 feet wide and high, and form tunnels through the dense foliage. However, so prolific are the plants within the Moonscar that these pathways soon vanish unless continually cleared by the Trailblazer.

## A1. THE SISTERS OF VIGILANCE (CR 15)

The scent of rot is suffocating in this lush, discolored jungle, and the sounds that permeate the air have a hollow, wet tone. Majestic trees rise from the twisted ground like strange arms, their almost fleshy trunks covered in sinister vining nettles and flowers unlike anything on Golarion.

**Creatures:** A trio of succubi known as the Sisters of Vigilance stand watch over this recently activated terminal of the *Somal Gate*, looking for returning spies, Abyssal consorts, and intruders alike. They are mounted on shantaks, creatures the succubi use not only for more mundane hunting or patrolling across the surface of the Moonscar, but also as mounts when traveling to Golarion, as riding a shantak significantly shortens what would otherwise be a 2-year voyage to Golarion.

### SISTERS OF VIGILANCE (3) CR 11

**XP 12,800 each**

Succubus ranger 4 (*Pathfinder RPG Bestiary* 68)

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

**Init** +6; **Senses** darkvision 60 ft., detect good; Perception +26

#### DEFENSE

**AC** 26, touch 13, flat-footed 23 (+6 armor, +3 Dex, +7 natural)

## DEMON NETTLE SAP

The flora in the Blighted Orchard is as deadly as the fauna that makes its home beneath the leaves. Demon nettles cover the ground, forming a vicious layer of thick undergrowth. Those pricked by these vile thorns are subjected to the mind-bending sap they deliver with each puncture. A dose of demon nettle sap is worth 1,500 gp.

### DEMON NETTLE SAP

**Type** poison, injury; **Save** Fortitude DC 21

**Frequency** 1/round for 6 rounds

**Effect** 1d2 Wis drain

**hp** 154 each (12d10+88)

**Fort** +13, **Ref** +16, **Will** +10

**DR** 10/cold iron or good; **Immune** electricity, fire, poison;

**Resist** acid 10, cold 10; **SR** 18

#### OFFENSE

**Speed** 20 ft., fly 50 ft. (average)

**Melee** 2 claws +18 (1d6+2)

**Ranged** +1 *shock composite longbow* +19/+14/+9 (1d8+3/x3 plus 1d6 electricity)

**Special Attacks** energy drain (DC 22), favored enemy (good outsiders +2), profane gift

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

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 24), *detect thoughts* (DC 20),

*ethereal jaunt* (self plus 50 lbs. of objects only), *greater*

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

(DC 23), *vampiric touch*

1/day—*dominate person* (DC 25), *summon* (level 3,

1 babau 50%)

**Ranger Spells Prepared** (CL 1st; concentration +4)

1st—*entangle*

#### TACTICS

**Before Combat** The sisters patrol the area around the portal from the air, circling near the edge of the Moonscar's atmosphere on the backs of their shantak mounts.

**During Combat** The sisters attack from a distance and summon babaus to fight interlopers in melee, preferring to use their own longbows and spell-like abilities rather than engage opponents at close quarters.

**Morale** The succubi are delighted if an opponent proves worthy of them, as this may indicate the Insatiable Queen will be pleased with a new prisoner. Once reduced below 25 hit points, or if one of their kind is slain, a sister teleports back to the Shrine of Rest and Fulfillment to spread the joyous news that worthy flesh is near, while any remaining sisters remain to capture or kill the intruders.

#### STATISTICS

**Str** 14, **Dex** 22, **Con** 24, **Int** 16, **Wis** 17, **Cha** 26

**Base Atk** +12; **CMB** +18; **CMD** 30

## LUNAR ADAPTATION

Several aspects of adventuring on other planets or celestial bodies play a direct role in this adventure. Specifically, PCs will find the relatively low gravity on the moon advantageous, while they may find the extended cycle of day and night makes timing the preparation of spells counterintuitive.

Low-gravity worlds are PC playgrounds, in which characters' hyperdeveloped Golarion muscles are far more effective than normal. On the moon, which has only a sixth of Golarion's gravity, the PCs can jump six times as high and as far and lift six times as much as they can on Golarion. The ranges of projectile weapons also increase by a factor of six. The PCs' speed stays the same, however, as moving in great bounds is awkward and difficult to control.

In general, classes that depend on performing a certain action at a given time of day should operate on the same time frame as they do on Golarion. For example, a cleric who prays for spells every day at dawn should be allowed to do so once every 24 hours as if the sun were rising on the same schedule as on Golarion. Similarly, abilities keyed to daily uses should operate under the same time frame, as expecting PCs to go 2 weeks without being able to recharge abilities or prepare new spells would significantly increase the difficulty of the adventure—likely beyond the party's ability to cope.

**Feats** Agile Maneuvers, Combat Reflexes, Endurance, Mounted Archery, Mounted Combat, Rapid Shot, Skill Focus (Ride), Weapon Finesse  
**Skills** Bluff +31, Diplomacy +19, Disguise +19, Fly +14, Intimidate +23, Knowledge (local) +14, Perception +26, Ride +24, Sense Motive +14, Stealth +18, Use Magic Device +16;  
**Racial Modifiers** +8 Bluff, +8 Perception  
**Languages** Abyssal, Celestial, Common, Draconic; *tongues*; telepathy 100 ft.  
**SQ** change shape (Small or Medium humanoid; *alter self*), favored terrain (jungle +2), hunter's bond (companions), track +2, wild empathy +12  
**Combat Gear** *wand of enervation* (15 charges); **Other Gear** +1 scale mail, +1 shock composite longbow (+2 Str), exotic saddle (on shantak)

**SHANTAK (3)** CR 8  
**XP 4,800 each**  
 hp 104 each (*Pathfinder RPG Bestiary 2 244*)

**Development:** If the Sisters of Vigilance are driven away or defeated, the PCs may use the *Somal Gate* to return to Golarion as they please, but the sisters return (or are replaced by a new contingent of guards) after 2d6 hours.

## A2. THE GLADE OF COPIOUS BLOOMS (CR 16)

Strangely colored blooms proliferate in this glade of massive vines and fleshy trees. The air is thick with a strange smell, like honey boiled in pig fat.

**Creatures:** Several of the giant vines in this thicket are carnivorous viper vines that are sentient enough to be aware of the connection the Moonscar's succubi have to the Abyssal energy that flows through the vines' grasping roots. The vines thus leave the Insatiable Queen's daughters alone, but attack any creature that does not bear the taint of the evil Outer Planes.

**VIPER VINES (3)** CR 13  
**XP 25,600 each**  
 hp 190 each (*Pathfinder RPG Bestiary 2 279*)

## A3. THE TRAILBLAZER (CR 16)

A twenty-foot-wide path has been cleared through the dense Abyssal jungle. The trail is clear, but the twisted vegetation on its edges regenerates at an alarming rate, threatening to overtake the roadway in the near future.

**Creatures:** Long ago, agents of the Insatiable Queen abducted a powerful jotund troll from the mountains of the Lands of the Linnorm Kings, and brainwashed the brute into serving them as a sort of groundskeeper in their lush jungle realm. Now the troll knows himself only as the Trailblazer, and he carries out the unending task of clearing trails through the jungle's dense foliage with his massive scythe. A path so cleared remains passable for 1d12 hours before the fiendish vegetation grows over the trail completely.

Trailing behind the monstrous nine-headed troll are a nonet of giant crawling hands, each leashed with a thick chain and dragged like a dog by the Trailblazer. Each of the jotund troll's heads has an affinity for one of the hands, though no one but the troll himself can tell his pets apart. Once he becomes aware of foes, the Trailblazer releases his "hounds" and follows them into the fray, swinging his scythe mercilessly.

**THE TRAILBLAZER** CR 15  
**XP 51,200**  
 Jotund troll (*Pathfinder RPG Bestiary 3 272*)  
 hp 216  
**Melee** +2 scythe +22/+17/+12 (3d6+17/x4), bite +15 (2d6+5 plus grab)

**HOUNDS (9)** CR 6  
**XP 2,400 each**

Advanced giant crawling hands (*Pathfinder RPG Bestiary 2* 59, 292)  
**hp** 66 each

**Development:** The troll could be a useful ally if charmed, as he is capable of clearing the jungle away at a rate of 12 miles of path per day. The creature is otherwise loyal to the succubi who have tasked him with blazing trails through the jungle, but he knows little of their ultimate schemes and goals beyond those that directly affect him.

**Treasure:** The Trailblazer carries 50 pounds of raw meat, 123 gp, and a large lump of valueless crystal he found in the jungle one day in a rugged leather sack.

## A4. THE EBONY LAKE (CR 16)

The path suddenly ends at a large, round lake, its black water mirroring the cloudless, star-filled sky in the heavens.

The lake's waters are calm and deep, its edges surrounded by deep bog for about half a mile from the cleared and worn path. During lunar nights, the pool quickly freezes, and within an hour of sunset the ice is thick enough for a creature the size and weight of the Trailblazer or the lake's primary inhabitant, Miglargu, to cross it.

**Creature:** A terrible Abyssal abomination, the half-fiend froghe moth Miglargu, calls this part of the Blighted Orchard home. The pale, winged froghe moth hunts the fiendish gar, eels, and snapping turtles that inhabit the lake, but relishes the opportunity to feast upon any intelligent creatures other than the Trailblazer or the succubi who rule the Moonscar. During the day, Miglargu hides in the lake's dark water, with only its eye stalk protruding from the murk. At night, it alternates between circling the lake on the wing and lurking lethargically in the foliage on the frozen lake's edge.

**MIGLARGU** CR 16  
**XP** 76,800  
 Half-fiend froghe moth (*Pathfinder RPG Bestiary 136, 171*)

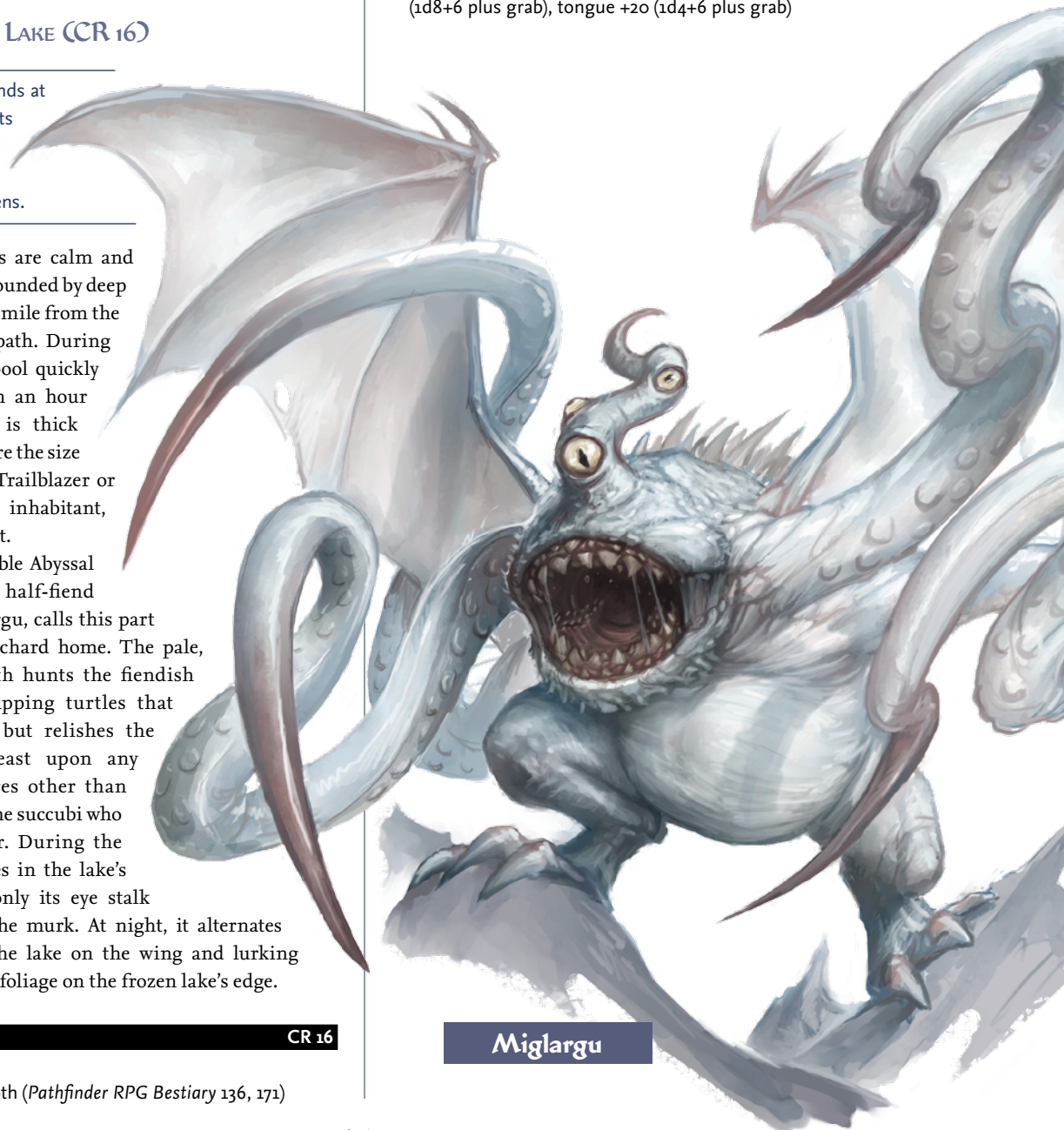
NE Huge outsider (native)  
**Init** +6; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; **Perception** +29

### DEFENSE

**AC** 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, -2 size)  
**hp** 216 (16d8+144)  
**Fort** +14, **Ref** +9, **Will** +12  
**DR** 10/magic; **Immune** electricity (partial), poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 27  
**Weaknesses** slowed by electricity

### OFFENSE

**Speed** 20 ft., fly 40 ft. (good), swim 30 ft.  
**Melee** bite +22 (2d6+12/19-20 plus grab), 4 tentacles +20 (1d8+6 plus grab), tongue +20 (1d4+6 plus grab)



Miglargu

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tongue)  
**Special Attacks** constrict (tentacle, 1d6+12), smite good, swallow whole (3d6+12 damage, AC 20, hp 21)  
**Spell-Like Abilities** (CL 16th; concentration +18)  
 3/day—*darkness*, *poison* (DC 16), *unholy aura* (DC 20)  
 1/day—*blasphemy* (DC 19), *contagion* (DC 15), *desecrate*, *horrid wilting* (DC 20), *unhallow*, *unholy blight* (DC 16)

#### STATISTICS

**Str** 34, **Dex** 15, **Con** 28, **Int** 4, **Wis** 15, **Cha** 15  
**Base Atk** +12; **CMB** +26 (+30 grapple); **CMD** 38  
**Feats** Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)  
**Skills** Perception +29, Stealth +19 (+27 in marshes), Survival +21, Swim +20; **Racial Modifiers** +8 Perception, +8 Stealth in marshes  
**Languages** Abyssal

## A5. BAREGARA AMBUSH (CR 15)

The dense foliage of the jungle canopy rustles as though hundreds of massive creatures were moving rapidly through the high branches. The hoots and hollers of bloodthirsty otherworldly creatures fill the thick, humid air, and the metallic scent of blood is overwhelming.

**Creatures:** A pack of baregaras—blood-colored demonic gorillas with long twisted horns and exposed hearts beneath their sinewy rib cages—hunts this portion of the jungle, and a trio of the beasts drops from the trees to ambush the PCs as they make their way along the path.

#### BAREGARAS (3)

CR 12

XP 19,200

*Pathfinder Adventure Path* #42 80

CE Large outsider (chaotic, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft., scent, *see invisibility*; Perception +20

#### DEFENSE

**AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)  
**hp** 168 (16d10+80)

**Fort** +15; **Ref** +14; **Will** +10

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

#### OFFENSE

**Speed** 30 ft., climb 40 ft.

**Melee** bite +22 (1d8+4), 2 claws +21 (1d10+8 plus grab), gore +24 (1d8+8)

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

**Special Attacks** devouring grapple, monstrous challenge, one-armed hold

**Spell-Like Abilities** (CL 12th)  
 Constant—*see invisibility*

At will—*dispel magic*, *teleport* (self plus 50 lbs. of objects only)  
 3/day—quicken *hold person* (DC 17)  
 1/day—summon (level 5, 1d4 dire apes 50% or 1d2 girallons 35%), *unholy blight* (DC 17)

#### STATISTICS

**Str** 26, **Dex** 19, **Con** 20, **Int** 15, **Wis** 16, **Cha** 17

**Base Atk** +16; **CMB** +25(+29 grapple); **CMD** 39

**Feats** Improved Initiative, Intimidating Prowess, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*hold person*), Step Up, Throw Anything

**Skills** Acrobatics +14, Bluff +12, Climb +26, Diplomacy +9, Intimidate +27, Knowledge (nature) +10, Knowledge (planes) +13, Perception +20, Sense Motive +16, Stealth +19, Survival +19, Swim +16

**Languages** Abyssal, Celestial, Common, Draconic, Polyglot, telepathy 100 ft.

#### SPECIAL ABILITIES

**Devouring Grapple (Ex)** The mouth at the center of a baregara's chest automatically deals 2d8+4 points of damage per round to any creature that the demon successfully grapples.

**Monstrous Challenge (Su)** As a standard action, a baregara can make an Intimidate check to demoralize an opponent. If this check is successful, the baregara surges with power and gains the effects of *bull's strength* and *bear's endurance*. The caster level is equal to the baregara's Hit Dice. This ability is usable 3 times per day.

**One-Armed Hold (Ex)** A baregara's huge arms allow it to initiate and maintain a grapple without the standard –4 penalty for not having both hands free.

## A6. THE CALLING STONE (CR 16)

A wide clearing stands out abruptly from the dense jungle; the surrounding trees face inward as though worshipping the space between them. In the center of the clearing, a natural stone pillar of speckled bloodstone rises. From the pillar hangs a pair of manacles encrusted in glowing runes. A single sigil has been etched into the stone above the restraints, and emanates a low thrumming sound when approached.

This strange stone spire formed when the Moonscar burst from the Abyss into the Material Plane but wasn't used for its current purpose for several millennia. For the last 5,000 years, the Insatiable Queen has sacrificed those daughters and servants that displease her to a powerful shemhazian demon that lives in the nearby jungle, binding each sacrifice in the pair of *dimensional shackles* embedded into the stone. The rune above the chains represents the shemhazian's true name, Gzarnarath, and when spoken aloud (requiring a successful DC 30 Knowledge [planes] or Linguistics check decipher the runes), summons the creature to the stone to devour its meal.

**Creature:** The shemhazian demon Gzarnarath relishes the opportunity to kill, and takes particular pleasure in the chance to slaughter creatures not bound and helpless.

**GZARNARATH** **CR 16**

**XP 76,800**

Shemhazian demon (*Pathfinder RPG Bestiary 2* 80)

**hp 246**

**TACTICS**

**Before Combat** When called to the clearing, the demon first casts *clairvoyance/clairaudience* to determine the nature of the sacrifice, and prepares accordingly when it notices that its prey is capable of fighting back, casting *invisibility* before teleporting to the stone.

**During Combat** Gzarnarath immediately attacks the creature with the strongest aura of good, focusing the brunt of its attacks on good-aligned creatures before turning to neutral- or evil-aligned prey.

**Morale** Gzarnarath fights until reduced to 50 or fewer hit points, at which time it summons 1d4 vrocks to fend off the PCs while it flees via its *greater teleport* spell-like ability.

## A7. THE SHRINE OF REST AND FULFILLMENT

The jungle grasps at the feet of a great tor of black stone, which towers into the sky above. As it rises toward the stars, the stone darkens and gains a glassy sheen, ending in a tall, thin tower high above—a shimmering spire of porphyry and obsidian. The stars are mirrored in the glassy sides of the spire, as though in supplication to the heavens. A winding stair climbs the stone, leading to the wide double doors into the imposing structure.

This obelisk-like spire is but a portion of the much larger complex of the Insatiable Queen's lair, the bulk of which comprises four levels beneath the moon's surface. The Shrine of Rest and Fulfillment serves as a sort of cover for the succubi's true operations, and allows newly kidnapped subjects a chance to transition from their lives on Golarion to their ultimate position within the Insatiable Queen's plans. The interior of the shrine is detailed in area **B** below.

The mesa supporting the tower is made up of jagged moon glass and other lunar stone, and is difficult to climb but not impossible (Climb DC 30).

**Creatures:** Security within the shrine is relatively lax—after all, there is nowhere for escaping prisoners to go in such a harsh and isolated environment as the Moonscar. The succubi employ a trio of moon-beasts to act as guardians of the structure. These creatures use their formidable powers of persuasion and compulsion, honed in their roles as intergalactic slavers, to herd the succubi's chattel back to the shrine. They generally use their *veil*

## SUITABLE SPECIMENS

While the Insatiable Queen and her servitors are anything but hospitable to the PCs, they nevertheless have a higher purpose—the manipulation and indoctrination of the most powerful and influential movers and shakers on Golarion—and the PCs likely fit that bill very nicely. Thus, as much of a hindrance as the PCs may be to the realization of Izmiara's plans, they are probably worth more to the succubi alive than dead. As such, unless otherwise noted in a creature's tactics, the intelligent villains the PCs face in Dominax Annuli attempt to take PCs as prisoners whenever possible. Prisoners are stripped and caged in area **C7** until the Queen decides what to do with them.

spell-like abilities to take the appearance of elderly human shepherds without eyes or mouths, but revert to their true forms during combat. What bargain the Insatiable Queen and the moon-beasts worked out only they know, but for the time being, their motives seem to align, and the moon-beasts fight vigilantly to defend the Shrine of Rest and Fulfillment from both escape and invasion.

**MOON-BEAST GUARDIANS (3)** **CR 14**

**XP 38,400 each**

Advanced moon-beast (*Pathfinder RPG Bestiary 3* 195)

CE Large aberration

**Init** +7; **Senses** blindsight 90 ft.; Perception +34

**DEFENSE**

**AC** 29, touch 13, flat-footed 25 (+3 Dex, +1 dodge, +16 natural, –1 size)

**hp** 199 each (21d8+105)

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

**DR** 10/piercing or slashing; **Immune** cold, gaze attacks, illusions, poison; **Resist** electricity 30; **SR** 25

**OFFENSE**

**Speed** 50 ft., climb 20 ft., *air walk*

**Melee** 2 claws +21 (1d6+6), 4 tentacles +19 (1d6+3)

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

**Special Attacks** rend (2 tentacles, 1d6+9 plus Wisdom drain)

**Spell-Like Abilities** (CL 14th; concentration +21)

Constant—*air walk*

At will—*detect thoughts* (DC 19)

3/day—*charm monster* (DC 22), quickened *dispel magic*, *dominate person* (DC 24), *shadow conjuration* (DC 22), *shadow evocation* (DC 22), *veil* (DC 23)

1/day—*confusion* (DC 23), *major image* (DC 20), *mirage arcana* (DC 22), *plane shift* (self only)

**STATISTICS**

**Str** 22, **Dex** 17, **Con** 20, **Int** 19, **Wis** 18, **Cha** 25

**Base Atk** +15; **CMB** +22; **CMD** 36

**Feats** Combat Casting, Dodge, Improved Initiative, Iron Will,

Lightning Reflexes, Mobility, Multiattack, Quicken Spell-Like Ability (*dispel magic*), Skill Focus (Perception), Weapon Focus (tentacles), Weapon Focus (claws)

**Skills** Climb +14, Diplomacy +18, Intimidate +31, Knowledge (arcana) +14, Knowledge (planes) +25, Perception +34, Sense Motive +25, Spellcraft +28, Stealth +31, Use Magic Device +28;

**Racial Modifiers** +8 Stealth

**Languages** Aklo (cannot speak); telepathy 300 ft.

**SQ** compression, no breath

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**SPECIAL ABILITIES**

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**Wisdom Drain (Su)** A creature that takes rend damage from a moon-beast guardian must succeed at a DC 25 Will save or take 1d4 points of Wisdom drain. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a *heal* spell.

## PART TWO: DOMINAX ANNULI

Izmiara, the Insatiable Queen, is the unquestioned ruler of the Moonscar and the mastermind of a complex Abyssal plot to pave the way for her profane mistress Noctricula—demon lord of assassins, darkness, and lust—to become the second demon lord to ascend to true divinity after Lamashtu. The plan has been slowly taking shape for 12,000 years, and has involved countless kidnappings and infiltrations of the circles of power across Golarion since before Earthfall. While Izmiara has brainwashing facilities, pleasure palaces, and slave pens scattered across the demonic jungles of the Moonscar, her primary base of operations is the underground palace she calls Dominax Annuli.

The only portion of Dominax Annuli visible from above ground is the obsidian and porphyry spire of the Temple of Rest and Fulfillment atop a 40-foot mesa of glassy stone, where new arrivals or particularly valuable captives are mentally conditioned or kept under close observation. Beneath this innocuous pleasure den, however, lie four levels of dungeons, each centered around a ring of interlocking chambers. Many prisoners see only the first one or two levels of the queen's palace, however, and only those who show the most promise for advancing Izmiara's plan progress to the next level of depravity. In order from top to bottom, the levels of Dominax Annuli are the Ring of Agony, the Ring of Obedience, the Ring of Seduction, and the Ring of Ecstasy.

### B. THE SHRINE OF REST AND FULFILLMENT (CR 13)

The metal door to the shrine is unlocked—a deceptively welcoming gesture on the part of the succubi—but their charges within the building are conditioned not to leave.

The black lunar glass and porphyry interior walls of the Shrine of Rest and Fulfillment are draped in erotic tapestries and paintings. Suggestive statues of black lunar stone abound, and the heady scent of highest quality

frankincense fills the air. Sumptuous pillows and veiled mattresses are scattered about the shrine, painting the perfect picture of an exotic pleasure den.

Here the PCs are likely to first meet the charmed, innocent victims of the demons, who are under the care of the succubus Euphrixia and her alu-demon daughters. The prisoners, both male and female, welcome the PCs and offer them respite from the harsh jungle. All have been victim to countless forms of mental control, brainwashing, and emotional conditioning. They have been programmed to exhibit hospitality, and refer to themselves as the Sequestered. They provide no information about the demons, and are mostly oblivious to the true nature of the shrine and the horrors that hide beneath it, thinking it a shrine to Shelyn, goddess of love, art, and beauty. Few have any recollection of their true names or lives on Golarion before being brought here, and most are easily impressionable if PCs suggest possible details of their former lives, answering in the affirmative as often as possible both in an effort not to disappoint the questioner, but also because the suggested details seem perfectly reasonable to their fragile minds.

**Creatures:** There are roughly two-dozen Sequestered—mostly human males, but also members of both sexes from a number of species, representing a variety of classes up to level 7—scattered throughout the shrine. None have any equipment beyond loose, flowing robes, and those with spellcasting abilities typically have no spells prepared (or simply don't use their spontaneously cast spells or spell-like abilities). If you need statblocks for the Sequestered, refer to Chapter 9 of the *GameMastery Guide* for a variety of sample NPCs of varying classes and levels.

In addition to the two-dozen actual Sequestered are 14 alu-demons, all disguised as other prisoners. Pretending to be peers of their captives, these daughters of Euphrixia work to condition their charges for the fates ultimately planned for them. They are hospitable toward the PCs and plant suggestions among the Sequestered, urging the pawns to offer the PCs any comfort they can find while in the shrine, especially the fruit in area B3 or a bath in area B7. If attacked, the alu-demons drop their ruse to battle the PCs in waves as they become aware of the fight and make their way from other areas of the shrine. One alu-demon in the first wave of the combat uses her *dimension door* ability to warn her mother and bring the succubus into the fight as well.

The succubus Euphrixia rests on a bed of pillows in area B9. When any of the Sequestered are present, she maintains her guise of being a middle-aged woman with a noble air, but if alone with the PCs, Euphrixia reveals her true form. She underestimates the PCs' power, but confronts them without guile about the purpose of their intrusion into her queen's realm. Ultimately, she would

rather they give themselves over to her and her daughters without conflict, but she fights as necessary if they refuse or challenge her authority.

Feel free to place the Sequestered and alu-demons in any rooms on the first level of the shrine to create dynamic encounters. The CR for this area assumes the PCs battle all present demons in the case of combat, though where such combat takes place depends on the PCs' actions.

## ALU-DEMONS (14) CR 5

XP 1,600 each

*Tome of Horrors Complete* 154

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

**Init** +2; **Senses** darkvision 120 ft.; Perception +15

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 45 each (6d10+12)

**Fort** +6, **Ref** +6, **Will** +4

**DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16

### OFFENSE

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

**Melee** longsword +9/+4 (1d8+3/19–20) or 2 claws +9 (1d6+3 plus vampiric touch)

**Spell-Like Abilities** (CL 8th)

3/day—*charm person* (DC 16), *detect thoughts* (DC 15), *disguise self*, *suggestion* (DC 18)

1/day—*dimension door*

### STATISTICS

**Str** 17, **Dex** 15, **Con** 15, **Int** 15, **Wis** 15, **Cha** 16

**Base Atk** +6; **CMB** +9; **CMD** 21

**Feats** Blind-Fight, Cleave, Power Attack

**Skills** Bluff +11, Diplomacy +12, Escape Artist +11, Fly +6, Intimidate +12, Knowledge (planes) +11, Perception +15, Stealth +11, Survival +11; **Racial Modifiers** +4 Perception

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

**Gear** longsword

### SPECIAL ABILITIES

**Vampiric Touch (Su)** An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points + the target's Con score (which is enough to kill the target). The temporary hit points disappear in 1 hour.

## EUPHRIXIA CR 7

XP 3,200

Succubus (*Pathfinder RPG Bestiary* 68)

hp 84

**Story Award:** If the PCs return any of the Sequestered to Golarion, saving them from whatever fate the succubi had in store for them, grant the PCs an amount of experience

as if they had defeated an encounter of a CR equal to the number of Sequestered saved, to a maximum of CR 20 if they rescue 20 or more prisoners.

## B1. FOYER OF MANY PLEASURES

Here the Sequestered, Euphrixia, and her daughters welcome new visitors; this is perhaps the most lavish room in the entire shrine, to increase its effectiveness at making a good first impression. Carvings of Shelynite iconography abound, but a successful DC 20 Knowledge (religion) check identifies them as subtle heresies, twisted just enough to defile the goddess's name while still appearing legitimate.

## B2. THE RELIQUARY OF DELIGHTS

This chamber serves as a storage facility for food and wine, and is richly stocked. Unlike the food grown in area B3, the contents of the Reliquary of Delights are native to Golarion. They are brought to the moon with the Moonscar's many abductees, both for the pleasure of the Sequestered and to give the complex a subtle semblance of home.

The food exhibits an incredible variety, and characters who succeed at a DC 25 Knowledge (geography) check can identify preserved Hikak pickles from the Mwangi Expanse, dried Katapeshi chilies, candied fruit from Tianjing, and dried fish smoked in Qadiran sandalwood.

## B3. GARDEN OF PLENTY

This room provides the Sequestered with fresh foods; the lush foliage blooms with bright flowers and bears sumptuous fruits at the same time, in disregard for mundane growing seasons. The food grown here replenishes extremely quickly, such that the Sequestered are never hungry, but the fruit is tainted with Abyssal energy. Anyone who eats from the vines in the garden must succeed at a DC 17 Fortitude save or become fatigued; eating the fruit when already fatigued does not make a creature exhausted.

## B4. HALL OF ECHOING BEAUTY

Every inch of this chamber is covered in reflective glass, causing those walking through it to become disoriented by their own reflections appearing multiple times on every surface. Cushions litter the floor, surrounded by scented candles burning in ornate silver candleholders.

## B5. THE SONG OF WANTING

The walls of this chamber are carved with mouths, from which blows a constant, soft wind, creating an eerie song of sighs. Luxurious furs litter the floor of this otherwise bare chamber.

## B6. CHAMBER OF AROUSING MUSIC

This room is filled with hundreds of musical instruments, ranging from simple pipes and flutes to lutes and complex

horns. Most are rare and beautifully made, and are of masterwork quality.

**Treasure:** In all the collection is worth 5,000 gp and weighs 750 pounds.

## B7. THE POOL OF QUENCHED THIRSTS

A large steaming marble pool lies in the center of this room, surrounded by graceful marble pillars. The pool is very warm and heavily perfumed. Several bottles of perfume stand on a shelf along the north wall, below which sit several clothes chests with keys.

The shelves and chests along the northern curve of the wall can be magically sealed to separate guests from their belongings while they bathe. A tiny marble trigger exists at the foot of the northernmost column. A PC can locate it during a random search of the chamber with a successful DC 40 Perception check, although specifically searching this pillar lowers the DC to 35. When this button is pressed, a *forcecage* effect isolates the chests and shelves in a windowless cell of force (CL 20th).

A similar trigger is hidden at the base of the westernmost column, which when pressed causes the floor in the area marked T to shift into a flight of steep stairs leading down into area B8. These stairs remain for 10 minutes before they return to their starting position as the level floor of the bathing chamber.

## B8. THE LIBRARY OF IMAGINING

Every inch of the walls of this chamber is lined with bookshelves groaning with tome after tome, most of which seem to have been preserved here since the days of distant antiquity. Comfortable leather seats are positioned back to back in the center of the chamber, while reading desks occupy the four compass points of the room. A clearly limned trigger is set into the wall at the base of the stairwell to area B7; when pressed, it causes the passage to open for 10 minutes.

**Treasure:** Euphrixia's library contains not only books the demon herself acquired specifically, but also scores of spellbooks taken from the Sequestered over the course of her long reign over the Shrine of Rest and Fulfillment. Feel free to customize the specific arcane spells available here to your campaign's needs, but for the most part, the PCs should be able to find any spell they seek out by name with enough searching.

The mundane books cover a huge range of subjects, and many are delicately illustrated. So expansive is the library that characters making any Knowledge checks herein and using the books as reference (adding an hour to the check) receive a +4 circumstance bonus on the checks. The total value of the library is 15,000 gp, not including the value of any excessively expensive spellbooks you may wish to incorporate.

## B9. EUPHRIXIA'S SANCTUM

Euphrixia's chamber is a surprisingly austere room with few furnishings. An arcade of arches fills the room's outer wall, overlooking the hard, dark stone of the tower's supporting rock formation. This stone, however, has been magically enhanced to allow those within the room to view the sky without—the dark glass blocks out ambient light and provides a clear view of the stars and Golarion regardless of the sun's position in the moon's sky. An incredibly complex telescope sits by one of the arches on a silver stand, pointing directly to Golarion in the dark sky overhead.

**Treasure:** The telescope fixed upon Golarion is the work of the master inventor Cladrann Thashkrell of Absalom, and his signature is etched into the brass frame. The telescope is worth 4,500 gp. Characters who succeed at a DC 35 Knowledge (history) check recall that Thashkrell was famed for his innovations in optics over 300 years ago, and that he disappeared without a trace from his workshop in Absalom at the height of his influence. The inventor is, in fact, part of the Insatiable Queen's long, dark plan and is even now continuing to work on his inventions (now refined to inflict pain) in perpetuity on the Abyss—an eternal guest of Nocticula's Midnight Isles.

## B10. RING ACCESS

The top of this flat lunar glass outcropping features a 10-foot-wide hole leading straight down into the depths of Dominax Annuli beneath the stone pillar supporting the Shrine of Rest and Fulfillment. A perfectly round piece of obsidian covers the entrance, blending with the reflective stone of the outcropping itself, but PCs who succeed at a DC 20 Perception check notice it. The 5-inch-thick slab weighs 7,000 pounds, making it difficult to lift by strength alone. Thus the demons crafted a mechanism to slide the slab aside, which the PCs can locate with a successful DC 30 Perception check.

The shaft beneath drops 100 feet straight down, and its smooth sides are impossible to climb without magical aid. The succubi never needed stairs or ladders, simply flying prisoners down into the depths of Dominax Annuli, or teleporting there themselves, bypassing the entire access point altogether. A creature falling, flying, or climbing down the shaft finds itself in area C2, entering through the hole in the top of the chamber's ceiling.

## C. THE RING OF AGONY

The first level, called the Ring of Agony, is a series of chambers in which pain, torment, and otherwise uncomfortable imprisonment break the minds and bodies of the Insatiable Queen's subjects, leaving them supple clay for her minions to mold to fulfill her whims.



Natural stone caverns ranging in width from 10 to 30 feet link the series of perfectly cylindrical chambers that make up the ring itself. The cavern floors are natural stone, while those in the carved chambers are smooth stone floors. The cavern walls are rough stone and require a successful DC 15 Climb check to scale, while the smooth walls of the carved chambers are impossible to climb using mundane methods. Cavern ceilings are uneven and range from 15 feet to 30 feet in height unless otherwise noted, with periodic shelves 5 to 10 feet off the ground. The heights of cylindrical chambers and of their entry and exit points are noted in their respective entries.

A light breeze echoes around the caverns, the rocks of which are riddled with deep pores. The sound of air passing through them creates the illusion of a nearby invisible creature sighing sensually. All chambers are, unless otherwise noted, completely dark, as Izmiara's servants are all capable of seeing in the pitch black.

## C1. DEAD END (CR 17)

This corridor leads nowhere, except perhaps to an unfortunate intruder's demise.

**Trap:** The entirety of the passage is warded with the *alarm* spell that triggers a blast of electrical energy, meant to eliminate prisoners attempting to escape through the dark, unfamiliar tunnels or unwelcome intruders who turn the wrong way after entering the Ring of Agony from above.

### LIGHTNING BOLT PASSAGE TRAP CR 17

Type magic; Perception DC 29; Disable Device DC 34

#### EFFECTS

**Trigger** proximity (*alarm*); **Duration** 1d6 rounds; **Reset** none  
**Effect** spell effect (heightened widened *lightning bolt*, 8d6 electricity damage, DC 16 Reflex save for half); multiple targets (all targets in 60-ft. stretch of passage)

## C2. CAVERN OF WANTING (CR 15)

A natural cavern opens up here, its ceiling stretching to a height of over fifty feet. A wide circular hole occupies the center of the ceiling, surrounded by a ring of fanglike stalactites. Two shorter, narrower passages lead away from the cavern to the northwest and southwest, and a fifteen-foot-tall shelf lies on the eastern wall.

**Creatures:** Driven by desperation, a trio of hungry somalcygots have ventured deep into the Moonscar, traveling underground to the edge of this chamber. Normally incredibly territorial, these moon worms currently cooperate to make a meal of any living creatures that pass their way, bursting from the ground or walls of the chamber should their tremorsense alert them to a creature's presence. Should any of the demons inhabiting *Dominax Annuli* encounter them (which is

unlikely given that most teleport within the complex), the Insatiable Queen's servants rid their mistress's realm of the primeval pests.

### SOMALCYGOTS (3) CR 12

XP 19,200 each

hp 189 each (see page 29)

## C3. THE LIBRARY OF TORMENT

Two doorways open into a huge cylindrical chamber. Above rises an arched ceiling, while runes are etched into the lunar glass floor below. A set of porphyry steps carved with obscene acts spirals along the inner wall of the room, granting access to the northern egress and the floor below. Books fill every inch of the walls from floor to ceiling.

The southern doorway leading toward area C2 is not connected to the spiral stair, and stands 20 feet above the flight passing beneath it. The bookshelves, however, are easy to scale (Climb DC 10), allowing a PC to climb down to the stairs, and from there to simply walk to the floor 30 feet below or the northern exit at the top of the stairs (60 feet from the floor).

**Treasure:** The succubi have deliberately defaced the pages of the books in this library, rendering the contents illegible and leaving only the spines as tantalizing hints of what the succubi have wantonly destroyed. Among the almost countless tomes, a successful DC 30 Knowledge (arcana or history) check identifies the spines of several high-level spellbooks from the Arcanamirium in Absalom and other prominent arcane institutions, including *Unknown Spells of Great Might*, a treatise on the true meaning of love, and the *Philosophies of the Whispering Tyrant*, as well as a totally effaced and soiled copy of the *Pnakotic Manuscripts*. Feel free to add books on other subjects or with other titles whose destruction will frustrate your specific PCs.

## C4. THE BREAKING OF HEAVEN (CR 16)

Manacles and chains hang from the ceiling of this cylindrical chamber at varying heights, though each set is at least thirty feet off the ground. Two doorways exit the room, one to the south and the other the northwest; each is placed high in the walls and shaped like an open demonic mouth. Three balconies at varying heights look down upon the scene, while embedded in the floor is a great metal cage with a human-sized opening shaped like a hungry mouth with a lolling tongue.

In this chamber, the Insatiable Queen's forces torture and ultimately kill any celestials who are captured while trying to infiltrate or invade the Moonscar or whom

Izmiara specifically targeted for abduction from Heaven, Nirvana, Elysium, or Golarion's surface. Five of the six sets of cold iron manacles hold imprisoned celestial creatures—three dead hound archons, one live lillend named Vintari, and a decapitated leonal. The corpses have all been horribly mutilated, many of their wounds taking the form of vile insults or defamations scrawled in Abyssal.

The balconies are decked in comfortable seating from which the demons of Dominax Annuli observe their hated enemies' torment, but these may only be conventionally reached by scaling the walls (Climb DC 25). The southern doorway into the chamber is located 40 feet above the floor, while the door to area C5 is level with the floor. The ceiling rises an additional 30 feet above the height of the southern door.

**Creature:** Prior to her capture, the lillend Vintari served as a muse and advisor to an influential aasimar poet in Tianjing named Himotae. When succubi from the Moonscar arrived one warm, clear afternoon to take Himotae away, they capitalized on the opportunity to abduct Vintari as well, for any azata brought to Izmiara in chains brings great rewards to its captor. She now hangs, suspended by her wrists, from the ceiling at a height of 40 feet. As with all celestials imprisoned and tortured here, she was targeted with a *feblemind* spell before being suspended from the ceiling, reducing her Intelligence and Wisdom scores to 1 and preventing her from using any of her spell-like abilities. She now has the mental acuity of a mere beast, so the concept of escape is beyond her reckoning. All she knows is pain.

If the PCs remove her condition, she can explain how she came to be a prisoner here but little more. She doesn't know Himotae's fate (see area F3), though she volunteers to accompany them should they want her help, hoping both to find what became of her friend and to vanquish the demons who have caused so much destruction.

**VINTARI** **CR 7**  
**XP 3,200**  
 Febleminded lillend (*Pathfinder RPG Bestiary* 26)  
**hp** 73 (currently 7)

**Trap:** The cage imbedded in the floor is actually a complex trap designed to imprison anyone attempting to free Izmiara's valuable prisoners. Despite its 15-foot-diameter size, the cage can hold only one creature at a time, and can never hold a Huge or larger creature. The 2-inch-thick cold iron bars (hardness 10, hp 60, Break DC 24) are positioned 6 inches apart, save for an opening in the cage's center that acts as a door, resizing to fit the creature being placed within. All the demons in Izmiara's service know the password to avoid this trap, though the

demon queen has been known to change the password unannounced when a servant she knows will be in this room raises her ire. The cage's tongue can animate and draw victims into the cage via the lone opening in its top. Once full, the cage constricts and twists to crush and disfigure the creature within. A successful DC 36 Escape Artist check allows a trapped creature to escape the cage, but the tongue automatically targets the escaping creature the following round.

**DEVOURING CAGE TRAP** **CR 16**  
**Type** magic; **Perception** DC 32; **Disable Device** DC 32  
**EFFECTS**  
**Trigger** proximity (*alarm*); **Reset** automatic  
**Effect** Grapple (CMB +26, pulls target into cage, dealing 9d6 bludgeoning damage per round until creature is dead, Reflex DC 24 for half); multiple targets (all creatures within 30 ft., one randomly selected creature at a time)

**Treasure:** Amid the furnishings on the northernmost balcony, the PCs may find the captured celestials' equipment in a *bag of holding*, *type II*: a +1 *demonbane composite longbow* [+5 Str], three +1 *greatswords*, a *phylactery of positive channeling*, an adamantine breastplate, a masterwork harp, a gold-and-ruby holy symbol of Sarenrae worth 1,000 gp, and 227 pp.

**Story Award:** If the PCs rescue Vintari and remove her febleminded condition, award them an amount of XP as if they had defeated her in combat.

## C5. THE POOL OF SIN (CR 15)

Water cascades from a quartet of demonic mouths that open near the ceiling of this cylindrical chamber. The water falls sixty feet, passing four dark lunar glass pools on sporadic balconies, before descending into a whirlpool.

The water in this room is warm and generates a thick layer of mist covering the bottom half of the room that obscures all sight beyond 5 feet, including darkvision, and grants concealment to creatures more than 5 feet away (20% miss chance). Along the rounded walls of the barrel-like chamber are four 5-foot-deep pools suspended above the waters below, used for bathing above the maelstrom. A creature passing under the cascading waters must succeed at a DC 15 Reflex save or be drawn into the whirlpool below.

The 30-foot-diameter pool is 20 feet deep, and full of rough water along its outer 10 feet and stormy water at its center, where a powerful whirlpool sucks anything that falls into it into a vent at the base of the chamber 20 feet below the water's roiling surface. Any creature caught in the whirlpool that fails the requisite DC 20 Swim check to navigate the strong current is drawn down 10 feet per

round, and is pulled through the drain after 2 rounds. In the narrow passage beneath the drain, the water (and any creatures it carries) is propelled quickly down a shaft, over jagged lunar glass and stone. Creatures propelled down this shaft take 12d6 points of damage (a DC 25 Reflex save halves this damage). The creatures are deposited 3 rounds later in area **D2** (see page 20).

The floor here is level with the floor in area **C4** and connected by a floor-level door. To the west, a door 40 feet off the floor leads to area **C6**.

**Creatures:** Four hezrous, ranking among the Insatiable Queen's best torturers, occupy this room. Each hezrou lounges in one of the half-dozen balcony pools along the walls. When the PCs enter the room, the demons use their *gaseous form* spell-like abilities to blend with the room's natural mist and position themselves for an attack. During combat, they try to push, pull, or throw opponents into the whirlpool. If a creature is pulled through the drain, one hezrou teleports to area **D2** to eliminate the lone creature being washed out into the pool there.

**HEZROUS (4)**

**CR 11**

**XP 12,800**

**hp 145** (*Pathfinder RPG Bestiary 62*)

## C6. CORRIDOR OF PAIN

This ceiling of this long corridor is littered with hanging chains, most of which are full of broken prisoners wearing sharp, seven-pointed crowns of iron, their wails of suffering echoing in the tight space. Other rent bodies cover the floor, their forms torn limb from limb and left to rot slowly.

Although some of the prisoners here are still alive, all have been driven insane by their treatment and are of little help to any intruders.

## C7. THE CAGES OF CONTEMPLATION (CR 18)

Hanging gibbets sway from the ceiling of this massive cylindrical chamber above the mist-covered ground fifty feet below. On the chamber's north wall, an uneven hole breaches the wall thirty feet above the mist, while an enormous succubus statue straddles a triangular doorway at ground level to the south.

Here Izmiara and her followers keep their prisoners between bouts of torture, encouraging them to meditate on their suffering and the agonizing fates that inevitably await them. Prisoners are kept naked within the cold iron gibbets, all of which have superior locks augmented with *arcane lock* (Disable Device DC 50). Each gibbet's lock features an Abyssal symbol that corresponds to a

key on the ring hidden in a secret compartment in the succubus statue's left thigh, which the PCs can locate with a successful DC 35 Perception check. An identical compartment in the statue's right thigh holds a rolled-up *portable hole* containing all of the prisoners' belongings.

The mist along the chamber's floor is dark and thick, and acts as natural fog (*Core Rulebook 439*) to a height of 10 feet from the floor. The mist returns after 1 minute if dissipated with a magical effect such as *gust of wind*.

At the end of the 50-foot passage beneath the statue's legs is a 10-foot wide hole in the ground, leading down to the Ring of Obedience 100 feet below.

**Creatures:** The shadow demon Thastrakna is among Izmiara's favored servants, an impressive paragon of his kind. When the *Somal Gate* opened, the Insatiable Queen tasked Thastrakna with traveling to Golarion to bring her an adult gold dragon so that she could harvest its heart for an unspecified purpose. She promised Thastrakna that he could possess the dragon's body for as long as he wanted so long as before he abandons it, he allows her to harvest its heart while the beast itself is helpless.

Thastrakna spent weeks hunting Maurinaxian, who laired on the open savanna in the southern reaches of the Mwangi Expanse. After making countless attempts to overtake the dragon and tormenting her relentlessly, the shadow demon finally succeeded. He immediately teleported back to the *Somal Gate* in Nirmathas, returned to the moon, and then teleported here, where he has spent the last day enjoying his new body. Because his *magic jar* effect lasts over 24 hours, Thastrakna can attempt to repossess Maurinaxian while still in her body. Unfortunately for Thastrakna, the dragon successfully made her saving throw this morning, and he knows that his time in her powerful and majestic body will soon come to an end.

While in Maurinaxian's body, Thastrakna cannot use many of the dragon's primary offenses, but he employs a combination of natural attacks, spell-like abilities, and hit-and-run tactics to weaken the PCs. PCs who succeed at a DC 25 Sense Motive check identify Maurinaxian's behavior and limited abilities as being the result of possession.

If the PCs knock Maurinaxian unconscious while Thastrakna still possesses her, the demon too falls unconscious. Aware that Izmiara only needs the dragon's heart, the shadow demon teleports away from combat when the dragon is reduced to 60 or fewer hit points, appearing outside the atmosphere pocket of the Moonscar. The demon abandons the body there, leaving Maurinaxian to suffocate in the vacuum, and teleports back to face the PCs in his true form. Should the demon be forced from Maurinaxian's body while the dragon remains conscious, Thastrakna focuses all his attacks on her until she is dead, fearing her escape and Izmiara's punishment for letting her heart slip away.

## MAURINAXIAN

CR —

Female possessed adult gold dragon (*Pathfinder RPG Bestiary* 108)

CE Huge dragon (fire)

**Init** +4; **Senses** dragon senses; Perception +25

**Aura** frightful presence (180 ft., DC 24)

### DEFENSE

**AC** 30, touch 8, flat-footed 30 (+22 natural, –2 size)

**hp** 243 (18d12+126)

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

**DR** 5/magic; **Immune** dragon traits, fire, magic paralysis, sleep; **SR** 29

**Weaknesses** sunlight powerlessness, vulnerable to cold

### OFFENSE

**Speed** 60 ft., fly 250 ft. (poor), swim 60 ft.

**Melee** bite +29 (2d8+15), 2 claws +29 (2d6+10)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Spell-Like Abilities** (CL 18th; concentration +23)

At will—*deeper darkness*, *fear* (DC 19), *greater teleport* (self only), *telekinesis* (DC 20)

3/day—*shadow conjuration* (DC 19), *shadow evocation* (DC 20)

1/day—*extended magic jar* (DC 20), *summon* (level 3, 1 shadow demon 50%)

### STATISTICS

**Str** 31, **Dex** 10, **Con** 23,

**Int** 14, **Wis** 14, **Cha** 20

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

**CMD** 42 (46 vs. trip)

**Feats** Blind-Fight, Combat

Reflexes, Flyby Attack, Great

Fortitude, Improved Initiative, Iron

Will, Lightning Reflexes, Toughness,

Weapon Focus (bite), Weapon Focus (claws)

**Skills** Acrobatics +23 (+35 when jumping),

Bluff +28, Fly +15, Knowledge (local) +25,

Knowledge (planes) +25, Perception +25, Sense

Motive +25, Stealth +15, Swim +18

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

## THASTRAKNA

CR 18

**XP** 153,600

Male advanced shadow demon (*Pathfinder RPG Bestiary* 67)

CE Colossal outsider (chaotic, demon, evil, extraplanar, incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +33

### DEFENSE

**AC** 10, touch 10, flat-footed 7 (+5 deflection, +3 Dex, –8 size)

**hp** 350 (20d10+240)

**Fort** +19, **Ref** +17, **Will** +16

**Defensive Abilities** incorporeal;

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

**Immune** cold, electricity, poison;

**Resist** acid 10, fire 10; **SR** 29

**Weaknesses** sunlight powerlessness

### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** bite +16 touch (6d6 plus 4d6 cold), 2 claw +16 touch (4d6 plus 4d6 cold)



Maurinaxian

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** pounce, shadow blend, sprint

**Spell-Like Abilities** (CL 18th; concentration +23)

At will—*deeper darkness*, *fear* (DC 19), *greater teleport* (self only), *telekinesis* (DC 20)

3/day—*shadow conjuration* (DC 19), *shadow evocation* (DC 20)

1/day—*extended magic jar* (DC 20), *summon* (level 3, 1 shadow demon 50%)

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#### STATISTICS

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**Str** —, **Dex** 17, **Con** 33, **Int** 14, **Wis** 14, **Cha** 20

**Base Atk** +20; **CMB** +31; **CMD** 46

**Feats** Blind-Fight, Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (claw), Weapon Focus (bite)

**Skills** Acrobatics +26, Bluff +28, Fly +26, Knowledge (local) +25, Knowledge (planes) +25, Perception +33, Sense Motive +25, Stealth +10; **Racial Modifiers** +8 Perception

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

**Development:** If the PCs manage to save Maurinaxian, she thanks them for rescuing her, but is ashamed that a creature as powerful and noble as she could have suffered such a fate, and is thus only indifferent to the PCs, who she wishes hadn't seen her in such a vulnerable state. If made helpful, however, she offers to accompany the PCs should they welcome her aid. Note that her Huge size will restrict her access through some parts of Dominax Annuli, and she will need to change shape to a Large or smaller creature to accompany them without being a burden. Having an adult gold dragon ally can easily tip the balance of power in the PCs' favor; if you feel that Maurinaxian's assistance would make this adventure too easy for your party or if the PCs fail to make her helpful, she instead offers to clear the jungle above and guard the *Somal Gate* from demonic threats while the PCs continue further into Dominax Annuli. Shadow demons are particularly strong against gold dragons, so if she accompanies the party, consider sending waves of shadow demons against the party to eliminate the threat she poses to Izmiara's plans.

Maurinaxian's stats above represent her possessed form, and include feats, skill ranks, and mental abilities unique to Thastrakna. If she accompanies the PCs (or if the shadow demon is forced from her body and she fights him), use the stats for an adult gold dragon presented on page 108 of the *Bestiary*.

#### MAURINAXIAN

CR 15

XP 51,200

Female adult gold dragon (*Pathfinder RPG Bestiary* 108)

hp 225

Seven prisoners are currently being held in the Cages of Contemplation. Among them are Enlina Charthagnion

and Commander Andabar Ceroban. The captives can recount the details of their abductions: how attractive and charming men seduced them and whisked them away to Nirmathas and through a strange portal in a volcano. Only after arriving in this strange jungle did their captors reveal their true forms—and then they brought the prisoners here for weeks of seemingly endless torture. The NPCs beg to be freed and refuse to help the PCs out of fear, exhaustion, and an overpowering desire to return home to safety.

**Treasure:** The key ring in the succubus statue's left leg contains a key for each of the gibbets in this chamber, as well as all locks and manacles in the Ring of Agony. Within the *portable hole* in the left thigh's compartment, the PCs find the following: a +2 *light crossbow*, a +1 *bashing heavy steel shield*, a *dusty rose prism ioun stone*, a pair of *boots of striding and springing*, four +2 *axiomatic arrows*, three *potions of cure moderate wounds*, a *scroll of mage's magnificent mansion*, an *immovable rod*, 2,588 gp, 13,503 sp, 88,341 cp, and 16,400 gp worth of mundane, masterwork, and +1 armor and weapons of your choice.

**Story Award:** If the PCs make Maurinaxian helpful, award them XP as if they had defeated her in combat.

## D. THE RING OF OBEDIENCE

The second subterranean level of Dominax Annuli is the Ring of Obedience, where prisoners are forced to undergo a series of tests to prove their tractability. Composed primarily of a maze of 10-foot-wide, 20-foot-high corridors of porphyry and black lunar glass, the ring is full of statues of the Insatiable Queen, each imbedded in the terminus of a passageway (marked X on the map). Those prisoners whom Izmiara wishes to indoctrinate through obedience are placed within this ring and instructed to touch all 15 such visages to show their loyalty, with the promise of receiving a potent boon as their reward.

A creature that willingly touches one of the 15 statues of Izmiara on this ring suffers a randomly determined effect—called a Supplication—from the table below. A creature may only receive a single Supplication per statue regardless of how many times it touches the sculpture, but a Supplication received more than once from different statues stacks (if possible).

If a creature navigates the entire level and receives the 15 Supplications (one from each statue), all conditions, ability score damage, and negative levels granted by Supplications are removed and the creature receives 9d6 points of healing as well as a profane gift from the Insatiable Queen herself. This profane gift functions just as the succubus ability on page 68 of the *Bestiary* except the target gains a +4 profane bonus to a single ability score of its choice. Izmiara has no limit on the number of creatures who can benefit from her profane gift at any given time.

Crumpled in front of one of the statues, the PCs find the body of Pendrel Zarafari, who a successful DC 20 Heal check reveals died of energy and ability drain.

d12	Supplication
1	Take 1d4 points of Strength damage
2	Gain 1d3 negative levels (Fort DC 25 to remove)
3	Take 1d4 points of Dexterity damage
4	Gain the blinded condition
5	Take 1d4 points of Constitution damage
6	Gain the fatigued condition
7	Take 1d4 points of Intelligence damage
8	Become sickened for 24 hours
9	Take 1d4 points of Wisdom damage
10	Gain the deafened condition
11	Take 1d4 points of Charisma damage
12	Take 6d6 points of damage

## D1. THE CALL TO SUPPLICATION

A five-foot-wide ledge follows the wall of this tall, cylindrical room, and connects four identical iron archways. In the open arches of these passages are carved the images of shackled angels. A ten-foot-wide catwalk extends from the wall into the center of the room, ending directly below a ten-foot diameter hole in the high, domed ceiling. A ring of rune-etched iron is embedded in the edge of the encircling ledge, and is completely legible from the end of the catwalk.

Creatures descending the 100-foot drop from the Ring of Agony enter this chamber from the hole in the center of the ceiling. Midway down the 150-foot-tall chamber is a level platform granting egress from the room in the four cardinal directions. A creature standing on the catwalk extending over the middle of the room can clearly read the Abyssal words etched into the cold iron edge of the encircling ledge: “Lay your hands upon me. Suffer at my command. Your Supplications earn my favor, and bring glory to the Shadow.”

## D2. THE MIRE

Water cascades from an open demonic mouth some ten feet above the cavern floor. The waters here steam gently and pour away through small vents in the floor.

Creatures that are drawn into the whirlpool in area C5 emerge here.

**Treasure:** Amid the detritus floating on and submerged in the pool of water here, the PCs can find a rotting corpse with a successful DC 25 Perception check. On the body are a +2 *cold iron warhammer*, a *headband of alluring charisma +2*, 4 *oils of bless weapon*, a *potion of neutralize poison*, and a set of *celestial armor*.

## D3. THE HALL OF TESTING (CR 14)

Four alcoves flank the end of this corridor, which terminates in a ten-foot-wide hole plummeting down and out of sight.

Here, at the exit from the Ring of Obedience, those who were placed within and instructed to engage in supplication before the Insatiable Queen are tested before they are allowed pass on to the Ring of Seduction 100 feet below.

**Creatures:** Four vrocks serve Izmiara as guardians of the lone egress from the Ring of Obedience. The vile demons stand vigil in the four alcoves leading to the passage’s end awaiting passing prisoners. When a creature earns Izmiara’s profane gift, the Insatiable Queen telepathically imparts upon her servant the password that will allow it to pass between the vrocks unharmed. The guardians set quickly upon any creature that approaches without first uttering the password.

### ADVANCED VROCKS (4)

CR 10

XP 9,600 each

hp 130 each (*Pathfinder RPG Bestiary* 69, 294)

**Story Award:** If the PCs bypass the vrocks by earning Izmiara’s profane gift, award them XP as if they had defeated the demons in combat.

## E. THE RING OF SEDUCTION

Guests of Dominax Annuli who cannot be swayed through physical or mental torment and who are willful enough not to blindly obey Izmiara’s commands are brought to the Ring of Seduction, where they are tempted with the powers and eternal existence of undeath. Lorded over by the vampire succubus Betcezia, the Ring of Seduction serves to create slaves bound to Moonscar through their demonic sires—an army of vampires upon Golarion serving the whims of the demon lord of lust and darkness.

## E1. THE SLEEPING SERVANTS (CR 15)

A five-foot-wide ledge follows the wall of this tall cylindrical room, connecting three identical iron archways. In the open arches of these passages are carved images of intertwined humanoid forms engaged in erotic acts. A ten-foot-wide catwalk extends from the wall into the center of the room, ending directly below a ten-foot-diameter hole in the high domed ceiling. A ring of rune-etched iron is embedded in the edge of the encircling ledge, and is completely legible from the end of the catwalk.

Creatures descending the 100-foot drop from the Ring of Obedience enter this chamber from the hole in the center

of the ceiling. Midway down the 150-foot-tall chamber is a level platform granting egress from the room in three directions. A creature standing on the catwalk that leans over the edge can clearly read the Abyssal words etched into the cold iron edge of the encircling ledge: "Give in to your deepest urges. Let your lust and desires control you. Sleep here with me and I will enter you, and bring glory to the Shadow."

**Creatures:** At each dead end in the Ring of Seduction (marked with a V on the map) stands a stone sarcophagus embedded in the wall. Within each sleeps one of the Corpulent Mistress's vampiric servitors. Each has a telepathic link to Betcezia, and at her command they awaken and obey her instructions. Each vampire awakens when its sarcophagus is opened and immediately communicates to its mistress that interlopers have defiled its resting place. At this point, Betcezia awakens the rest of her minions and sends them to aid her disturbed servant. The male and female vampires are statistically identical and use the stats presented on page 270 of the *Bestiary*, except they know *dimension door* instead of *greater invisibility* as their 4th-level spell.

## VAMPIRES (8) CR 9

**XP 6,400 each**

**hp** 102 each (*Pathfinder RPG Bestiary* 270)

## E2. THE CORPULENT MISTRESS (CR 17 OR CR 18)

This expansive rectangular chamber is filled with bones, piles of rotting flesh, and pools of stagnant blood. A great mound of twisted, half-devoured corpses rises from an alcove in the northeast corner, stretching over halfway to the fifty-foot-tall ceiling. Two open passages lead out from the room's northeastern and southeastern corners, while a single cold iron door provides egress along the south wall.

The filth that fills this room is so thick and so vile that the entire area is considered difficult terrain. Any living creature that enters the room must succeed at a DC 18 Fortitude save or become nauseated for 1d6 rounds from the stench of offal and decay.

The open passages on the eastern edge of the room connect to one another via a doorless hallway. In the corner where the passage turns north, the stone floor contains a series of small holes leading to a hollow space 10 feet below, in which the Corpulent Mistress keeps her coffin, discoverable with a successful DC 30 Perception check. Betcezia accesses her sanctum via teleportation or through the air holes in gaseous form. Aside from her coffin, the chamber below is empty.

**Creatures:** Once a powerful servant of the demon lord Zura, Betcezia betrayed her mistress and swore fealty to

Izmiara in exchange for her own level of Dominax Annuli. Betcezia brings slaves under the Insatiable Queen's control by turning them into vampire spawn and other controllable undead. She has thus far fended off all the demons and retrievers Zura has sent to collect her, and it has been decades since the Vampire Queen attempted to bring her back to Nesh. Nevertheless, Betcezia maintains a constant force of eight loyal vampires spread throughout the Ring of Seduction to defend her should anything threaten her.

## BETCEZIA, THE CORPULENT MISTRESS CR 17

**XP 102,400**

Female succubus vampire sorcerer 11 (*Pathfinder RPG Bestiary* 68, 270)

**CE** Medium undead (augmented outsider, chaotic, demon, evil, extraplanar)

**Init** +11; **Senses** darkvision 60 ft., detect good; Perception +37

### DEFENSE

**AC** 31, touch 18, flat-footed 23 (+7 Dex, +1 dodge, +13 natural)

**hp** 313 (19 HD; 8d8+11d6+239); fast healing 5

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

**Defensive Abilities** channel resistance +4; **DR** 10/good, magic, and silver; **Immune** electricity, fire, poison, undead traits;

**Resist** acid 10, cold 10; **SR** 28

**Weaknesses** vampire weaknesses

### OFFENSE

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

**Melee** 2 claws +21 (1d6+7/19–20 plus vampire energy drain), slam +20 (1d4+7 plus vampire energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 26), profane gift, succubus energy drain (2 levels, DC 25), vampire energy drain (2 levels, DC 30)

**Spell-Like Abilities** (CL 12th; concentration +23)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 27), *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 26), *vampiric touch*

1/day—*dominate person* (DC 28), *summon* (level 3, 1 babau 50%)

**Bloodline Spell-Like Abilities** (CL 11th; concentration +22)

14/day—*touch of destiny* (+5)

**Sorcerer Spells Known** (CL 11th; concentration +22)

5th (6/day)—*break enchantment*, *hold monster* (DC 28), *waves of fatigue*

4th (8/day)—*bestow curse* (DC 25), *crushing despair* (DC 27), *freedom of movement*, *greater invisibility*

3rd (9/day)—*dispel magic*, *displacement*, *haste*, *lightning bolt* (DC 24), *protection from energy*

2nd (9/day)—*acid arrow*, *blur*, *darkness*, *eagle's splendor*, *protection from arrows*, *scorching ray*

1st (9/day)—*alarm, mage armor, magic missile, ray of enfeeblement (DC 22), shield, true strike*  
 o (at will)—*bleed (DC 21), detect magic, ghost sound (DC 21), mage hand, prestidigitation, read magic, ray of frost, resistance, touch of fatigue (DC 21)*

**Bloodline** destined



**Betcezia**

## STATISTICS

**Str** 24, **Dex** 24, **Con** —, **Int** 23, **Wis** 16, **Cha** 33

**Base Atk** +13; **CMB** +20; **CMD** 38

**Feats** Agile Maneuvers, Alertness<sup>b</sup>, Bleeding Critical, Combat Casting, Combat Reflexes, Critical Focus, Dodge<sup>b</sup>, Eschew Materials, Great Fortitude, Improved Critical (claws), Improved Initiative<sup>b</sup>, Iron Will, Lightning Reflexes<sup>b</sup>, Maximize Spell, Toughness<sup>b</sup>, Weapon Finesse, Weapon Focus (claws)

**Skills** Bluff +40, Diplomacy +22, Disguise +22, Escape Artist +15, Fly +22, Intimidate +22, Knowledge (arcana) +28, Knowledge (local) +17, Knowledge (planes) +25, Perception +37, Sense Motive +37, Stealth +37, Use Magic Device +33

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

**SQ** bloodline arcana (gain luck bonus on saving throws when casting personal-range spells), change shape (dire bat or wolf, *beast shape II*; or Small or Medium humanoid, *alter self*), fated (+3), gaseous form, shadowless, spider climb

**Gear** *staff of necromancy, wand of inflict serious wounds* (CL 9th, 50 charges)

**VAMPIRES (8)**

**CR 9**

**XP 6,400 each**

**hp** 102 each (*Pathfinder RPG Bestiary* 270)

**Treasure:** In her midden nest, the mistress hides precious objects taken from those given over to her. Searching the midden is unpleasant, and a successful DC 25 Perception check is required to locate each item amid the gore. In the nest are 265 pp, a Tian fan decorated with black feathers and opals worth 700 gp, a *hand of glory* wearing a *ring of animal friendship* and the distinctive full-length white glove of a member of the Kalistocracy of Druma, a Nexian wizard's robe embroidered with gold thread and bearing ruby clasps worth 450 gp, and a Vudrani prayer wheel of gold worth 250 gp.

## E3. THE CLOVEN SISTER (CR 17)

The floor of this wide, round room is carved with seven-pointed crowns and ghastly figures of lust, misery, and pain. Heady frankincense smolders in incense burners shaped like seven-pointed crowns, and everywhere the sound of tiny invisible bells chimes in the still subterranean air. Votive lights are embedded in the honeycombed walls, casting faint illumination on a pair of tall arched doorways in the eastern



and western walls. Beyond the eastern portal, a wide hole in the corridor floor leads down into darkness.

This chamber marks the exit from the Ring of Seduction and the ingress to Izmiara's personal level of Dominax Annuli, the Ring of Ecstasy. The cylindrical chamber serves as a temple to Nocticula, and here the Insatiable Queen assembles her most trusted advisors and soldiers for particularly gruesome and noteworthy rites of sacrifice.

The hole at the end of the eastern passage from this room leads down 100 feet to area **F1** in the Ring of Ecstasy.

**Creature:** The Insatiable Queen's most trusted general watches over this area, guarding the holy shrine to Nocticula and acting as protector of Izmiara's most private chambers. The Cloven Sister is a marilith of unparalleled skill and guile, as beautiful in her mastery of the blade as she is abhorrent in her appearance. From the crown of her head to the fork of her double tail, she bears a thick scar as though cleft in twain and reformed as a whole being. Slight differences exist between her two halves, however, leading to the belief among prisoners and servants alike that she is really an amalgam of two different mariliths. She wields six intricately etched longswords, each inscribed with profane rites of ruthlessness, slaughter, and suffering.

## THE CLOVEN SISTER CR 18

XP 153,600

Advanced marilith (*Pathfinder RPG Bestiary* 63, 294)

hp 296

## F. THE RING OF ECSTASY

The lowest level of Izmiara's palace contains her personal chambers and her collection of her current fixations—whatever prisoners catch her fancy at the moment. This is the most secure portion of Dominax Annuli, and only those servants whom the Insatiable Queen trusts the most are allowed within unless they are actively pursuing invaders from another level of the complex.

### F1. THE CALL TO PLEASURE (CR 15)

A five-foot-wide ledge follows the wall of this tall cylindrical room, connecting two identical iron archways. In the open arches of these passages are carved images of a heavily armored succubus of overwhelming beauty. A five-foot-wide catwalk extends from the wall into the center of the room, ending directly below a ten-foot-diameter hole in the high domed ceiling. A ring of rune-etched iron is embedded in the edge of the encircling ledge, and is completely legible from the end of the catwalk.

Creatures descending the 100-foot drop from the Ring of Seduction enter this chamber from the hole in the center

of the ceiling. Midway down the 150-foot-tall chamber is a level platform granting egress from the room in three directions. A creature standing on the catwalk who leans out over the edge can clearly read the Abyssal words etched into the cold iron edge of the encircling ledge: "In my most intimate chamber, I will bestow upon you unfathomable pleasure. In my obscene court you will sate my desires, and bring glory to the Shadow."

**Trap:** The bottom of the shaft leading from area **D3** into this area is trapped to reduce good-aligned invaders to helpless targets. The rim of the 10-foot-diameter shaft is ringed with arcane symbols that, when approached by a creature of good alignment, trigger a *mage's disjunction* effect that blasts 40 feet up the shaft.

## DISJUNCTION RING CR 15

Type magic; Perception DC 34; Disable Device DC 34

### EFFECTS

**Trigger** proximity (*detect good*); **Reset** automatic (1d4 rounds)

**Effect** spell effect (*mage's disjunction*, 20th-level wizard, DC 33

Will negates); multiple targets (all magic items or spell effects in bottom 40 ft. of shaft up to **E3**)

### F2. THE FINAL EMBRACE (CR 16)

The walls of this narrow corridor are covered in opalescent eyes, embedded into the dark stone as if it were taut skin stretched over rough bone. Though the eyes do not move, each seems to watch for movement within the passage, and follows those who pass with piercing, unrelenting stares. A rune-encrusted iron door stands at the end of the hallway, behind a quick bend.

**Trap:** The queen's final and most deadly trap lies in wait for those who take the wrong turn here, so close to her boudoir. The door is mounted on hinges only inches in front of a dead end, and can be opened without effort. On the wall behind the door, however, is a *symbol of death* attuned to activate when a creature looks upon it.

## SYMBOL OF DEATH CR 16

Type spell; Perception DC 33; Disable Device DC 33

### EFFECTS

**Trigger** spell; **Reset** no reset

**Effect** spell effect (*symbol of death*, CL 20th, DC 22 Fortitude

negates); multiple targets (all targets within 60-ft. burst whose total current hit points cannot exceed 150, closest first)

### F3. OBSCENE COURT (CR 18)

A tall vertical shaft descends before opening up into a wider chamber stretching off to the sides. Dozens of manacles hang from the sides of the cylindrical walls, from which hang as

many prisoners. A doorway on the southeastern edge of the room is level with the floor, while a single door on the opposite side stands thirty feet above the ceiling of the wider, horizontal chamber.

Here the Insatiable Queen keeps her personal playthings, bound to the walls of these chambers. When she feels the urge to play with any specific individual, she calls to her toykeepers, three glabrezus who tend the prisoners here. The manacles are crafted of cold iron and contain no visible locks. Each can be opened by speaking a command word, with a successful DC 30 Disable Device or Use Magic Device check, or by negating the magic that holds them closed (such as by casting *dispel magic*).

Each of the three identical shafts is accessible from area F1 by one of the three doorways 10 feet below the ceiling, 60 feet above the floor. The bottom 30 feet of the three shafts are connected by a single horizontal chamber. A hallway runs the length of the larger chamber on its southeast side, accessible by three open doorways.

As the last chamber before her private boudoir, a final defense is in place that the queen activates should any threat enter the Obscene Court: a *prismatic wall* blocking access to the adjacent balcony in area F4.

**Creatures:** Three glabrezus—Izmiara's toykeepers—tend to the prisoners here, ensuring they are kept healthy enough to provide their queen with the pleasure she desires of them. They typically take on the appearances of recently deceased prisoners or those who have recently been sent back to Golarion to carry out their ultimate tasks. Currently they are disguised as the aasimar poet Himotae (see page 16), who died at the Insatiable Queen's hands a week ago for being unworthy of serving her; the wizard Zembe Utomo, who is imprisoned within Izmiara's *lunar looking glass*; and the NPC whose kidnapping first caught the PCs' attention. Each is chained to the wall of one of the cylindrical chambers like the other prisoners and cries out for help, hoping to draw the PCs into a moment of vulnerability before springing an attack on them. Of course, the demons can teleport out of their bonds on a whim, and when any one of them initiates combat, the other two teleport from the adjacent chambers to assist.

General Irentios was, until recently, one of the highest-ranking members of Queen Galfrey's Mendevian army. Izmiara seduced and abducted him personally a year ago. Despite his martial prowess, his resolve broke in a matter of weeks and he swore fealty to the Insatiable Queen, who took him as her consort and protector. Though he doesn't know it yet, she's been growing tired of him, and plans to send him back to Golarion to work as her agent in Mendev. Until then, however, he serves as her personal bodyguard, monitoring the Obscene Court from the doorway to her personal chambers.

## GENERAL IRENTIOS

CR 16

XP 76,800

Male human fighter 17

CE Medium humanoid (human)

Init +6; Senses Perception -1

### DEFENSE

AC 29, touch 15, flat-footed 26 (+14 armor, +2 deflection, +2 Dex, +1 dodge)

hp 200 (17d10+102)

Fort +16, Ref +9, Will +6; +4 vs. fear

Defensive Abilities bravery +4

### OFFENSE

Speed 30 ft.

Melee +1 *flaming burst greataxe* +31/+26/+21/+16 (1d12+19+1d6 fire/19-20/x3)

Ranged +1 *heavy crossbow* +23 (1d10+4/19-20)

Special Attacks weapon training (axes +4, crossbows +3, light blades +2, flails +1)

### TACTICS

**Before Combat** Irentios informs his mistress of the impending invasion telepathically and drinks his *potions of fly* and *barkskin*. He waits in the hallway until the glabrezus initiate combat with the PCs.

**During Combat** The general is ruthless and employs Power Attack and Greater Vital Strike to deal as much damage as possible, focusing on PCs already harried by his demon allies. If overpowered, he uses his *cape of the mountebank* to retreat to one of the unoccupied chambers in the Obscene Court and drinks his healing potions before heading back into battle.

**Morale** Irentios is beyond loyal to Izmiara, who has thoroughly warped his mind with promises of power and pleasure, and he fights to the death to defend her.

### STATISTICS

Str 24, Dex 14, Con 18, Int 10, Wis 8, Cha 12

Base Atk +17; CMB +24; CMD 39

Feats Cleave, Dodge, Great Fortitude, Greater Vital Strike, Greater Weapon Focus (greataxe), Greater Weapon Specialization (greataxe), Improved Critical (greataxe), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Rapid Reload, Skill Focus (Knowledge [nobility]), Toughness, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Climb +16, Handle Animal +11, Intimidate +22, Knowledge (nobility) +16, Ride +14, Swim +15

SQ armor training 4, profane gift

Languages Common

**Combat Gear** *potion of barkskin* (CL 12th), *potions of cure serious wounds* (3), *potion of fly*; **Other Gear** +5 mithral full plate, +1 heavy crossbow with 20 bolts, +1 *flaming burst greataxe*, +1 short sword, masterwork flail, belt of giant strength +4, *cape of the mountebank*, ring of protection +2

## SPECIAL ABILITIES

**Profane Gift** Irentios long ago accepted Izmiara's profane gift, granting him a telepathic link with the Insatiable Queen and a +4 profane bonus to his Constitution score.

**GLABREZUS (3)**

**CR 13**

**XP 25,600**

hp 186 (*Pathfinder RPG Bestiary* 61)

## F4. BOUDOIR OF THE INSATIABLE QUEEN (CR 20)

An arched balcony overlooks this eighty-foot-diameter round room from sixty feet up the northwest wall. Two identical balconies occupy the western and southwestern stretches of the wall; one supports a black-glassed mirror, and the other holds the bound body of an angel, her torn form held together by wires, glowing chains, and lunar thorns. Hundred-foot-long silken tapestries of demonic symbols and obscene acts of self-mutilation and eroticism hang from the ceiling to the floor below. In the room's center, at a height of forty feet from the ground below, is a platform supporting a large, canopied bed, connected to a square walkway by a narrow catwalk.

Izmiara values the privacy of her personal boudoir, the site of her most intimate and horrific acts, and the entire room is permanently warded from any external divination as the *mage's private sanctum* spell. This effect does not negate divinations cast within the chamber, however, and her *detect thoughts* spell-like ability functions normally here, as do any divinations the PCs might cast once past the *prismatic wall* blocking the entrance.

The silk-canopied bed is surrounded by six 2-foot-tall statues of various humanoid. These are *mindbind figurines*, which allow Izmiara to activate programmed sleeper agents throughout Golarion from the comfort of her bed. See Development for more information on these items.

On the western balcony stands a horrid mass of radiant flesh, gore, and metal. The angel Szeria was acting as a scout for a celestial army and was trapped by the queen; her lacerated body is now the center of an art piece in Izmiara's intimate chamber. Perhaps most gruesome of all are the rusted hooks pulling her eyelids back, locking her permanent, glass-eyed gaze upon the Insatiable Queen's bed; the angel's final sight was one of her enemy's vile acts of intimacy and debasement.

The southwestern balcony holds a 4-foot-square frame of adamantine around a section of the lunar glass wall polished to an impossible sheen—a *mirror of life trapping*, which is part of the wall and cannot be moved. Currently, the mirror

is inactive; Izmiara only activates it when she needs to trap a new prisoner within it. For more information on the mirror's prisoners, see Development, below.

**Creatures:** The ambitious, insane, and irredeemable Insatiable Queen Izmiara can be found here, likely awaiting the PCs' arrival after being informed of their incursion telepathically by one of her servants during the party's push through Dominax Annuli. Her body is the perfect embodiment of desire, a glory that only poets could give words to. Her flesh is seemingly stitched into the dark armor that caresses her supple form. She is confident in her protectors and in her own ability to repulse



**General Irentios**

the PCs' invasion into her personal chambers, and meets them without fear.

Izmiara knows the power of her beauty and first tries to tempt those who wish her harm with

her allure. She promises the PCs that she can be anything they desire, indulge any whim, and fulfill every dark fantasy. She uses her change shape ability during any such discussion to illustrate her potential forms. There is no fury like that of a woman scorned, however, and the Insatiable Queen is the living embodiment of female fury if her advances are declined or ignored.

**IZMIARA, THE INSATIABLE QUEEN** CR 19

**XP 204,800**

Succubus antipaladin 12 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Bestiary* 68)

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

**Init** +7; **Senses** darkvision 60 ft., detect good; Perception +23

**Aura** cowardice (10 ft.), despair (10 ft.), resolve (10 ft.)

**DEFENSE**

**AC** 36, touch 11, flat-footed 35 (+13 armor, +1 Dex, +7 natural, +5 shield)

**hp** 302 (20d10+192)

**Fort** +29, **Ref** +28, **Will** +27

**Immune** charm, disease, electricity, fear, fire, poison;

**Resist** acid 10, cold 10; **SR** 30

**OFFENSE**

**Speed** 20 ft., fly 40 ft. (average)

**Melee** +2 *unholy bastard sword* +29/+24/+19/+14 (1d10+8/19–20)

**Special Attacks** channel negative energy (DC 27, 6d6), energy drain (2 levels, DC 25), profane gift, smite good (+11 attack and AC, +12 damage)

**Spell-Like Abilities** (CL 12th; concentration +23)

Constant—*detect good, tongues*

At will—*charm monster* (DC 27), *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 26), *vampiric touch*

1/day—*dominate person* (DC 28), *summon* (level 3, 1 babau 50%)

**Antipaladin Spells Prepared** (CL 9th; concentration +20)

2nd—*blindness/deafness* (DC 23), *darkness*, *hold person* (DC 25), *invisibility*, *silence*

1st—*bane* (DC 24), *curse water*, *death knell* (DC 22), *doom* (DC 22), *protection from law*

**TACTICS**

**Before Combat** Given time to prepare, Izmiara mounts

Bth-Zragg and hovers above her bed in the center of the chamber. As she waits for the PCs to breach her *prismatic*

Izmiara

wall, she casts *protection from law* and activates her fiendish boon to add the *anarchic* and *keen* special abilities to *Iron Lash*.

**During Combat** Izmiara begins combat by using her sword's *finger of death* attack at range, then directs her mount into combat. She hurls herself into battle with all her might, releasing her best powers as soon as she can. Aura of vengeance is followed by cruelties and her touch of corruption. She only uses her kiss attack on those who have fallen but whom she wishes to keep alive, intending to make them pay over long decades for any blemish upon her perfect body.

**Morale** Confident in her abilities, the Insatiable Queen does not sully herself by surrendering to mortals. She knows that her plans are still far from complete and teleports away to another location in the Moonscar should she be reduced to fewer than 50 hit points, sacrificing her pride for the ability to continue working her sinister machinations to herald Nocticula's apotheosis.

#### STATISTICS

**Str** 23, **Dex** 24, **Con** 26, **Int** 16, **Wis** 14, **Cha** 32

**Base Atk** +20; **CMB** +26; **CMD** 43

**Feats** Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Vital Strike, Mounted Combat, Power Attack, Ride-By Attack, Shield Focus, Toughness, Vital Strike, Weapon Focus (bastard sword)

**Skills** Bluff +42, Diplomacy +22, Disguise +22, Fly +12, Intimidate +31, Knowledge (local) +14, Knowledge (planes) +14, Knowledge (religion) +18, Perception +23, Ride +16, Sense Motive +15, Stealth +12; **Racial Modifiers** +8 Bluff, +8 Perception

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

**SQ** aura of evil, change shape (Small or Medium humanoid; *alter self*), code of conduct, cruelties (blinded, cursed, diseased, fatigued), fiendish boon (weapon +3, 2/day), touch of corruption (6d6, 17/day), unholy resilience

**Gear** +4 *unrighteous full plate\**, +2 *heavy steel shield*, *Iron Lash* (see sidebar), *belt of physical perfection* +4, *helm of abhorrent charisma* +2 (as *headband of alluring charisma*), *ring of freedom of movement*

\* See the *Advanced Player's Guide*.

#### BTH-ZGRAGG

CR 17

XP 102,400

Advanced shantak (*Pathfinder RPG Bestiary 2* 244)

CE Huge magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +32

#### DEFENSE

**AC** 32, touch 14, flat-footed 26 (+5 Dex, +1 dodge, +18 natural, -2 size)

**hp** 275 (22d10+154)

**Fort** +20, **Ref** +19, **Will** +15

## IRON LASH

A gift from Nocticula designating her chosen acolytes, *Iron Lash* is a powerful weapon in the hands of one dedicated to doing the demon lord's will.

#### IRON LASH

**Aura** strong necromancy; **CL** 15th

**Slot** none; **Price** 90,335 gp; **Weight** 6 lbs.

#### DESCRIPTION

This +2 *cold iron bastard sword* becomes a +2 *unholy cold iron bastard sword* in the hands of an antipaladin sworn to the demon lord Nocticula. In the hands of a good creature, *Iron Lash* bestows one permanent negative level as though it were *unholy* while granting none of the associated benefits of the *unholy* special ability.

Once per day, the wielder of this sword can cast *finger of death* with a range of 60 feet, dealing 150 points of damage on a successful hit. If the target succeeds at a DC 20 Fortitude saving throw, the attack instead deals 3d6+15 points of damage. This is a death effect.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *finger of death*, *unholy blight*, creator must be chaotic evil; **Cost** 45,335 gp

**Defensive Abilities** slippery; **Immune** cold, disease

#### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** bite +30 (2d6+10), 2 talons +30 (1d8+10 plus grab)

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

#### STATISTICS

**Str** 30, **Dex** 21, **Con** 23, **Int** 12, **Wis** 25, **Cha** 14

**Base Atk** +22; **CMB** +34 (+38 grapple); **CMD** 50 (58 vs. grapple)

**Feats** Awesome Blow, Dodge, Flyby Attack, Hover, Improved Bull Rush, Mobility, Power Attack, Snatch, Spring Attack, Toughness, Wingover

**Skills** Escape Artist +35, Fly +26, Perception +32; **Racial Modifiers** +8 Escape Artist

**Languages** Aklo

**SQ** no breath, profane gift, share defenses, starflight

**Gear** *resistant saddle* +1 (Huge exotic military saddle, as *cloak of resistance* +1)

#### SPECIAL ABILITIES

**Profane Gift** Izmiara bestowed her profane gift upon her favored mount when she chose it, allowing her to communicate with it telepathically and granting Bth-Zgragg a +4 profane bonus to its Wisdom score.

**Treasure:** Among the Insatiable Queen's most prized possessions is her *lunar looking glass*, a mirror burnished from the lunar glass that forms the chamber's walls. The 4-foot-high mirror is framed in adamantite on the

## MINDBIND FIGURINES

The Insatiable Queen's collection of humanoid figurines are actually *mindbind figurines*, which allow her to activate a programmed sleeper agent from anywhere on the same plane as the subject.

### MINDBIND FIGURINE

**Aura** overwhelming enchantment; **CL** 25th

**Slot** none; **Weight** 80 lbs.

#### DESCRIPTION

This 2-foot-tall marble statue has the exact appearance of a mortal creature, constantly reflecting any changes to its appearance from injury, age, or even reincarnation. The creature represented may be identified only if you are already familiar with the creature, and until activated, the creature exhibits no evidence of its connection to the *mindbind figurine*.

An unsculpted *mindbind figurine* appears as a featureless humanoid, but can be linked to a creature in a complex demonic ritual overseen by a chosen acolyte of the demon lord Nocticula, at which point the statue takes on the form of the creature and is bound inexorably to the creature's mind while awaiting its activation.

When broken, a *mindbind figurine* triggers a delayed *dominate monster* effect in the mind of the sculpted creature, causing it to play its designated role in Nocticula's sinister plans. The creature gets no save against this effect, as the save is made at the time of the figurine's creation.

#### DESTRUCTION

A *mindbind figurine* can only be destroyed by physical damage. Destroying one in such a manner activates the linked creature.

western balcony of her chamber and functions as a *mirror of life trapping*.

Trapped within the mirror presently are the party's kidnapped NPC, a cornugon named Scathscar, and the remaining kidnapped individuals mentioned by the masked Decemvirate member at the adventure's start: Obenna Sirara, Garrin Levoe, Zembe Utomo, and Osprey. Any other prisoners of the device were long ago taken away to serve Nocticula, were sent back to Golarion, or are dead.

**Development:** The prisoners are grateful to be freed, including the devil Scathscar, who cryptically promises the PCs he'll stay apprised of their actions in the future—whether to help them in a time of need or for some more sinister purpose is up to you.

If freed, Osprey informs his saviors that the Insatiable Queen has been questioning him extensively about the Pathfinder Society and specifically about the Decemvirate, with whom the Pathfinder has a unique relationship. He

assumed Izmiara intended to indoctrinate one of the Ten, and fears she may already have done so—a fact made nearly impossible to investigate given their anonymity behind their magical masks.

Utomo describes to the PCs how he witnessed Izmiara break one of the strange statues littered about while he was looking out from the mirror. The shattered figurine emitted an eerie light and a visible burst of raw magical energy. What the statues do or mean, however, he doesn't know. In fact, these are *mindbind figurines*—unique statues linking the Insatiable Queen to some of her most highly placed sleeper agents on Golarion. The intact figurines located here represent a Vudrani maharajah; a sinister-looking Chelish man in the raiment of an Asmodean cleric, who is a high-ranking member of the House of Thrune; an elegant female drow; a Mwangi chieftain; and a male dwarf whose skin is etched with runes.

In addition to the intact *mindbind figurines*, the shattered remains of many more statuettes, some centuries or even millennia old, lie strewn about the chamber or displayed like prized trophies. A DC 35 Knowledge (history) check allows a PC to identify several of the statuettes based on facial features, distinctive attire or weapons, or other unique features. Among the activated *mindbind figurines* are a man in the uniform of a high ranking officer in the Taldan army, identifiable as General Erestos Marburran, who led the Sixth Army of Exploration to its defeat at the Battle of Nagisa; an Azlanti man wielding a ranseur and wearing the raiment of a Runelord of Wrath; and an Abadaran archbanker who can be identified as Miliانا Vistrara, the high priestess in Isarn in 4217 AR, when a virulent plague of Yellowtongue Sickness spread from Isarn across Avistan.

## CONCLUDING THE ADVENTURE

With Izmiara defeated or driven away from Dominax Annuli, the demons in her service are overwhelmed by infighting as they struggle to take control of the Moonscar. If the Insatiable Queen survived the PCs' rescue mission, she eventually regains control of her disciples and focuses her attention solely on the PCs in retaliation for their unforgivable offense. If the PCs killed Izmiara, Nocticula chooses a new acolyte to carry out her machinations from the lunar jungles of the Moonscar, though the loss of resources caused by the feuding demons scabbling for power sets back her ultimate plan significantly.

The PCs may investigate the *mindbind figurines* in an effort to find out who Izmiara's sleeper agents are and eliminate the threat they pose to Golarion. Further exploration of the demon queen's facilities in the Moonscar may reveal larger caches of such statues and as many potential minions in positions of power as you need to continue the campaign into the future.

## APPENDIX I: SOMALCYGOT

A pair of mandibles surrounds the vertical, tooth-filled maw of this giant, multi-eyed flatworm. Four long antennae stretch from its face, twitching and flailing rapidly. Along its spiny, chitinous body emerge four tentacles, grasping in all directions.

### SOMALCYGOT

CR 12

XP 19,200

NE Large aberration

**Init** +7; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +26

### DEFENSE

**AC** 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, -1 size)

**hp** 189 (14d8+126)

**Fort** +15, **Ref** +11, **Will** +14

**Defensive Abilities** resistant evolution; **DR** 10/slashing;

**Immune** acid, cold

**Weaknesses** vulnerable to sonic

### OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +21 (2d6+12 plus 4d6 acid),  
4 tentacles +19 (1d8+6 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

**Special Attacks** acid spray, constrict (1d8+6)

### STATISTICS

**Str** 34, **Dex** 17, **Con** 28, **Int** 12, **Wis** 17, **Cha** 11

**Base Atk** +10; **CMB** +23 (+27 grapple); **CMD** 37

**Feats** Cleave, Dodge, Improved Initiative,  
Lightning Reflexes, Multiattack, Power Attack,  
Skill Focus (Perception)

**Skills** Acrobatics +20 (+24 when jumping), Climb +29,  
Intimidate +17, Perception +26, Stealth +16

**Languages** Aklo; telepathy 60 ft.

**SQ** no breath

### ECOLOGY

**Environment** any terrestrial vacuum

**Organization** solitary, pairs, or clutch (3–6)

**Treasure** none

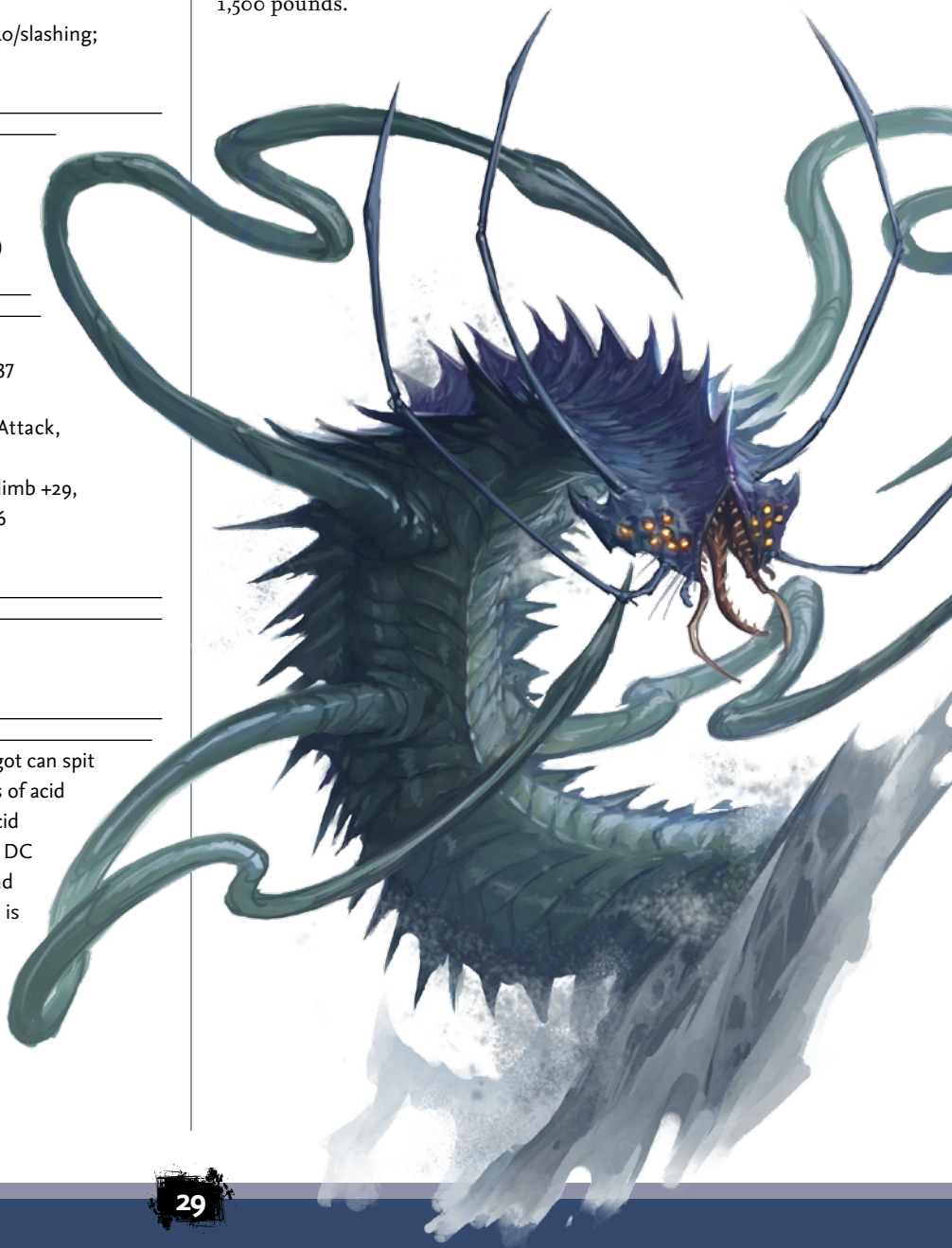
### SPECIAL ABILITIES

**Acid Spray (Ex)** Every 1d4 rounds, a somalcygot can spit a 60-foot line of acid that deals 6d6 points of acid damage and an additional 3d6 points of acid damage the following round. A successful DC 26 Reflex save halves the initial damage and negates all ongoing damage. The save DC is Constitution-based.

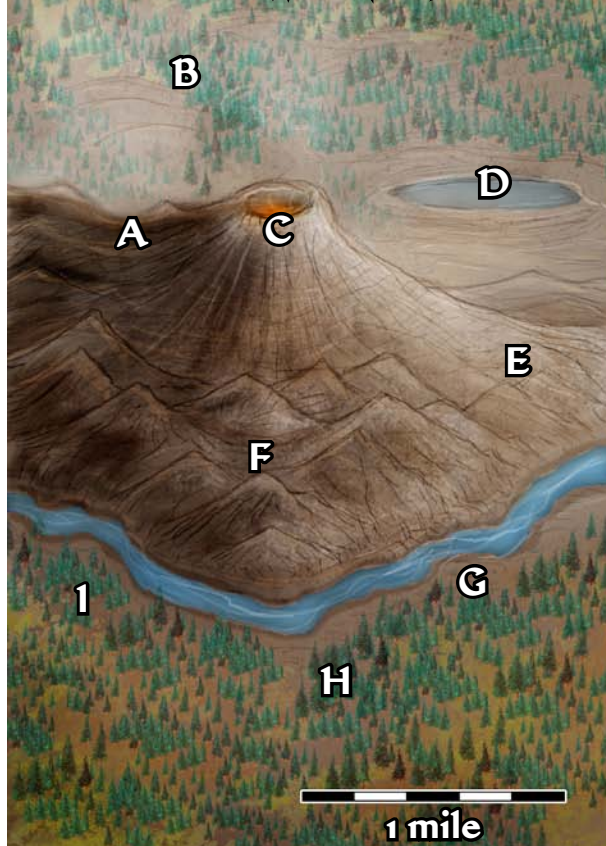
**Resistant Evolution (Su)** Somalcygots have evolved in the harsh, unforgiving vacuum of space and developed fortified resistances to the myriad threats found in their environment, granting them a +2 resistance bonus on all saving throws.

Somalcygots are incredibly territorial; each claims roughly a mile-radius patch of desolate lunar surface as its chosen hunting ground, and only enters another's territory to mate. In order to preserve energy between meals, a somalcygot enters a trancelike hibernation during which it burrows in circles beneath the moon's surface within its territory with unthinking repetition. When it detects another creature nearby, the somalcygot awakens and enters a blood frenzy to capitalize on the rare meal, fighting relentlessly until the prey either is dead or escapes its territory. Only rarely do somalcygots pursue prey beyond the boundaries of their claimed hunting grounds, a behavior that serves both to preserve energy and to avoid needless conflict with other somalcygots that claim neighboring regions.

A typical adult somalcygot is 16 feet long and weighs 1,500 pounds.

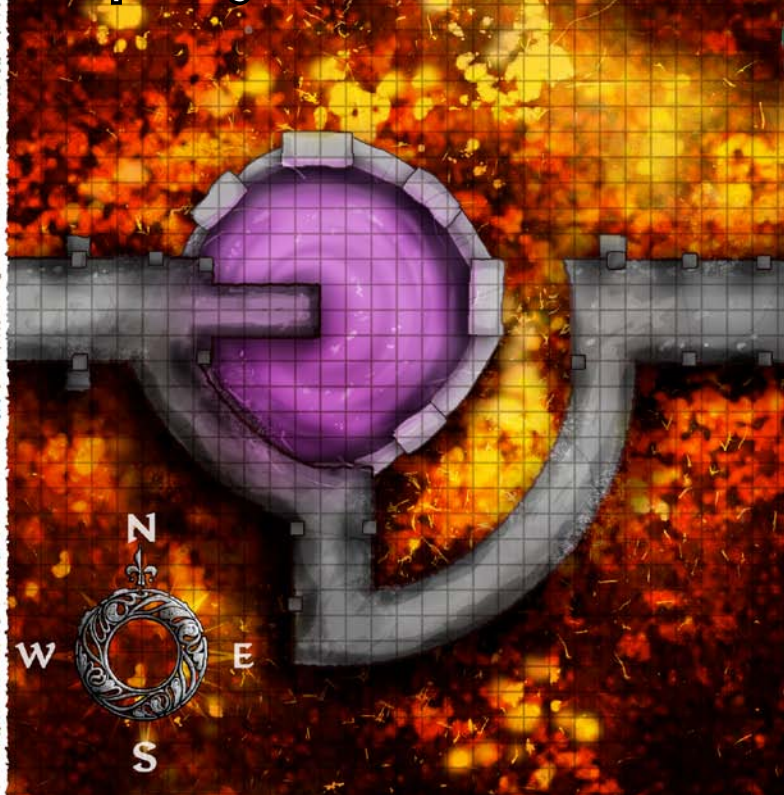


## THE GROWLING SKALD



## A. THE SOMAL GATE

1 square = 5 feet



### APPENDIX II: THE GROWLING SKALD

On the eastern rim of the Mindspin Mountains in what most would call Nirmathas—though few would wage war over such desolate, uninhabited borders—stands the Growling Skald, an isolated volcanic ridge averaging 11,000 feet in elevation. The geological formation earned its name from its periodic rumbling, though it otherwise remains inactive, and local legend claims the mountain holds within it the restless spirit of a powerful giant who tells his tale one slow syllable at a time. Few take more than a passing interest in the ridge; its stone faces are barren, and the tree line ranges at a far lower elevation than normal, ending abruptly on the southern bank of the Shining River, so it holds no draw for Nirmathas's many lumberers.

In ages past, when the reach and influence of Azlant spread into the Inner Sea region, a society of Azlanti astronomers used this area of restrained volcanic activity as a center of study, harnessing the powers of Golarion's core to interact with the heavens. Much of this sprawling network of arcane astronomical outposts has lain buried beneath stone and compressed ash for millennia, a casualty of one of the Growling Skald's rare eruptions.

But a recent increase in seismic activity on the ridge has exposed a number of these long-lost Azlanti ruins, which now stand beneath the heavens as their creators intended them to.

### A. SOMAL GATE

Most notable among these ancient structures is the subterranean *Somal Gate*, now at the base of a deep crevice over roiling magma. This horizontal portal to the surface of Golarion's moon—which the Azlanti called Somal—lies suspended by a narrow stone bridge of unimaginable strength and durability above a pool of lava 100 feet below the Growling Skald's surface. Once accessible via a network of subterranean passages and lifts, the gate may now only be reached by descending the sheer sides of a gash in the ridge's southern face that opened in the recent seismic shifts. The portal has remained dormant for over 10,000 years, and only functions when the *Somal Stone* at E is exposed to the night sky.

When active, the circular portal fills with bright swirls of purple light that thrums with low-frequency vibrations. A creature stepping into the energy vortex is instantly transported to the gate's partner on the surface



of the moon, in an area now surrounded by a demonic jungle. See area A1 on page 7.

Ever attracted to new sources of volcanic activity, a tribe of fire giants recently descended into the crevice to explore this location, though they have not yet ventured through the swirling gate for fear of what lies beyond.

## B. ABALLONIAN STONE

A great metal pillar rises from the ground here. Despite the fact that the *Aballonian Stone* is composed entirely of iron and resembles a carved column, careful investigation reveals that the form is natural and was not carved by either chisel or magic. The stone is warm to the touch, even in the winter or the dead of night.

## C. CALDERA

The Growling Skald's recently exposed caldera is full of a pool of lava, only kept liquid by its own incredible heat. Creatures that investigate the caldera too closely may find themselves victims of the lava's sole inhabitants, a group of magma oozes (*Bestiary* 2 184) that now find themselves free from their long subterranean imprisonment for the first time.

## D. SULFUR LAKE

This foreboding lake of dark, warm water occasionally belches clouds of poisonous sulfur gas. On an island in the center of this lake is a curious stone tower that rises like a great pointing finger, its summit a cleft rock resembling a tree split by lightning. Examination of the stone's relation to the heavens reveals that the cleft at its apex aligns with the base of the constellation of the Ferryman on the summer solstice. The lake is devoid of life, but rumor tells of terrible, multi-headed space eels that came from the heavens and now infest the lake's murky waters.

## E. SOMAL STONE

This white stone seems to glow in the moonlight but otherwise looks unremarkable during the day. The *Somal Stone* is incredibly resistant to physical and magical effects but nevertheless is clearly broken, lying horizontally amid a pile of loose scree and rubble next to a stump that was once the base of the monolith vertical. When exposed to the light of the moon, the *Somal Stone* channels arcane energy into the ley lines within the mountain and activates the *Somal Gate* at area A.

## F. AZLANTI PLANETARIUM

A cave here leads down into the side of the ridge to a large cavern in the shape of a perfectly smooth dome. Strange arcane symbols are etched into the base of the wall in a ring of solid cobalt. In the middle of the massive

chamber lies an 8-foot-diameter green quartz stone, its jagged facets each engraved with yet more symbols, many of which are recognizable as depictions of various heavenly bodies and constellations. The entire device is mounted on a great gyroscope, allowing the crystal to be positioned in countless arrangements, though what powers the device and what purpose it serves remain to be discovered.

A collapsed tunnel leads deeper into what is clearly a much larger complex of caverns, but a tribe of troglodytes has built a sizable settlement in those chambers closest to the cave-in. Further exploration would require clearing those caverns as well as any other lairs beyond.

## G. RIVER DRAKE RAMPAGE

A mated pair of river drakes has nested in a grotto accessible through an underwater cavern here, and now prowl the waterway for food with their young. The parents are incredibly protective and territorial, and see any passing river traffic as an important opportunity to teach their hatchlings to hunt and defend themselves. If not cleared out, the drake population here could overwhelm river travelers altogether once the young drakes reach maturity and have clutches of their own.

## H. VOID BOYS' HIDEOUT

A band of river brigands called the Void Boys has built up a sizeable hideout in a network of hollow trees and caverns carved out amid their roots. Originally the band was little more than an upstart group of hoodlums who were too weak to make it on the streets of rugged Skelt, and fled the city for better pickings on the banks of the Shining River. But in the desolation of the Growling Skald, the gang discovered a strange carving of a woman screaming to the heavens, her arms bound to her sides by chains and her eye sockets empty. After the brigands carried the statue back to their hideout, it began to speak to them, and since then the renamed Void Boys have been an increasing threat to river traffic in the region. Some say they turn the dead of their victims against any survivors and that they have an army of undead waiting in the woods for a pending assault on Skelt itself.

## I. THE SHINING STAND

A loose alliance of druids, fey, and a grove of wizened treants stands vigil on the southern bank of the Shining River, ever keeping watch on the desolation on the opposite bank for incursion into the outer reaches of the Fangwood. Though generally suspicious of outsiders entering the forest—especially those who exhibit particular interest in the Growling Skald—the guardians of the Shining Stand could become strong allies to any who share their motivations.

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# Ring of Obedience

1 square = 10 feet



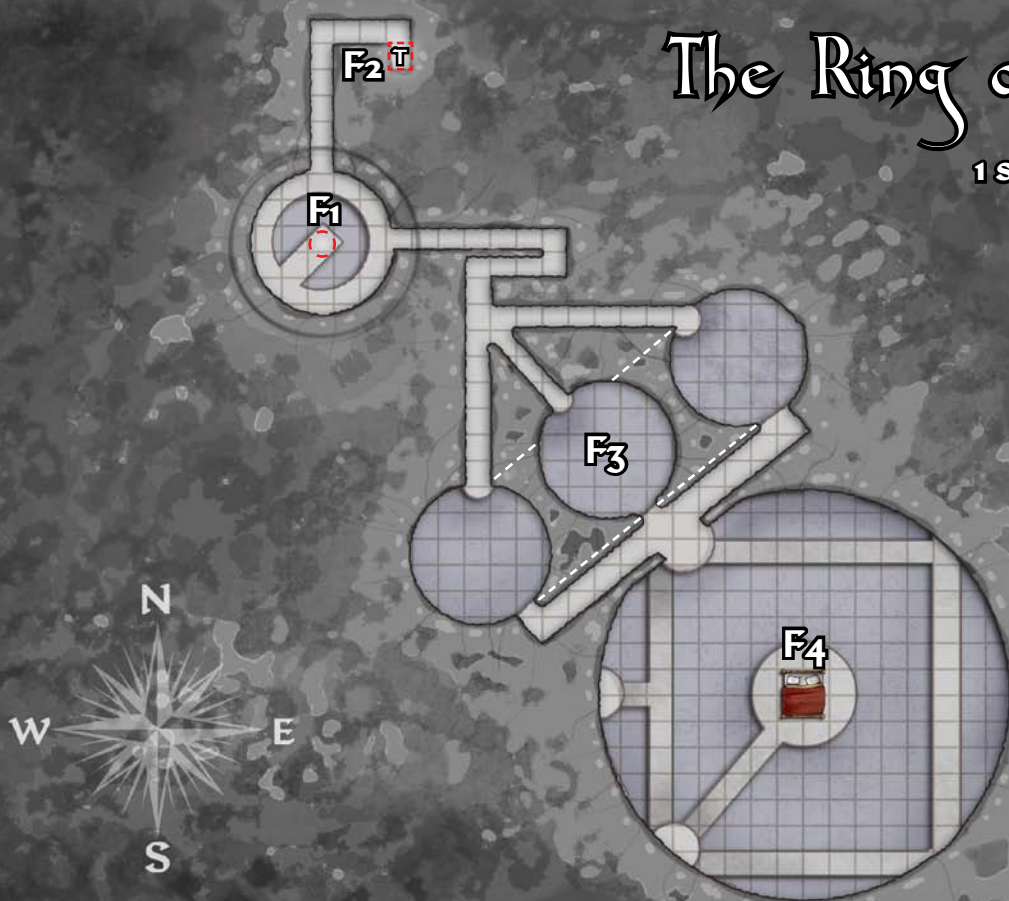
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1 square = 10 feet



# The Ring of Ecstasy

1 square = 5 feet



# Demons in Space

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