

A PATHFINDER RPG ADVENTURE FOR LEVEL 4 BY SAM ZEITLIN

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The Midnight Mirror

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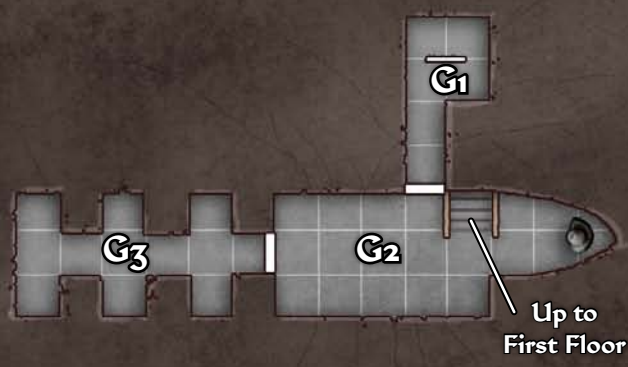
First Floor

House of Night

1 square = 5 feet



Basement



PATHFINDER[®] MODULE™

The Midnight Mirror

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The Midnight Mirror is a Pathfinder Module designed for four 4th-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.

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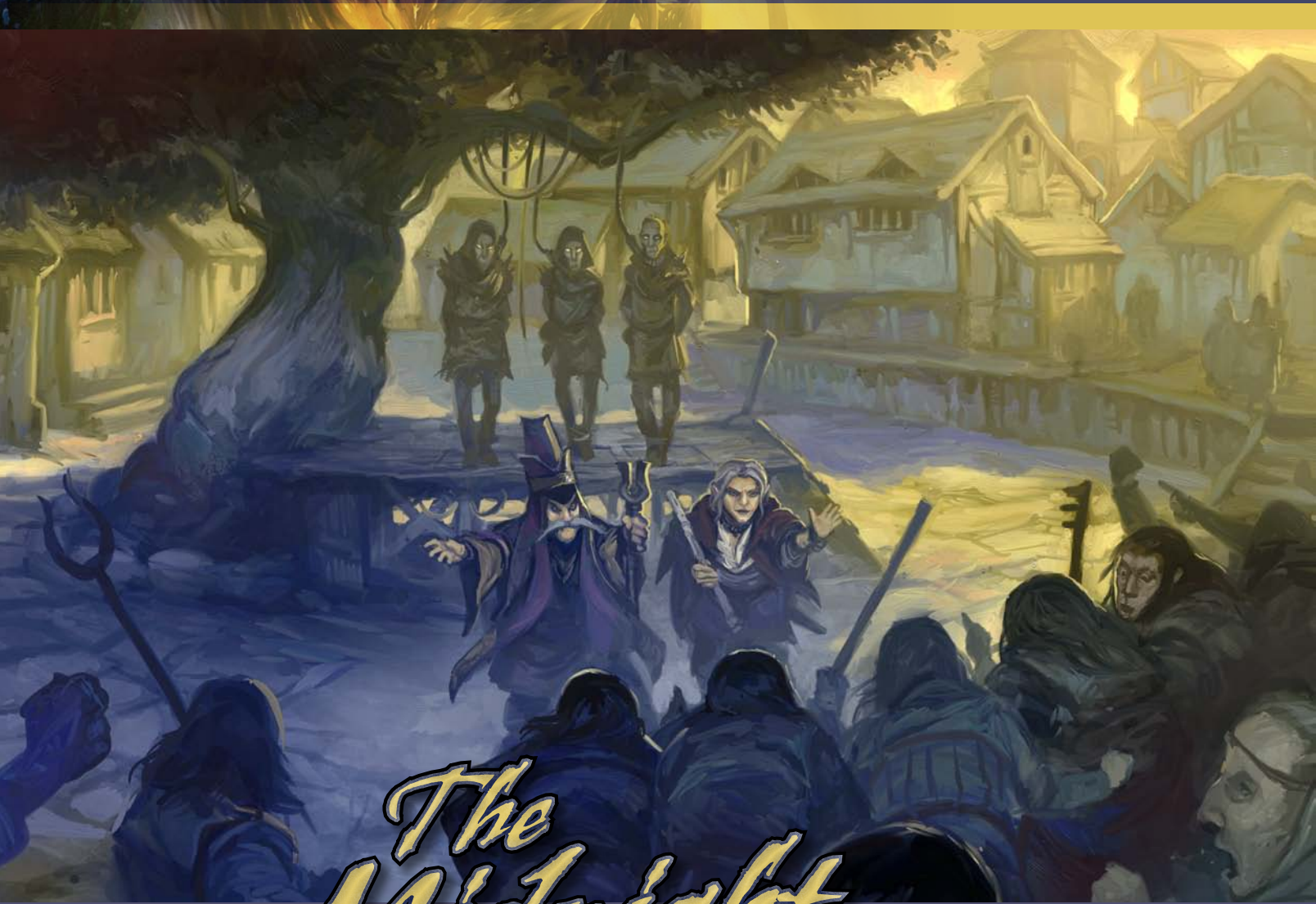
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The Midnight Mirror

Among the most frightening Kuthite relics from the Age of Darkness are the inescapable magical prisons called *midnight mirrors*—each containing a demiplane in which the user can keep any creature indefinitely. Within the mirror, the prison actively works to break the prisoner’s mind, resulting in an eternity of madness and torment for the unlucky soul within. Were such a victim ever to escape or be released, it would doubtlessly wreak havoc upon the face of Golarion.

—Anistol Garlaiv, *A Recounting of Pain and Darkness*

Adventure Background

Stepan Boroi, the ambitious third son of a minor Nidalese noble, was not content to see his eldest brother, Iozif, inherit the family lands. Amid the detritus of generations that fills the crumbling Boroi Manor, Stepan discovered an ancient mirror—acquired centuries ago by an ancestor of sinister repute—that gave him just what he needed to secure the barony for himself. In the mirror Stepan saw another manor, shadowed and hazy like a half-remembered dream. Yet where Stepan's reflection should have been, there stood instead a dark figure, taller than a man, with a face covered in a white mask and eyes like distant stars. This was Nicasor, both the mirror's master and its greatest prisoner.

Nicasor is a member of the shadowy race known as the shaes, mysterious beings with bodies formed from living shadow. Formerly an advisor to the Boroi family when it held much more influence in Nidal, Nicasor was imprisoned by a *midnight mirror* 950 years ago for fomenting a revolt against Stepan's ancestors among his fellow shaes and the many fetchling citizens in Karpad, and his entire family and all fetchlings in the barony were damned to an eternity of torment within the prison.

Their prison was slightly broken, however. During the Age of Darkness, a powerful nightshade was released from the same *midnight mirror*, and in the process of being freed from its shadowy bonds, it damaged the magical looking glass. For centuries, the essence of the Shadow Plane has leaked into the countryside around Boroi Manor, and the local town of Karpad has developed a well-known proclivity for shadow-tainted creatures, a strong propensity even by Nidalese standards. While shadow essence can escape through the mirror's crack, no creature can pass through into the Material Plane, and the normal ritual to release a creature from imprisonment no longer works; an imprisoned creature can, however, trade bodies with a willing subject on the other side of the mirror, using the mirror's crack to essentially trade souls. Nicasor spent centuries searching for a means of escaping his prison until one day 10 years ago, the shae saw something unexpected as he gazed out the sole window of his glass prison—Stepan Boroi gazing inquisitively back through the mirror.

Stepan, seeking a means of wresting power from his elder brothers, and Nicasor, desperate to escape his prison, struck a dark bargain. Nicasor agreed to help Stepan succeed his father as baron and Stepan, in return, would trade places with the shae for 1 year once every decade, granting Nicasor control of his body so the shae could escape his prison for a time without anyone knowing he was free. Over the next months, Stepan's brothers mysteriously disappeared; both were sent into the *midnight mirror* to live an eternity as Nicasor's prisoners. Stepan

WHERE ON GOLARION?

The Midnight Mirror takes place in the small, rural barony of Karpad in northern Nidal, located on the thinning edges of the Uskwood. Its citizens know little of the shadowy secret aristocracy in Pangolais or the core of Zon-Kuthon's worshipers in southern Ridwan. Nevertheless, the fear and darkness that permeate Nidal are prominent here as they are throughout the nation. For more information on the shadowy state of Nidal, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in local bookstores and game stores, or online at paizo.com.



claimed they perished of sudden illness, and was crowned Baron of Karpad when his father died shortly thereafter. Neither bandits nor monsters troubled Stepan's realm during his reign, and villagers whispered that the shadows themselves watched over their valley by night.

Ten years passed. Last year, Stepan took a wife—a beautiful noblewoman from Nisroch named Anya—and 2 months ago, she bore him a son. Now it is time for Stepan to exchange bodies with Nicasor, but he fears that the shae will keep his body forever, and is afraid of what Nicasor will do to his wife and son—whose love has softened his iron heart—as well as to his land and people. Thus Stepan broke his pact with Nicasor, enraging the shae, who vowed to ruin all that Stepan holds dear.

The cheated shae's rage suffused the shadow essence escaping the mirror and manifested in the form of a disease—termed tallowthroat—that has started to infect the local population. Victims suffer growing madness and their necks swell as though from goiter, eventually bursting open, releasing shadows into the world and killing the host. Stepan fears—correctly—that the new disease is a direct result of his failure to meet the terms of his agreement with Nicasor, and has resorted to desperate measures to protect his people and to preclude mass hysteria at the spreading plague.

In an effort to keep the treacherous shadows of night at bay, Stepan made yet another unfortunate deal, this time with a lurker in light named Ilquis, who tricked the baron into believing that Ilquis had the ability to ward the town from shadowy powers. In truth, this cruel fey has no such powers, and is merely using his unrestricted run of the town to kidnap victims, whom he sacrifices in order to bring allies to the Material Plane from the First World. The villagers blame the disappearances on unseen and imaginary shadow monsters, as well as on the town's very real population of fetchlings, many of whom are the direct result of the shadowy taint that has leaked from the *midnight mirror* for centuries. As Nicasor bides his time, Karpad threatens to dissolve into paranoia and violence.

Adventure Summary

At the behest of a worried noble family, the PCs travel to the rural Nidalese hamlet of Karpad to ensure the family's daughter Anya—married a year ago to the town's baron—is doing well after her letters to them spoke of increased paranoia in her husband and then ceased altogether. While Anya herself is fine, all is not well in Karpad. Its citizens have been plagued by an unknown affliction, several citizens have disappeared, and the human and fetchling populations in the region are on the verge of violence. The baron asks the PCs to investigate the trouble in his town and end the dangers to his people.

The PCs' investigation of the disappearances leads to a lurker in light named Ilquis, who has been kidnapping and sacrificing people in a ritual to bring allies to the Material Plane from the First World. As the PCs confront the evil fey, it claims immunity by the baron's own word. Meanwhile, the PCs' investigation into the racial tension in town proves that the disappearances are not the fault of the fetchlings in town, and hints at a powerful connection between the valley of Karpad and the Shadow Plane. Finally, a study of the disease further hints at links to the Shadow Plane and indicates that the source of the plague lies within Boroi Manor itself.

When the PCs confront Stepan or investigate his manor, they learn of his fateful deal with Nicasor. The desperate baron begs them to venture into the *midnight mirror* to end the threat to the town. Armed with the knowledge of how the mirror works and how to destroy it, the PCs can enter the magical prison, ensure that Nicasor and his allies are dead, and defeat the Heart of the Mirror—the manifestation of the *midnight mirror* within itself—destroying the prison and ending the pathological shadow taint. With the town out of imminent danger and the PCs' armed with the full truth about the sins the baron committed on his road to power, the party must decide for themselves whether he deserves justice or mercy.

Part One: Dread of Night

The influential Tiboros family of Nisroch is worried over the wellbeing of their youngest daughter, Anya. A year ago she married a handsome baron from rural Karpad, and 2 months ago she gave birth to a son. All seemed fine for Anya until her frequent letters to her parents mentioned her husband's growing paranoia and erratic behavior. Three weeks ago her letters stopped altogether, and her family wants answers.

The Tiboroses don't want to involve the Nidalese authorities in any investigation, fearing that such inquiries might jeopardize their noble standing. Instead, the family contacts the PCs—known for their previous exploits—to travel to the rural barony and ensure their daughter's safety, promising a sum of 5,000 gp to cover expenses and to thank them for their trouble.

The simplest route from Nisroch to Karpad is to travel up the Usk River past Pangolais to the minor river known as Dimar's Way. While too narrow and shallow for water travel, Dimar's Way carves a path through the countryside, and a road—known as Geron's Way near Karpad—runs parallel to the river from Pangolais to beyond the PCs' destination. Such a journey likely takes the PCs several weeks, during which time the situation in Karpad worsens to the state presented in the rest of the adventure.

Karpad is an isolated, rural town far from the dark streets of the great cities of Nidal, with cobbled streets and roughly 60 wood and stone buildings, all featuring thatch roofs. The largest structure in the vale is the towering stone manor house at the top of the hill, where Baron Stepan and his family live. In a superstitious effort to ward off shadows, the villagers have set a number of bonfires on the edges of town, and every intersection features a handful of lit torches, all kept burning day and night. The manor house is surrounded by no fewer than six bonfires, and the parapets of its roof are ablaze with lit lanterns. For more information on the town of Karpad and its inhabitants, see the appendix on page 30.

The following encounters are presented in the most likely order the PCs progress through their investigation, but may be rearranged depending on the decisions your players make. The PCs needn't solve all three aspects of the current situation in Karpad in order to progress to Part Two, but the more information they can gather in Karpad, the more likely the baron is to reveal the truth about his mistakes to the party at the start of that section of the adventure.

Tallowthroat

Shortly after Stepan reneged on his agreement with Nicasor, the shae's rage infused the shadow essence that leaked from the *midnight mirror* and manifested in the Material Plane as a strange new disease that locals of Karpad have named tallowthroat. Victims sweat

constantly, giving their skin a waxy appearance, and their throats swell as though suffering from goiter as the shadow essence infusing them takes form into hostile creatures. An infected creature becomes increasingly irritable, to the point of possessing an attitude of unfriendly with even its closest friends and relatives. Intimidate check DCs are treated as Diplomacy checks to change an infected creature's starting attitude (regardless of the actual skill used).

Because of their ties to the Plane of Shadow, fetchlings are immune to the effects of tallowthroat, though they often act as carriers; only the town's existing system of fetchling segregation has prevented the spread of the disease to the entire town. In fact, it was the fetchling Sergyev, a groundskeeper at Baroi Manor, who first came into contact with the disease, which leaked into the Material Plane through the water in the manor's courtyard fountain. Sergyev spread the disease to several other members of the household staff, and later around Karpad when Stepan fired all but one of the fetchlings working in the manor.

TALLOWTHROAT

Type disease, ingested or touch; **Save** Fortitude DC 14

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Cha damage and -4 penalty on saving throws to resist mind-affecting effects in areas of bright illumination (does not stack). A creature dies if this Charisma damage equals or exceeds its actual Charisma score, releasing 1d3 shadows as its swollen neck explodes (*Pathfinder RPG Bestiary* 245); **Cure** 2 consecutive saves.

A. Boroi Manor

Sent to investigate Anya's wellbeing, the PCs are likely to head through town directly to Boroi Manor. Built on the valley's slope overlooking the town, the manor is the oldest building in Karpad by centuries, and the largest structure in the region; only the town's temple of Zon-Kuthon even comes close in either regard. The manor is octagonal, with a central courtyard and extensions built into the hillside to the south and west. Great bonfires rage around the manor, but their light only serves to reveal the cracking paint and crumbling eaves of a once-palatial estate now in decline. While the wooden houses in Karpad are rebuilt every few decades as fire and rot exact their toll, the stone walls of the manor house stand as a symbol of the continuity of feudal power across the generations.

Apart from serving as the Boroi family's year-round residence, the manor also houses all of the baron's servants. The number of servants within the manor has dwindled in the decade since Stepan succeeded his father as baron, in no small part because the family's numbers were cut so drastically by the disappearance of both of Stepan's elder brothers. Today only 10 servants

live on the manor grounds. The first the PCs are likely to meet is **Laurentiu** (LN male human expert 3), the manor's majordomo. Laurentiu greets the PCs at the door and ushers them inside to **A8** upon their mention of representing Anya's family in Nisroch. A stern man with a graying beard, Laurentiu has dark circles under his eyes, and old age has caused his once-proud face to crease with worry lines. If questioned about his master or mistress, Laurentiu maintains the decorum required by his position and suggests the PCs speak directly to the baron and baroness with any questions.

A1. Antechamber: This large antechamber is draped in the baron's heraldry—a red bear couchant against a black sky with stars. Portraits of dour-looking nobles line the walls. Two towering statues flank the entrance, of stern men with long straight hair. One carries a sword and is missing his nose; the other carries a whip and is missing both ears. Despite the damaged statues, the antechamber is better maintained than most of the manor. The two statues are of Geron and Dimar, legendary ancestors of the Boroi family from centuries past. A stairwell, hidden from view by a low wall upon which sit a number of ornate decorations, leads down to the manor's basement.

A2. Dining Room: A massive table of dark cherry wood set with exquisite silver utensils and fine Tian porcelain dominates this formal dining room. If the PCs accept the baron's hospitality, Stepan expects them to sup here every night with Anya (the baron takes special meals alone in his study, for fear of poison).

A3. Kitchen: This room is abustle with activity around the clock, and the manor's cook and her two assistants works in overlapping 12-hour shifts to prepare meals for the baron and his family.

A4. Servants' Quarters: These cramped bedrooms each hold a bunk bed, a modest dresser, and a simple table. When not on duty, the manor's servants can be found here, often sleeping, though they occasionally cram into one room for a game of cards or to gossip. Only the southeastern room— reserved for Laurentiu, who oversees the manor's other servants—features nicer furniture and a single person bed.

With the exception of the majordomo, the servants love to gossip and happily discuss the town, the baron, or rumors (see the sidebar on page 12) over cards. The servants like their master and adore their mistress. Stepan has always paid them well, but he was a cold and demanding lord. Anya changed all that, and her presence has made Stepan more kind and forgiving. In the past month, however, they have watched Stepan become fearful and withdrawn, to the point that they are rarely allowed in his presence. Last month, only days after two human gardeners on staff fell ill and died, he let go all but one of the fetchlings in his employ—some of whom

had worked for the family for decades—claiming they couldn't be trusted. Since the fetchlings were released from service, no one else has become ill.

A5. Drawing Room: Crumbling antiques deemed too precious to throw out but too dilapidated to use fill this crowded room. Chests of drawers, moth-eaten chairs, a spinning wheel, sets of plates missing the platters, and other detritus cover much of the floor. An enormous painting sits leaning against one wall, half-covered with cloth. This is a family portrait depicting the baron's father, Demetri; his mother, Beatrix; and their three sons: Iozif, the eldest; Henric, the middle child; and Stepan, the youngest. Stepan has put the painting here as part of his ongoing attempt to forget the treachery he dealt his own flesh and blood.

A6. Armory: Long racks of polearms, swords, and shields emblazoned with the baron's red bear dominate this utilitarian room. Much of the equipment in the armory is in desperate need of a good sharpening or oiling, but there are a few choice pieces that look none the worse for time and neglect. The armory contains two +1 weapons of the GM's choice. The baron offers these to the party if they agree to fight on his behalf within the *midnight mirror*.

A7. Kennels: A row of painted kennels houses enormous black dogs, sleeping, pacing, or contentedly eating large pieces of red meat. The dogs are well cared for, and indeed the kennels as a whole are in better shape than the rest of the house. The baron's houndmaster **Gavril** (N male fetchling ranger 2) is the only fetchling still employed by the baron, because he is the only person who can control Stepan's favorite dog: a huge, aggressive mastiff named Iozif. The PCs' potential interaction with Gavril is detailed on page 8.

A8. Sitting Room: This room has red wallpaper with floral designs done in gold leaf. Armchairs of soft leather surround a low glass table set with light refreshments, and a glass chandelier glitters overhead, unlit. The room smells pleasantly musty, like old books. Like the antechamber, this room is relatively well-kept for the purpose of impressing visitors. If the PCs arrive at Boroj Manor on good terms, Laurentiu escorts them here, where they may meet Anya for the first time. See Meeting Anya on page 7 for more details on this encounter.

A9. Courtyard: This wide courtyard has seen better days. Grass and weeds push through the crumbling cobblestones around a central fountain, which smells of mildew and merely trickles, its pipeworks filled with years of grime and corrosion. The water in the basin is dark and murky, but not from mud. A PC who succeeds at a DC 15 Perception check recognizes the water as tainted, but there is no tangible source of pollution that could cause the water to turn so gray. In fact, the water is clouded by highly concentrated shadow essence—the

source of the tallowthroat infection currently facing Karpad. Any living creature that touches or drinks the water risks infection (see page 5).

The shadow essence from the leaking *midnight mirror* is strongest here, as this location corresponds to **G12** in the House of Night, where the Heart resides. Because of the taint, the water radiates a faint aura of conjuration and necromancy, and a successful DC 20 Spellcraft or Knowledge (planes) check can identify it as having some connection to the Plane of Shadow.

A10. The Baron's Chambers: Faded tapestries adorn the walls of this spacious chamber and threadbare rugs cover the floor; a four-poster bed dominates the room's center. A spiral staircase leads up to the tower room, which has been converted into a nursery with a crib. The tower room has beautiful stained-glass windows large enough for a man to walk through without crouching. Anya spends most of her time here with the baby Marek, and can be found here if the PCs go looking for her.

A11. Study: This room features a long desk and wooden cabinets full of ledgers and correspondence; it is a mess. Stepan keeps his prized *Book of Night without Moon* here, locked in a cabinet with an average lock to which only he has the key. The baron spends most of his time in seclusion here, poring over esoteric volumes from the adjacent library in fits of paranoia, looking for a solution to his current problems. He can be found here if the PCs come looking for him, but is loathe to see anyone. Refer to Meeting Stepan on page 8 for more information.

A12. Library: The walls of this library are lined with bookshelves filled with folio editions in various stages of decay. A pair of armchairs stand in a central reading area. Books in the library include *A Short History of the Usklands*, which recounts the history of Karpad as described in the adventure background and appendix; a crumbling copy of Zon-Kuthon's holy text, *The Umbral Leaves*; and *Sojourner in the Sunless Waste*, an account of journeys into the Shadow Plane that purports to have been originally written during the Age of Anguish. Referencing *Sojourner* grants a +4 circumstance bonus on Knowledge (planes) checks relating to the Shadow Plane and its inhabitants. A DC 17 Diplomacy check is required to get the baron to lend out any of the books in his library.

A13. Guest Rooms: These well-appointed guest rooms smell musty, and moths have had their way with the lace curtains. Nonetheless, the beds are quite comfortable, and the doors lock. If the PCs make a good impression on Stepan or Anya, the house's master and mistress offer these rooms to stay in for as long as the PCs are in Karpad.

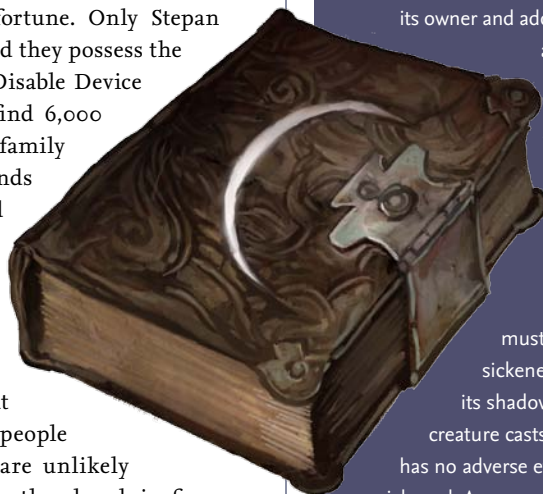
A14. Shrine: The walls of this dark chamber are lined with hooks, knives, and other instruments of pain. A steel altar, encrusted with dried blood and graven runes, sits in the room's center. Behind the altar stands an iron

maiden, whose cover depicts a woman in a bridal veil and dress; this decoration contains the remains of Evgenia Boroi, Stepan's fanatical aunt. See *The Midnight Bride* on page 8 for details on this encounter.

A15. Cells: A single guard sits, bored, in a chair in the torchlit hallway between these six iron-doored cells. All but one of the cells are empty; the sixth is occupied by a petty thief awaiting transfer to a work camp outside Pangolais.

A16. Vaults: These secure vaults are partially filled by the ever-dwindling Boroi fortune. Only Stepan holds the key to these rooms, and they possess the strongest locks in the manor (Disable Device DC 30). Within, the PCs can find 6,000 gp worth of coins, art objects, family heirlooms, and deeds to thousands of acres of property in and around Karpad.

A17. The Midnight Mirror: The northernmost vault holds the *midnight mirror*, sitting in a ritual circle of silver runes, with an everburning torch at each cardinal direction. Few people know it is here, and the PCs are unlikely to see it before Part Two unless they break in for some reason. See page 18 for more information on this chamber and the relic within.



Meeting Anya

When the party arrives at Boroi Manor, they are escorted to the sitting room at A8 to await an audience with the baroness, Anya. After a short wait, she enters and greets the PCs.

Anya (LN female human aristocrat 3), is a delicate, thin-lipped, birdlike woman. Despite her demure appearance, she has a strong voice and a warm laugh. Her auburn hair curls across the shoulders of her finely embroidered gown. She wears short sleeves, the better to show off the traceries of scarwork that spiral up her forearms, painful devotions to a painful god—the current fashion among Nisroch's nobility. On her right hand, her pinky and ring fingers have been removed above the first joint. Such mutilation is common among the daughters of wealthy Nidalese nobility—it shows that they will never need to work for their living. Anya is no religious fanatic, and was glad to marry into the pragmatic, rural Boroi family, which by and large has little time for ostentatious displays of piety to Zon-Kuthon.

Anya seems in good spirits, welcoming the PCs warmly to Karpad and pleasantly inquiring about their business. Anya reacts with surprise to the PCs' indication that they were sent by her family to check on her well-being, stating that her lack of correspondence resulted from the cessation

BOOK OF NIGHT WITHOUT MOON

BOOK OF NIGHT WITHOUT MOON

Aura moderate illusion; **CL** 8th

Slot none; **Price** 15,000 gp; **Weight** 4 lbs.

DESCRIPTION

This black grimoire's pages are mostly blank, but a few contain rough watercolor silhouettes. The *Book of Night without Moon* is a repository for trapped shadows. To sever a shadow from its owner and add it to the book, the user must speak a command word and snap the book shut on the shadow. The shadow must be very still when it is severed, so the victim must be either willing or helpless. The book has 40 pages; a shadow takes up a number of pages equal to the Hit Dice of the creature that cast it.

A creature whose shadow is stolen must succeed at a DC 18 Will save or be sickened by a nameless melancholy until its shadow is returned (in the meantime, the creature casts no shadow). Losing its shadow has no adverse effect on a creature that cannot be sickened. A *remove curse* spell cast on the creature ends the effect and retrieves the shadow from the book.

As a standard action, the book's bearer may release a shadow from the book, conjuring an illusory duplicate of the shadow's owner as if with the spell *shadow conjuration* (DC 18 Will save to recognize that the conjuration is an illusion). The shadow is intelligent and can follow complex commands, but cannot speak and lacks the memories or personality of the creature that cast it. The shadow serves the character who released it for 1 hour or until destroyed, whichever comes first. The shadow then returns instantly and permanently to its original owner, wherever he or she may be. It cannot be commanded to return to the book and cannot be stolen again. The book's magic can sustain up to five active shadows at a time.

A *Book of Night without Moon* purchased or found as treasure contains 2d6 shadows, chosen by the GM.

CONSTRUCTION

Requirements Craft Wondrous Item, *shadow conjuration*;
Cost 7,500 gp

of all post into or out of Karpad when the disappearances and tallowthroat outbreak started up a month ago.

If the PCs mention the tone of her last few letters to her family, especially regarding her husband, Anya admits that Stepan is not today the man she married a year ago. She describes his increased paranoia, which began shortly after the birth of their son, when several

members of the manor's staff and then three locals in town came down with a strange new disease. When the first of the infected died, Stepan released all but one of the fetchlings working in the manor from service, and promised that "the shadows wouldn't take the town." But not long thereafter, the mysterious disappearance of Karpad's citizens began, and her husband's madness only seemed to increase. A week later, messengers to and from Karpad stopped traveling for fear of spreading the illness plaguing the region.

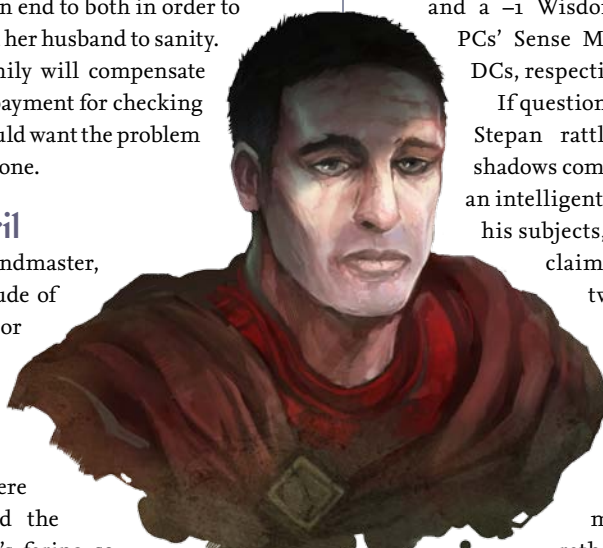
Anya asks the PCs to investigate the disappearances and disease and hopefully put an end to both in order to restore Karpad to peace and her husband to sanity. She promises that her family will compensate them above any promised payment for checking on her, certain that they would want the problem dealt with for her benefit alone.

Questioning Gavril

The manor's aging houndmaster, Gavril, has a starting attitude of indifferent to the party, or friendly if the characters saved the fetchlings in the town square (see page 9). If any of the fetchlings in town sent the PCs here to speak with Gavril and the PCs inquire about how he's faring so isolated from other kayal during this time of heated tension, the houndmaster thanks them for their consideration, and motions them closer to reveal his secret: he was having an affair with one of Karpad's recently disappeared citizens, a married human woman named Irini, right up until her disappearance. Human-fetchling relationships are taboo in Karpad, especially now, and the combination of adultery and Irini's abduction mean that if the affair became public, Gavril would have to flee the valley or be killed, especially because he last saw Irini on the afternoon of her disappearance. Gavril knows that he was not the last person to see Irini, however—he had to sneak out the window because Irini's friend Catalina, the chandler, had arrived for lunch. Unbeknownst to him, Catalina suffers from tallowthroat, and is responsible for the abduction, as she was manipulated into bringing her friend to Ilquis.

Meeting Stepan

The first time the PCs meet Baron Boroi, he has locked himself in his study in area **A11**, where he has taken to obsessively reading books about the Plane of Shadow, poring over esoteric tomes on his family history and Zon-Kuthon, and plotting half-conceived means of preventing the destruction of his family and barony.



Baron Stepan Boroi

Baron Stepan Boroi (CN male human aristocrat 4) is of average height but sturdily built. His face is clean-shaven, and his black hair is neatly cropped. He wears muted versions of his heraldic colors, red and black, setting off his clear blue eyes. The baron is morose and withdrawn. With a successful DC 15 Perception check, a PC notices that Baron Stepan casts no shadow. Terrified of shadows since renegeing on his bargain with Nicasor, he has trapped his own in a *Book of Night without Moon* (see sidebar), but its loss has only made him more moody and unstable. Stepan has a +11 bonus on Bluff checks, a +2 Charisma modifier, and a -1 Wisdom modifier for determining the PCs' Sense Motive, Diplomacy, and Intimidate DCs, respectively.

If questioned about the goings-on in Karpad, Stepan rattles off paranoid theories about shadows coming to life, a fetchling uprising, and an intelligent disease meant to wipe out not only his subjects, but his family as well. All of these claims are partly true, but have been twisted by his paranoia and fear of the very real retaliation Nicasor has planned for him. Stepan is a haughty, short-tempered man, and he answers any queries as curtly as possible, always trying to direct discussion toward the many dangers poised against him rather than any wrongdoing he may be guilty of. He makes no mention of the *midnight mirror* or Ilquis, and only reveals the details of either of his unfortunate bargains if the PCs press him with evidence after an investigation. Refer to Part Two for details on interactions with Stepan after the PCs have discovered his ties to the disease and disappearances.

The Midnight Bride (CR 6)

In the dungeon shrine to Zon-Kuthon at **A14**, an iron maiden stands upright before the altar. This is what remains of Evgenia Boroi—or what she has become.

Creature: Stepan's maiden aunt Evgenia was a religious fanatic devoted to the Midnight Lord. Despite her great beauty, she rejected all the suitors her increasingly desperate father found for her. Instead, Evgenia chose to undergo a hideous ritual, sealing herself inside an iron maiden and becoming a self-proclaimed bride of Zon-Kuthon, imprisoned in both constant torment and constant ecstasy. Receiving neither sustenance nor healing for the many wounds the ritual imparted upon her, Evgenia died after 3 weeks of agony and masochistic pleasure. Today, decades later, her spirit remains as a ghost, refusing to leave the iron maiden in which she died.

Evgenia has an initial attitude of indifferent, but if made friendly she gladly shares her knowledge of the Boroï family's history and local legends, though she knows little of recent events in the outside world unless the PCs enlighten her. Evgenia doesn't think much of Stepan. He was a quiet, bookish boy, and now he has grown up to be a weak, irreligious lord. She considers it a tragedy that his eldest brother—the strong, charismatic, and ruthless Iozif—died young. Nonetheless, Stepan is the lord of Karpad and the patriarch of the Boroï family, and must be protected until his son comes of age. If asked about the deaths of Stepan's family, she muses that it has always surprised her that illness took Iozif and Henric so quickly that they were never brought to her shrine for healing; she muses to herself that Stepan likely didn't even ensure his brothers received true Kuthite rites in their burials. If Stepan were somehow responsible for his own ascent to the throne of Karpad, however, it would increase her respect for him a great deal.

Evgenia does not know about Stepan's claim that shadows are attacking Karpad nor the outbreak of tallowthroat, and if told of her nephew's paranoid ramblings, the ghost openly mocks him. She believes those who serve Zon-Kuthon faithfully have no need to fear shadows, for shadows are a weapon of the Midnight Lord, and that a disease such as the one the PCs describe should be seen as a blessing from her divine bridegroom rather than as a curse.

If the party makes Evgenia helpful, or convinces her that they themselves are worshippers of Zon-Kuthon, she offers them healing if given time to prepare spells to aid the living. Diplomacy and Bluff checks against Evgenia receive a +5 circumstance bonus if the party worships at the shrine, and a +3 circumstance bonus if they convince her that they are trying to help the Boroï family, to whom she still holds familial allegiance.

EVGENIA BOROÏ

CR 6

XP 2,400

Female human ghost cleric of Zon-Kuthon 5 (*Pathfinder RPG Bestiary* 144)

LE Medium undead (augmented humanoid, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 deflection)

hp 56 (5d8+30)

Fort +8, **Ref** +3, **Will** +7

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

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +3 (5d6, Fort DC 16 half)

Special Attacks animate iron maiden, channel negative energy 7/day (DC 16, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—touch of darkness (2 rounds)

6/day—touch of law

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*bestow curse* (DC 16), *deeper darkness*^P, *dispel magic*

2nd—*blindness/deafness* (DC 15; only to cause blindness)^P,

hold person (DC 15), *inflict moderate wounds* (DC 15),

silence (DC 15)

1st—*bane* (DC 14), *cause fear* (DC 14), *doom* (DC 14),

obscuring mist^P, *sanctuary* (DC 14)

0 (at will)—*bleed* (DC 13), *guidance*, *mending*, *resistance*

D Domain spell; Domains Darkness, Law

STATISTICS

Str —, **Dex** 10, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 17

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [religion]), Toughness

Skills Fly +8, Heal +11, Knowledge (nobility) +6, Knowledge (religion) +11, Perception +11, Spellcraft +8; **Racial Modifiers** +8 Perception **Languages** Common, Shadowtongue

SPECIAL ABILITIES

Animate Iron Maiden (Su) Evgenia can cast *animate object* on the iron maiden in which her corpse resides as a standard action (caster level 12th). The animated iron maiden is a Medium animated object with AC 16, 36 hp, and hardness 10 that follows Evgenia's command (see page 14 of the *Pathfinder RPG Bestiary* for full statistics).

Karpad

After the PCs have met with the Boroï and have a better sense of the various problems plaguing Karpad, they have free roam of the town to investigate any of the leads presented in the manor. The following events can take place in any order, triggered by the PCs' actions or the natural progression of the situation in the troubled village.

A Miscarriage of Justice (CR 5)

As the PCs make their way into town from the manor, or upon their arrival in town if they choose not to go directly to Boroï Manor to check on Anya, the din of a shouting crowd fills the air, coming from the main square in the center of Karpad. The streets are mostly empty save for a few stragglers rushing to see what's going on. Should the PCs investigate, read the following.

An inn, a smithy, and a carriage house mark the three sides of a town square paved with cobblestones. A gnarled, leafless oak grows in the northeast corner. Ropes dangle from its branches above a low platform to make a crude gallows.

Creatures: The town square is full of 30 angry villagers—all human—who have surrounded a family of three fetchling farmers: **Sergei** (N male fetchling ranger 1), **Marius**, and **Delia** (N fetchling commoners 1). The mob

trapped them in the square while the trio attempted to return to Shade Row after an afternoon of shopping. Lucian Groy, captain of the village watch, whose daughter Olya vanished from his yard the previous evening, leads the mob. In his bellowing voice, Lucian accuses the fetchlings of stealing Olya away. Addressing the townsfolk, the watchman's demeanor swings erratically from crazed with worry for his lost child to demanding bloody justice from the fetchlings. Lucian suffers from the advanced stages of tallowthroat and begins as unfriendly to most characters, and hostile toward anyone who attempts to stand between him and vigilante justice for his daughter's disappearance. In his maddened state, Lucian has no real evidence against the farmers, and if pressed, the specifics of his accusations have a tendency to shift—sometimes he claims the fetchlings have murdered his child to make spell components; other times he suggests that they sell their victims as slaves or meat to night hags. Unfortunately, his words are a spark to the dry tinder of the villagers' fear and anger, and other members of the mob answer his calls with accusations of bringing a plague upon the town and fomenting a fetchling revolution against the humans of Karpad. If the party doesn't intervene swiftly, the three fetchlings will be hanged from the gallows tree within the hour.

Lucian is difficult to reason with, and attempts to use Intimidate on him are treated as Diplomacy attempts for determining DCs. The PCs may have better luck conversing with the saner townsfolk about the situation. Below are the answers to several likely questions they might ask.

What evidence do you have against these fetchlings?
 “Lucian is captain of the village watch. His word is all the evidence we need. Besides, the first people to come down with tallowthroat were the ones who dealt most closely with the fetchlings recently fired from Boroï Manor. It's clear to all of us that they're the ones spreading this disease, likely kidnapping the healthy to weaken our resolve even further against the plague.”

Shouldn't the baron be consulted about this execution?
 “Normally, sure, but he's been absent since this whole thing started a few weeks ago. And I'm sure he'd agree with us about their guilt; he fired every fetchling in his employ after the disease first showed up. He's got to know they're behind the whole thing, right?”

Don't you think killing these fetchlings will cause problems with the rest of the fetchlings in Karpad? “I can't see how it could make things any worse. They're already plotting our deaths. Whether they're just evil or set on bringing down the baron by killing all his subjects, there's a reason we keep them all on the other side of the river in Shade Row. And three less fetchlings is three less potential killers on the loose.”

At first the mob is indifferent to the PCs, but if made friendly, the townsfolk stop supporting Lucian's call for the fetchlings' deaths. If they are made helpful, they actively work to talk the raving watchman down from his rage, granting the PCs the benefits of an aid another action on any Diplomacy or Intimidate checks against Lucian. The player characters can sway 1d6 townsfolk with a DC 15 Diplomacy check or a DC 20 Intimidate check, moving those mob members' attitudes one step closer to helpful. Once half the townsfolk have been made friendly, they collectively grant the PCs a +2 bonus on attempts to sway the rest of the crowd. If the entire crowd is made friendly, the PCs may attempt to further convince them to actively work to prevent Lucian from killing the fetchlings.

If the PCs wish instead to end the conflict through violence, Lucian answers them in kind, impassioned by his diseased rage and the very real loss of his child. Most of the crowd disperses, happy to partake in mob justice against three bound fetchlings but unwilling to risk their own safety against a party of armed adventurers.

LUCIAN GROY

CR 5

XP 1,600

Male human warrior 7

N Medium humanoid (human)

Init -1; Senses Perception +2

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex)

hp 59 (7d10+21)

Fort +6, Ref +1, Will +3; -4 vs. mind-affecting in areas of bright illumination

OFFENSE

Speed 20 ft.

Melee +1 *light mace* +11/+6 (1d6+3)

Ranged mwk *light crossbow* +7 (1d8/19-20)

STATISTICS

Str 14, Dex 8, Con 13, Int 12, Wis 9, Cha 4

Base Atk +7; CMB +9; CMD 18

Feats Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (light mace)

Skills Climb +8, Perception +2, Profession (guard) +9, Ride +5, Swim +8

Languages Common, Goblin

SQ tallowthroat

Gear +1 *chainmail*, +1 *light mace*, masterwork *light crossbow* with 10 bolts, 44 gp

SPECIAL ABILITIES

Tallowthroat (Ex) Lucian's advanced stage of tallowthroat has reduced his Charisma score to 4, and he suffers a -4 penalty on saving throws made against mind-affecting effects in areas of bright illumination. Any character who touches Lucian risks contracting the disease.

Development: If the PCs step in and prevent the execution of the accused, they earn the respect of the town's sizable fetchling community for the rest of the adventure (all fletchlings' starting attitudes increase by one step). If the PCs openly support Lucian and the mob and the fetchlings are hanged, the reaction is the opposite—all fetchlings treat them as one step closer to hostile when they first meet. If the PCs stand idly by and don't draw attention to themselves, they go unnoticed by the crowd and Karpad's fetchling community sees them as neither allies nor enemies.

If rescued, the grateful trio offers the PCs food and lodging in the modest fetchling part of town—referred to as Shade Row by the town's non-fetchlings—where the shadowy half-breeds are forced to live separated from the rest of the townsfolk. If questioned about the circumstances that led to their near execution, they claim to be nothing more than a convenient target as they returned home from picking up farming supplies at the general store. Fearing that they may face further violence should they venture out of Shade Row again, the fetchlings ask the PCs to please check on their cousin Gavril, who is the only fetchling in town not living in the ghetto; Gavril is still employed at Boro Manor and lives there.

Alternatively, if the PCs do not stop the execution, Lucian seeks them out after the crowd disperses and, in a flash of mental clarity, asks them to help him locate his daughter. Even with misguided vigilante justice served, he still has no clue where to find his missing child and asks the PCs to look into it, since they seem to know what they're doing. The last place he saw his daughter was the backyard behind their home, where he gladly escorts the PCs if they agree to help him.

Story Award: Award the party experience for a CR 6 encounter if they save the fetchlings without violence.

Karpad Lore

The PCs may seek general knowledge about Karpad and its inhabitants before investigating specific events, people, and circumstances. They may learn the following information with successful Knowledge (local) checks or Diplomacy checks to gather information. The characters may also find out this information by questioning friendly or helpful NPCs.

DC 5: Karpad is an isolated farming and logging village that occasionally serves as a stopping point for Atteran horse-ranchers driving their stock to Pangolais. The Boro family has ruled here for centuries, and the current baron is well liked for his low taxes and even-handed justice. Last year, the baron married a Nisrochi noblewoman named Anya. They have an infant son, Marek.

DC 10: There have been rumors of shadow creatures stalking the valley at night for many years, but they

never attacked humans. Last month, people started coming down with a strange disease and then began disappearing. The baron made a speech warning the townsfolk of dangerous shadow creatures.

DC 15: The town has about 30 fetchlings, and the population has existed in roughly the same proportion to humans for as long as anyone can remember. The fetchlings are generally tolerated, and until recently, the baron made a point of employing a number of them within his manor. All fetchlings in Karpad live in the ghetto known as Shade Row and mostly keep to themselves.

DC 20: The baron was the youngest of three sons. His father and brothers all died suddenly in the same year. It was very tragic, but the new baron is a better ruler than his father.



Lucian Groy

RANDOM RUMORS

In addition to the information the PCs can glean through Knowledge (local) and Diplomacy checks, they may overhear any of the following rumors around town, each pointing—somewhat—toward evidence of the baron’s involvement in Karpad’s current problems.

- “I heard the baron made a pact with a demon made of shadows. That’s why he lets fetchlings live here. If the baron’s in league with them, maybe he’s behind the disappearances. I always wondered about what really happened to his brothers...” (Partly true; however, the baron is not behind the disappearances, and didn’t make a deal with a demon.)
- “The baker’s wife, Irini, was a whore who cuckolded her husband Mycah. I know it’s cruel to say, but he’s better off now that she’s disappeared. She was having an affair when she vanished, though she wouldn’t say with who.” (True; Irini’s lover was Gavril, the baron’s houndmaster.)
- “None of this would have ever come to pass if lozif hadn’t died so tragically. Had he been baron after Stepan’s father died we’d all be fine. Now he, his father, and Henric are all buried in the Boroï crypt. Some help they’ll be to us from there.” (Partly true; Karpad’s current problems wouldn’t have arisen had lozif succeeded his father, but neither Boroï brother is buried in the family crypt.)
- “Catalina, the chandler, has tallowthroat, though she won’t admit it ‘cause then someone’d make her stop working so hard. The demand for candles has been unmanageable for her lately, I think—she’s been working around the clock to keep up output. At least, I heard noises coming from her place in the middle of the night.” (True; the chandlery has been busy day and night since Ilquis moved in.)
- “I think the fetchlings are responsible for this disease. The first folks to catch it worked at the manor with those gray-skins. People here in town only started getting sick when the baron fired all the fetchlings working for him.” (True; the disease was accidentally spread by fetchlings from Boroï Manor.)

DC 25: The baron has been extremely reclusive lately, and since his pronouncement about the shadows has not left the manor. He fired all but one of his fetchling servants, who all suspect he may be going mad.

B. The Groy Home

If the PCs investigate the location from which Olya Groy disappeared—whether prompted by Lucian or on their own—they discover a fairly unassuming single-story house adjacent to Karpad’s modest watch station where

Lucian and his small family live. Lucian indicated at the lynching that his daughter had been playing outside around dusk and never came in when called for dinner.

While Olya’s mother finished the night’s meal and Lucian was tending to business in his office next door, Catalina, charmed into serving Ilquis, came into the yard and lured the girl back to her shop with the promise of candy. The child had no reason not to trust Catalina, whom she had known her whole life and whom her parents were friends with, and so followed the woman back to the chandlery, where Ilquis now has her imprisoned (see area C4).

Because Olya went willingly with Catalina, there are no signs of a struggle, but a DC 20 Perception check allows a PC to notice flecks of wax in the grass—spatters from her shop that fell, dried, from her clothing as she moved about. Once discovered, the wax flecks are simple to follow back to the chandlery with a DC 16 Survival check.

C. Chandlery

Catalina the chandler inherited Karpad’s sole candlemaking shop 5 years ago when her uncle retired and moved to Nisroch. She was born and raised in Karpad and knows the entire town. As the only chandler in the region, she served both the human and fetchling population and never turned away a customer. When Ilquis, freshly granted what he deemed as free run of the town, noticed that he could easily charm the citizens of Karpad suffering from tallowthroat, he quickly took control of Catalina and has used the well-lit and rarely visited workshop as his base of operations. Here he sacrificed the first of his victims, and here he plans to sacrifice the rest in the coming days.

The chandlery is a 20-foot-by-25-foot rectangular building with a single door and windows looking into the storefront, most of its rooms remaining hidden underground in its large cellar. Sixty feet to the east of the building’s east wall, a set of reinforced double doors opens onto a side of the hill, granting access directly to the cellar. This set of double doors (hardness 5, hp 15, Break DC 18) has an average lock (Disable Device DC 25) and is trapped to prevent entry from outside (see area C4).

C1. Storefront (CR 3)

This cramped shop smells of wax and incense. Candles of every shape, size, and color line all available surfaces, poking out of crates and perching precariously on overstuffed shelves.

The small storefront is crammed full of candles, lamp wicks, and spare lantern parts, leaving room for only a few customers and a single employee. Since Catalina has no apprentice yet, however, she only needs room for herself to tend the counter when she’s not in the basement making new wares. A DC 18 Survival check reveals that

five or six different people have recently passed through the door to Catalina's living quarters in **C2**, including what could have been a barefoot human child.

Creature: Just before Catalina caught tallowthroat from a fetching customer, she used a golem manual her uncle had left her to craft a waxwork assistant in the shape of a handsome human male, hoping the living model could learn her craft and perform menial tasks to increase her productivity. Since Ilquis charmed her, however, the awkwardly sculpted mannequin has served as a guard and lookout in the shop, tasked with keeping anyone not escorted by Catalina or Ilquis from entering area **C2**.

WAX GOLEM CR 3

XP 800

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N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +0, **Will** +1

Immune construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+3)

STATISTICS

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

SQ conditional sentence

SPECIAL ABILITIES

Conditional Sentence (Su) While some wax golems constructed to look like a humanoid gain sentience, genuinely believing themselves to be living creatures, Catalina's is still new enough that it has not yet become intelligent and willful. If allowed to persist, however, it would eventually attempt to live the life of a chandler's apprentice to the best of its ability.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the *slow* spell) for 2d6 rounds (no save). In addition, for 3 rounds after being dealt fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to the molten wax.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed

its full normal hit points, it gains any excess as temporary hit points. A wax golem gets no saving throw against cold effects.

C2. Catalina's Quarters (CR 4)

A chandler's working clothes lie scattered around this simple room. A mattress lies along the wall, and stacks of ledgers block access to the wardrobe.

The modest room adjacent to the chandlery's storefront acts as Catalina's primary living quarters. She hopes to someday make enough money with the shop to buy herself a separate house, but for now, these quarters serve her well. In one corner, a trap door covers the stairs to the chandlery proper in the basement below.

Trap: Catalina's uncle installed a trap on the trap door to prevent thieves from getting into this room if they were to ever break into the chandlery from the loading doors to area **C4**, but Catalina never armed it until Ilquis asked her to.

ELECTRICITY ARC TRAP CR 4

XP 1,200

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

Treasure: Catalina keeps the store's lockbox under her bed, though it isn't very well hidden beyond that (Perception DC 14 to locate). The box is locked (the key is on Catalina's body in **C3**), but it can be opened with a DC 20 Disable Device check or via force (hardness DC 5, hp 5, Break DC 15). Within are the shop's earnings since Catalina took over the operation: 65 gp, 29 sp, and 88 cp as well as a *candle of truth* Catalina felt was too valuable to display in open view.

C3. Packing Room (CR 5)

This room is piled high with crates and boxes filled with candles and packing material. Though there was once some semblance of order to this place, it is long gone as spools of twine, pots of dye, and other elements of candle manufacture have been dumped here haphazardly.

Despite the mess in this room, the most notable thing lying on the floor is the lifeless body of Catalina the chandler. Her corpse is splayed out on the ground in a pool of blood, and she has a large gash in her throat where the shadows gestating in her throat burst from her body. Ilquis didn't know that a person who died of tallowthroat

released uncontrollable undead into the world, else he would have told Catalina—who had seemed on the verge of death for a few days—to stand guard farther from his own position in C4. He does not yet know that his most effective thrall has died, nor that two creatures of darkness are on the other side of the chandlery's thin walls.

Creatures: Two shadows still lurk in the room, trying to get their bearings after recently entering the world by violently birthing themselves from their unwilling host. They attack the first living creatures to enter the room, who just happen to be the PCs.

SHADOWS (2) **CR 3**
hp 19 each (*Pathfinder RPG Bestiary* 245)

Treasure: On Catalina's corpse, the PCs can find a key to the chandlery's lockbox (in area C2), a *ring of climbing*, two *potions of pass without trace*, and an everburning torch given to her by Ilquis.

C4. Chandlery Floor (CR 6)

The smell of hot fat is overpowering. In the front of the room is a drying rack on which candles are hung while they cool. Broken and mangled, it sits in a circle drawn in blood and fat. Farther back, a furnace emits a dim light, and behind it stand several enormous vats, each as tall as a human.

This is the main chandlery floor. Here Ilquis holds court, and his growing cult of tallowthroat-infected thralls bring their kidnapped victims here for eventual sacrifice. A DC 15 Knowledge (arcana) check reveals that the drying rack in the center of the floor has been transformed into a makeshift altar for ritual sacrifice. At the far end of the room are vats full of cold wax that are being used to hold prisoners. The prisoners were inserted while the stuff was soft and warm, then when it cooled they were immobilized. The vat directly in front of the loading doors is set on a brazier and is kept bubbling hot; it is a trap set to pour molten wax on anyone foolish enough to open the loading doors to the hill beyond.

Creatures: Ilquis is here preparing for a ritual to bring allies from the First World to Golarion. The lurker in light already performed the ritual once a week ago, creating a gate for an evil satyr who now makes his home in the forest north of Karpad awaiting Ilquis's next batch of reinforcements. Ilquis has two of his charmed thralls—a husband and wife named Fane and Oana—acting as assistants and bodyguards. While they aren't quite sure what he's up to, they believe his claims of working for the baron and lack the knowledge that his powers of light offer no real protection from shadows. Ilquis is furious that the PCs would try to stop him from completing his

plan, and he warns them that the baron will make them pay for disrupting him. If pressed on the issue, Ilquis authoritatively declares that he has the baron's direct approval and urges the PCs to take the matter up with Stepan, if only to get them out of the way until after he has completed his next ritual.

ILQUIS **CR 6**
XP 2,400

Lurker in light sorcerer 1 (*Pathfinder RPG Bestiary* 2 180)
 NE Small fey (extraplanar)

Init +9; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 16, flat-footed 14 (+5 Dex, +3 natural, +1 size)

hp 68 (9d6+37)

Fort +6, **Ref** +11, **Will** +10

Defensive Abilities blend with light; **DR** 5/cold iron; **Immune** blindness

OFFENSE

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

Melee +1 *dagger* +11 (1d3+2/19–20 plus poison) or
 2 claws +10 (1d3+1)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +13)

At will—*dancing lights*, *flare* (DC 15), *ghost sound* (DC 15),
light, *mage hand*

3/day—*daylight*, *blindness/deafness* (DC 17)

Bloodline Spell-Like Abilities (CL 1st; concentration +6)

8/day—*laughing touch*

Sorcerer Spells Known (CL 1st; concentration +6)

1st (5/day)—*charm person* (DC 16), *color spray* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *open/close*,
prestidigitation

Bloodline Fey

TACTICS

Before Combat If Ilquis has time to prepare for battle, he casts *daylight* and hides within the bright illumination the spell provides.

During Combat Ilquis is invisible in bright light, a fact he uses to his tactical advantage. He casts *blindness/deafness* on rogues and spellcasters, then begins to sneak attack while vocally taunting the party.

Morale If reduced to fewer than 15 hit points, Ilquis uses his daylight door ability to escape.

STATISTICS

Str 13, **Dex** 20, **Con** 19, **Int** 16, **Wis** 14, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** 19

Feats Deceitful, Eschew Materials, Flyby Attack, Improved Initiative, Persuasive, Weapon Finesse

Skills Acrobatics +16, Bluff +18, Diplomacy +7, Disguise +7, Escape Artist +16, Fly +18, Intimidate +7, Knowledge (arcana) +14, Knowledge (planes) +11, Perception +13, Spellcraft +11, Stealth +20, Survival +10

Languages Aklo, Common, Sylvan
SQ daylight door, poison use, ritual gate, bloodline arcana (+2 DC for compulsion spells)
Combat Gear scroll of continual flame, wand of dominate person (CL 10th, 3 charges); **Other Gear** +1 dagger, 348 gp

FANE AND OANA CR 1/2

XP 200 each

Human commoner 2
 N Medium humanoid (human)
Init +0; **Senses** Perception +5

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)
hp 6 each (2d6)
Fort +2, **Ref** +0, **Will** +1; -4 vs. mind-affecting in areas of bright illumination

OFFENSE

Speed 30 ft.
Melee club +2 (1d6+1)

TACTICS

During Combat Fane and Oana don't want to see any harm befall Ilquis, but they are not trained in the ways of combat and fight only haphazardly to protect him.

Morale Though afflicted with tallowthroat and charmed by Ilquis, Fane and Oana are not stupid and surrender if reduced to below half their total hit points.

STATISTICS

Str 13, **Dex** 11, **Con** 10, **Int** 9, **Wis** 12, **Cha** 5
Base Atk +1; **CMB** +2; **CMD** 12
Feats Great Fortitude, Skill Focus (Profession [farmer])
Skills Climb +6, Perception +6, Profession (farmer) +9
Languages Common
SQ tallowthroat
Gear leather armor, club, 15 gp

SPECIAL ABILITIES

Tallowthroat (Ex) Fane and Oana's advanced stage of tallowthroat has reduced their Charisma scores to 5, and they take a -4 penalty on saving throws made against mind-affecting effects in areas of bright illumination. A character touching either thrall risks contracting the disease.

Trap: The wax vat in front of the loading doors on the east end of the room is rigged to tip onto any creature opening the doors from the outside, filling the 10-foot square on the east side of the doors.

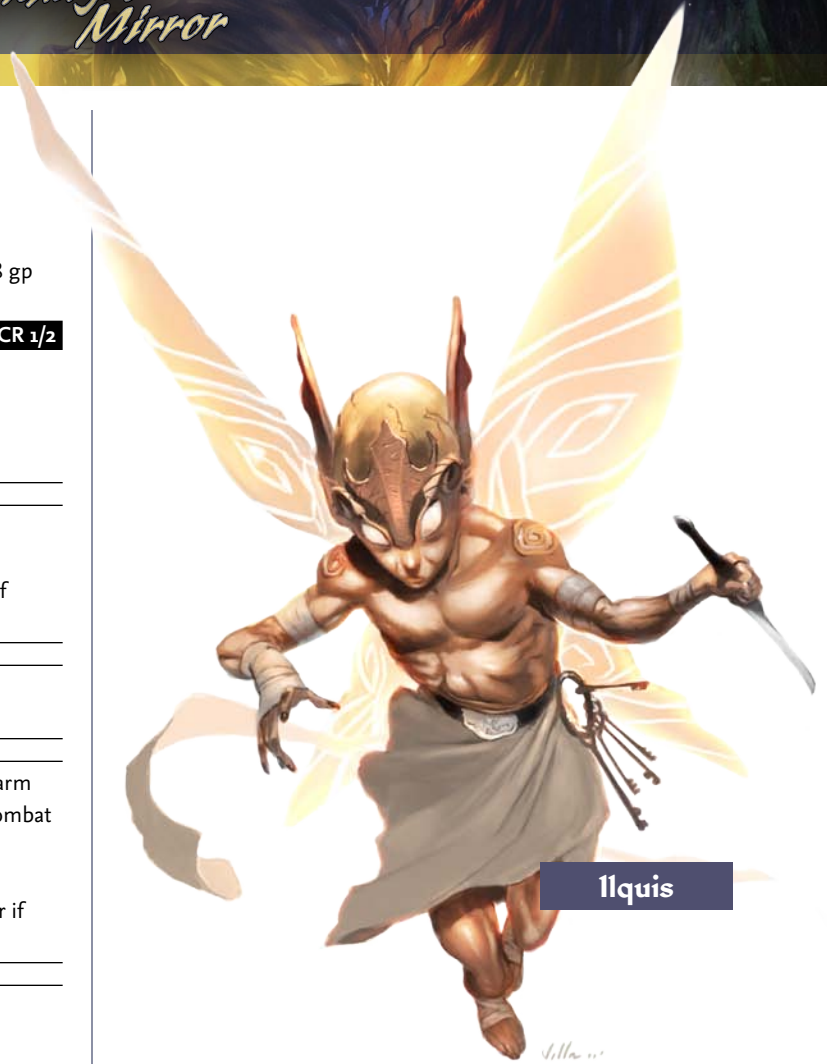
MOLTEN WAX TRAP CR 5

XP 1,600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual
Effect Atk +15 melee (6d6 fire damage); multiple targets (all targets in a 10-ft.-square area).



Ilquis

Development: The two northernmost and the southern vat each hold one of Ilquis's victims encased up to their necks in cold, dried wax. The northwest vat holds Olya Groy, while the other two hold the butcher's son Delian and a farmer named Zona. Freeing a prisoner from a wax vat requires a DC 15 Strength check or removal of the wax by another means such as cutting through it or scooping it out and away from the captive. Alternatively, if the wax is heated to 105 degrees F, it becomes soft enough for the prisoner to wriggle out without becoming hot enough to melt and scald them.

If questioned about their abductions, each victim recounts how a fellow villager lured them here under false but believable pretences (Catalina ensnared both Zona and Olya, and Delian was lured here by Fane). Once they were brought to the cellar, Ilquis cast a spell that made them agreeable to his suggestions, and none of them remember thinking that climbing into the vats of hot wax was a bad idea at the time. The lurker made no secret of his intentions to sacrifice them in a terrible ritual, and when they begged for mercy, the fey claimed that the baron knew what he was doing and had

given him permission to—in fact, had ordered him to—sacrifice whomever in town Ilquis wanted.

Treasure: Before submerging his captives in wax, Ilquis removed all their valuables to avoid ruining anything within the solid block, and put them in a barrel marked “paraffin” next to the furnace. Inside the barrel are two sets of studded leather armor, a masterwork chain shirt, 4 daggers, a masterwork short sword, a composite shortbow (+1 Strength bonus) and 15 arrows, and a *potion of cure moderate wounds*. Delian and Zona tell their rescuers that they can keep the items that once belonged to them as thanks for saving the prisoners’ lives.

C5. Storerooms

These small rooms are filled with cotton cord and twine, cleaning supplies, raw wax, and organic resins.

While most of the contents of these rooms are only valuable to someone in the candlemaking profession or a trader of such raw materials, the most notable contents of these storerooms are likely the corpses of Ilquis’s previous victims. Spread through the three rooms are five human bodies—two men and three women—that a DC 20 Heal check identifies as having been dead about a week. All of the bodies are covered in a thin layer of wax from being submerged in the barrels in area C4. One of the women is Irini, the baker’s wife and Gavril’s illicit lover; the other is Neliana, a weaver whose husband Durvik is also among the dead. The other two victims are a pair of siblings who worked as lumberers in the woods and came into town at the wrong time to resupply and schedule their next shipment to Pangolais. The bodies have been stripped of all valuables.

D. Temple of Zon-Kuthon

A graveyard surrounds this austere, spired temple, and imagery of skulls and chains is carved in riotous profusion onto the tombstones and black stone edifice. Mausoleums line the edge of the cemetery, each emblazoned with the Boroï family crest and dozens of names.

The PCs likely venture to the temple as part of their investigation into either the mysterious circumstances of the elder Boroï brothers’ deaths or the tallowthroat infection plaguing the town. In either case, they likely wish to speak to the head priest, **Radu Miklos** (LE male human cleric of Zon-Kuthon 5). Miklos is an overweight man in his late thirties with a facial tattoo and numerous silver piercings along the bridge of his nose and on his pale, bald scalp. While normally tasked with conducting religious ceremonies to the Midnight Lord, Miklos has been smothered in requests for healing since tallowthroat broke out, but has limited resources to truly assist the population with the problem.

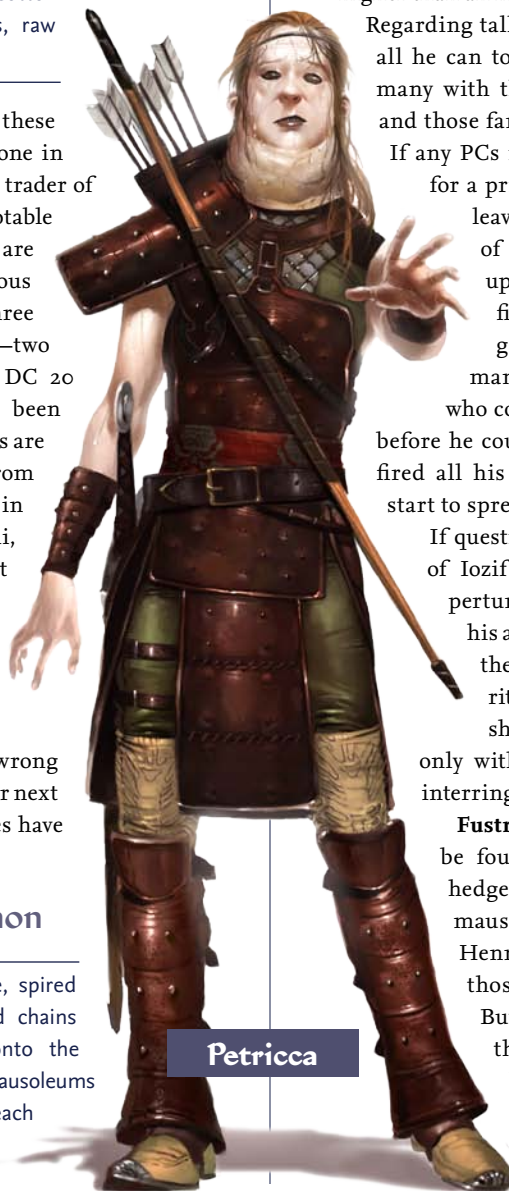
He attempts to keep any conversation with the PCs short, as he has a lot on his mind and many priorities higher than an investigation conducted by foreigners.

Regarding tallowthroat, Miklos swears he’s doing all he can to help the afflicted, but claims that many with the illness don’t seek or want help, and those farthest along are the worst offenders.

If any PCs need healing, he offers his services for a price in either gold or pain (the latter leaving the PC sickened for a number of hours equal to the spell level cast upon him). The priest recalls that the first victims he treated were human gardeners who worked at the manor, a man and woman named Urix and Devia, who contracted the disease again and died before he could save them. Only after the baron fired all his fetchling servants did the disease start to spread to the rest of Karpad.

If questioned about the deaths and funerals of Iozif and Henric Boroï, Miklos seems perturbed. He quickly assures the PCs that his annoyance is not at them, but rather at the baron, who claimed their funerary rites were performed in the family shrine in Boroï Manor. Miklos dealt only with the gravedigger Fustra regarding interring their coffins in the family crypt.

Fustra (N female human expert 3) can be found in the graveyard tending to a hedgerow between two Boroï family mausoleums. If asked about Iozif and Henric, she says she was paid to inter those coffins, and that’s what she did. But she’s buried a lot of coffins, and those that supposedly had the baron’s brothers in them didn’t have people in them. The late baron—Stepan’s father—well, his funeral was just as you’d expect, but the other two?



Petricca

Something was fishy with those. Should the PCs wish to investigate the tombs firsthand, Fustra grants them access if they succeed at a DC 15 Diplomacy check. Both Iozif and Henric's coffins contain heavy rocks bundled in rolls of burlap to keep them from rolling around.

Tallowthroat Victim (CR 5)

As the PCs make their way back to the manor to confront Stepan or further investigate leads they uncovered in Karpad, they encounter Petricca, a tallowthroat victim only moments away from death. The woman calls to the party from the shadows of an alleyway, begging for help. As she steps toward them, arm outstretched, pleading eyes fixed on the PCs, she suddenly arches her back and screams out in pain—a scream silenced as her bulbous throat explodes, releasing two shadows and ending the poor woman's life.

Creatures: The shadows are staggered for 1 round after breaking free from Petricca's throat as they take in their new environment, but upon regaining their composure, the shadows immediately attack the PCs.

SHADOWS (2)

CR 3

hp 19 each (*Pathfinder RPG Bestiary* 245)

Part Two: Through a Glass, Darkly

Once the PCs have collected a reasonable amount of evidence in their investigations throughout Karpad and Boroï Manor, they should have at least one clue pointing back to Stepan as the source of Karpad's current problems. How much evidence they have connecting the baron to the disease, Ilquis's kidnapping spree, and the murder of his brothers will determine how easily they can convince Stepan to reveal the *midnight mirror* to them.

The Confrontation

The PCs once again find Stepan locked in his study at **A11**, still as paranoid as during their first visit, but eager to hear what the PCs have discovered about the troubles facing his realm. He remains cagey about his involvement in the situation unless presented with evidence of his connection. For each line of questioning the PCs raise or for each accusation they make against him, allow the party a Diplomacy or Intimidate check to increase his attitude from indifferent (his attitude resets to indifferent for each of the three areas in which the PCs may accuse him). If made friendly, Stepan admits his involvement in the given area, revealing the existence of the *midnight mirror* and any bargains he might have made relating to it. If made helpful during any of the three possible checks, Stepan actively gives the PCs the information he has on the mirror to help them defeat Nicasor and the Heart. Stepan has a +11 bonus on Bluff checks, a +2 Charisma modifier, and a -1 Wisdom modifier for determining the PCs' Sense Motive, Diplomacy, and Intimidate DCs, respectively.

The Boroï Brothers: If the PCs insinuate that Stepan had something to do with his brothers' deaths and provide evidence of their empty tombs in area **D**, they can pressure or convince Stepan to admit his bargain with Nicasor and that he sent both brothers through the *midnight mirror* a decade ago by shifting his attitude to friendly. He further admits sending decoy coffins for burial in the family tomb, since they left no bodies behind, and describes the terms of his bargain with Nicasor, stating that the disease seemed to start spreading after he reneged on his end of the deal.

Ilquis: If the PCs accuse Stepan of dealing with Ilquis and shift his attitude to friendly, the baron admits to his agreement with the lurker in light. Fearing an attack from the forces of shadow from Nicasor's allies, he agreed to let the fey "take any actions necessary" to ensure the safety of his family and townsfolk. Stepan doesn't know, however, that Ilquis has been kidnapping and killing people with the baron's tacit permission, and grows ashen at the revelation of such information.

Tallowthroat: If the PCs linked the source of tallowthroat back to the Boroï Manor fountain in area **A9**, the baron is again shocked to hear the evidence, but if his attitude is shifted to friendly, he resigns himself to his guilt, citing Nicasor's anger and his own research into the *midnight mirror's* leaking shadowstuff.

Regardless of how many connections the PCs can prove, as long as they get Stepan to admit to one of them, he pleads with them to help solve his problems. He is truly remorseful for his past actions, be they making deals with manipulative and deceptive fey or sending his brothers into the eternal prison of the *midnight mirror* in order to inherit the barony, and honestly asserts that he has learned his lesson. He asks the PCs to enter the mirror and rescue his brothers if they still live, kill Nicasor, and destroy the prison plane within. He offers full access to his library to research the mirror, and if made helpful during any of the preceding lines of questioning, he personally gives the PCs all of the information up to DC 25 from the Researching the Mirror section below.

Story Award: For each of the three connections the PCs can prove between Stepan and Karpad's current problems, award them XP as though they had completed a CR 5 encounter if they made Stepan helpful, or a CR 4 encounter if they made him friendly, for a total of up to 4,800 XP if they made him helpful in all three lines of questioning.

Researching the Mirror

With access to Stepan's library, the PCs can discover the following pieces of information about the *midnight mirror* with Knowledge (arcana, history, planes, or religion) checks, using the same set of DCs for each type of check. Each PC may attempt each Knowledge check once, and those utilizing the library receive a +5 bonus on the check.

DC 10: *Midnight mirrors* are magical prisons used by the church of Zon-Kuthon to punish those who offend the church and its god. Each is an extraplanar prison within a mirror in which the prisoners never age and are trapped for an eternity of torment.

DC 15: The *midnight mirror* in the Boroï family's possession was broken centuries ago, and now functions differently than normal. The command word to retrieve a prisoner from the plane no longer works, and the mirror leaks shadow essence from the Plane of Shadow into the Material Plane.

DC 20: Unlike a normal *midnight mirror*, the broken specimen in the basement of Boroï Manor allows two willing subjects on opposite sides of the mirror to trade bodies (as the *magic jar* spell) by simultaneously touching the mirror's surface. Such a switch lasts indefinitely, or until the two subjects switch souls again through the same process.

DC 25: The only way to destroy the *midnight mirror* is to enter it and kill the physical manifestation of the magic item's consciousness with a shard of itself from the Material Plane. Doing so will cause the prison plane to break apart and disgorge all living creatures and items originally from the Material Plane through the shattered mirror back to their plane of origin.

Stepan eagerly sends the PCs through the mirror once they know how the magic item works and how to destroy it. The baron gives them a shard of the cracked mirror which functions as an improvised light weapon dealing 1d4 damage. When used against the Heart, the shard instead functions as a +1 *bane dagger*, and the wielder takes no penalties for using an improvised weapon.

In the Midnight Mirror

Within the *midnight mirror* exists an extraplanar prison created by the ancient church of Zon-Kuthon to torment any creature held in its grasp. Nicasor's prison took on the shape of a dark, twisted manor house. Indeed, just as the Plane of Shadow distortedly mirrors the Material Plane, the manor seems to be an off-kilter reflection of Boroï Manor—the very household Nicasor lived in for decades while serving Karpad's ruling family. While the mirror has been successful in its task of driving Nicasor mad, the shae has nevertheless come to call the prison home, and he has named his weird manor the House of Night. Though

he yearns to find an escape from his extraplanar exile, he relishes the opportunity to rule his realm with a sadism and tyranny befitting a servant of the Midnight Lord, and his power and will have grown enough that the mirror leaves him and those most loyal to him in relative peace.

Inside the House of Night, it is dark and very cold. There is no color here, and the windows are reflective, not transparent, so there is no way to see outside—indeed, within the *midnight mirror*, there is no outside. The manor's walls (made of an unidentifiable black woodlike substance) are blurry and slowly undulate as if the house itself were breathing. This is not far from the truth—the malign intelligence that controls the realm within the *midnight mirror* fractured when the mirror broke millennia ago, and now infuses the very essence of the realm it controls, treating the House of Night as its twisted umbral body, manifesting at the center of the manor.

Over the centuries, the Heart has grown capricious and wild, its moods exacerbated by the perpetual leaking of its shadow essence into the Material Plane. But so entwined is the Heart to the *midnight mirror* that one can only escape the confines of the prison by killing the Heart with a piece of itself—a shattered fragment of the *midnight mirror* as it exists on the Material Plane. The Heart exists in a walled-in courtyard on the House of Night's first floor; reaching

it requires breaking down a wall. All walls adjacent to this isolated chamber bleed a dark, viscous ichor like the walls of a sick internal organ. Unlike other walls in the realm, however, a broken wall to **G12** heals any rifts in itself, as though made of living tissue, in 1d4 hours.

The extraplanar prison within the *midnight mirror* was originally part of the Shadow Plane, and it retains the same planar traits (except, of course, that as a small demiplane it has a finite shape). It is only a few degrees above freezing in the House of Night, and it is also pitch black, too dark for low-light vision to function. The substance of the house's walls and furniture is not flammable, and has a moist, mealy texture to it when examined closely. It has a hardness of 7 and 13 hit points per inch of thickness; most walls are 8 inches thick. The outer walls are infinitely thick, as they demarcate the edges of the demiplane and can thus not be breached. All of the doors in the House of Night are made of the same shadowstuff that makes up the rest of the manor,



The Midnight Mirror

but possess the statistics of strong wooden doors for the purposes of Break DCs, hit points, and hardness. Once they are ready, Stepan sends the PCs through the *midnight mirror* by uttering a command word while they stand near it. While within the *midnight mirror*, characters do not need to eat or drink, and although time flows normally, living creatures stop aging once they reach maturity.

G1. The Midnight Portal

A chain-bound mirror, identical to that in the basement vault of Boroi Manor, stands unsupported in a small, stone room. The frigid air is thick with a near impenetrable darkness. The only source of light comes from within the mirror itself, the flickering flames from the ring of torches pale silver, as though the illumination had to strain the color from itself to penetrate the darkness here.

This room is a smaller, colorless reflection of **A17**, though no ring of glowing sigils or torches illuminate the chamber. Instead, the pitch darkness of the Shadow Plane is permeated only by the faint glint of the baron's torches on the other side of the mirror. The surface of the mirror does not reflect the room it sits in; instead it shows Baron Stepan's vault, as seen from the *midnight mirror*, though all color has been washed from the image. But touching it does nothing, and there is no way back across from here.

Once the PCs destroy the Heart, to avoid taking damage they must walk out through this mirror while the house crumbles apart. Otherwise they are shunted violently out of the prison and back into the Material Plane.

G2. Torture Chamber (CR 6)

The shelves of this disused room are full of empty bottles, bones, and implements of torture. Two doors stand in the center of the north and west walls, the former adjacent to a set of stairs leading up. An iron maiden stands in the eastern corner of the chamber.

This room is a specially-compressed mirror image of **A14**, though in place of an altar is a crumbling wooden shelf, and an empty iron maiden stands in the spot where Evgenia's iron maiden rests in the Material Plane.

G3. Crypts (CR 5)

Six five-foot-square alcoves branch off a thirty-foot hallway. Within each stands a six-foot tall sarcophagus of the same shadowy substance as the walls and floors of the chamber.

While creatures in the *midnight mirror* do not age—allowing the prison to torment them indefinitely—

MIDNIGHT MIRROR PLANAR TRAITS

Though an independent demiplane, the *midnight mirror* has many of the same planar traits as the Shadow Plane after which it was modeled. See the *Pathfinder RPG GameMastery Guide* for more details on how these planar traits work.

Dampened Light: Within the *midnight mirror*, all sources of light—both magical and mundane—have their ranges halved.

Enhanced Magic: Spells with the shadow descriptor or of the shadow subschool are enhanced in the *midnight mirror*, functioning as if their caster levels were 2 higher than normal, and specific spells become even more powerful. *Shadow conjuration* and *shadow evocation* are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the original (not 80%). Despite the dark nature of the *midnight mirror*, spells that produce, use, or manipulate darkness are unaffected by the plane.

Impeded Magic: Spells with the light descriptor or that use or generate light or fire are impeded within the *midnight mirror*, requiring a concentration check (DC 20 + the level of the spell) in order to function normally. If the check fails, the spell does not function but is still lost as a prepared spell or spell slot.

Locked Plane: As the *midnight mirror* is a prison plane meant to hold souls indefinitely, planar travel to or from the *midnight mirror* is restricted. Creatures may only enter or leave the plane via the mirror's user uttering the designated command word. In the case of the *midnight mirror* in Boroi Manor, the ability to remove a creature from the mirror in this way has been broken. Instead, a willing creature on each side of the mirror can switch bodies. Alternatively, all living creatures in the *midnight mirror* are ejected from the plane if the Heart is killed.

sometimes they do die, whether from suicide or the prison pushing the limits of their tender mortal bodies too far. When the first of the prisoners exiled to the *midnight mirror* with Nicasor died, the mirror conceded to the survivors a place to memorialize the dead, creating this space for their remains to be interred. Not without malice, the prison required that no living soul enter the crypt, whether to inter a corpse or visit the previously buried, without first making a sacrifice—the severing of a single digit. Now nearly two dozen toe and finger bones lie strewn about the area, identifiable as such with a DC 15 Heal check.

Creatures: To ensure all the prisoners pay their due upon entering the crypt, the Heart created a pair of guardians from the shadow essence of the demiplane

itself. These necrophidiuses attack any creature entering the crypt that does not present a newly severed finger or toe. As constructs of the prison plane, the necrophidiuses cannot exist outside the *midnight mirror*, and if the Heart is destroyed, they melt into shadow in a matter of minutes as the *midnight mirror* breaks apart.

NECROPHIDIUSES (2) CR 3

XP 800 each

hp 36 each (*Pathfinder RPG Bestiary 2* 196)

Treasure: Within the sarcophagi are the remains of four fetchlings and the possessions of two shae whose bodies disintegrated into shadow over time. Among the bones, the PCs may locate a *brooch of shielding*, a *cloak of resistance +1*, and two silver simple or martial weapons of the GM's choosing.

G4. The Kennel (CR 5)

Within this large room, ruined armchairs, tapestries, suits of armor, and other noble accoutrements have been torn apart and used to build what appear to be houses or nests for creatures roughly the size of small ponies.

Cramped kennels once held Nicasor's shadow mastiffs—loyal hounds exiled into the *midnight mirror* with their master. The mastiffs are particular favorites of the Heart, and it long ago forced the fetchling prisoners within the mirror to build them better accommodations. Only one mastiff remains, having long since eaten its brothers and sisters out of boredom.

SHADOW MASTIFF CR 5

XP 1,600

hp 51 (*Pathfinder RPG Bestiary 3* 241)

Treasure: The shadow mastiff has several small, discarded objects that it worries in its kennel. Two are useful to the player characters: a fully charged *wand of cure light wounds* and a *hand of the mage*. Both are heavily gnawed but fully functional.

G5. Broken Room (CR 6)

This room is full of broken things: mannequins, grandfather clocks, musical instruments, and so on, all slowly falling to pieces. They have been carefully arranged to create the appearance of a lived-in room, even though a cursory glance shows that no one could possibly use these things.

The entrance to this room is secured with an average lock, requiring a DC 25 Disable Device check to open. This room is where the Heart has deposited all of the humanoid

niceties it once created for its prisoners' use that they no longer need. While the Heart could easily dissolve them all into shadowstuff, it hoards them for reasons only it knows.

Creatures: The Heart, displeased that anyone would violate the sanctity of this locked room, animates two of the pieces of furniture strewn about the room to punish the PCs, and transforms the detritus on the room's floor into sharp shards of metal, glass, and wood to harry their escape.

ANIMATED FURNITURE (2) CR 2

XP 600 each

Animated object (*Pathfinder RPG Bestiary 14*)

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 21 each (2d10+10)

Fort +0, **Ref** +1, **Will** –5

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 40 ft.

Melee slam +3 (1d4)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +1; **CMD** 12

SQ construction points (faster)

Hazard: At the same instant the Heart animates the furniture, it also alters the state of the junk along the room's floor. In a flash, blunt objects become sharp, torn cloth turns to jagged shards of glass, and smooth sections of floor become covered in small caltropiclike spikes. Treat all surfaces in the room as if under the effects of a *spike growth* spell. A PC can bypass the hazard with a DC 28 Disable Device check, finding carpets or unaltered planks of wood with which she can cover the floor, allowing unhindered passage for herself and her allies.

Treasure: A DC 18 Perception check while searching the room reveals a *silver raven figurine of wondrous power* hidden amid the refuse in the room's northwest corner.

G6. Key Room

The floor of this room is covered in thousands of keys of all sizes and shapes.

Whenever the Heart creates a new room within the *midnight mirror*, it creates a door, and a key for that door. The Heart cannot bear to throw away a key, so it stores them all in the key room. It has created and destroyed thousands of rooms over the millennia since the *midnight mirror's* creation, and so the room is full of keys. The key to any lock

in the manor can be found after 1d4 hours of searching and a successful DC 20 Disable Device or Perception check.

Treasure: Hidden among the thousands of mundane keys is a *chime of opening* with six charges remaining, molded not in the traditional tube shape, but in the shape of a key with a tuning fork head. It functions in all ways like a standard *chime of opening*, despite its unique shape. Noticing the magical key requires a DC 30 Perception check or application of a *detect magic* spell.

G7. Elenuta's Room (CR 5)

A large table occupies the center of this room, with maps and tattered books strewn across its surface. Along the walls, makeshift mannequins are peppered with arrows and slashes as though used for target practice.

The entrance to this room is secured with a good lock, requiring a DC 30 Disable Device check to open.

Creatures: Elenuta was one of the most passionate members of Nicasor's burgeoning rebellion, and over her centuries in the *midnight mirror*, her fervor and mania have only grown as her frustration builds at being unable to get justice for her people. The Heart torments her by allowing her this space to plot a vengeance that will never come, and occasionally sends shadows and other manifested beings after her and her lone follower Trakis to keep their violent survival instincts in the forefront of their psyches. When the PCs enter, both fetchlings take them for the next batch of Heart-conjured monsters and attack.

ELENUTA	CR 4
XP 1,200	
Female fetchling sorcerer 5 (<i>Pathfinder RPG Bestiary 2</i> 123)	
CN Medium outsider (native)	
Init +2; Senses darkvision 60 ft., low-light vision; Perception +1	
DEFENSE	
AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)	
hp 35 (5d6+15)	
Fort +3, Ref +3, Will +3	
Defensive Abilities shadow blending	
Resist cold 5, electricity 5	
OFFENSE	
Speed 30 ft.	
Melee quarterstaff +1 (1d6–1)	
Special Attacks shadowstrike (6/day)	
Spell-Like Abilities (CL 5th, concentration +9)	
1/day— <i>disguise self</i> (humanoid only)	
Sorcerer Spells Known (CL 5th; concentration +9)	
2nd (5/day)— <i>blindness/deafness</i> (DC 18), <i>darkvision</i> , <i>hideous laughter</i> (DC 16)	
1st (7/day)— <i>cause fear</i> (DC 17), <i>mage armor</i> , <i>magic missile</i> , <i>obscuring mist</i> , <i>ray of enfeeblement</i> (DC 17)	

o (at will)—*detect magic*, *daze* (DC 14), *ghost sound* (DC 14), *mage hand*, *message*, *resistance*

Bloodline shadow*

TACTICS

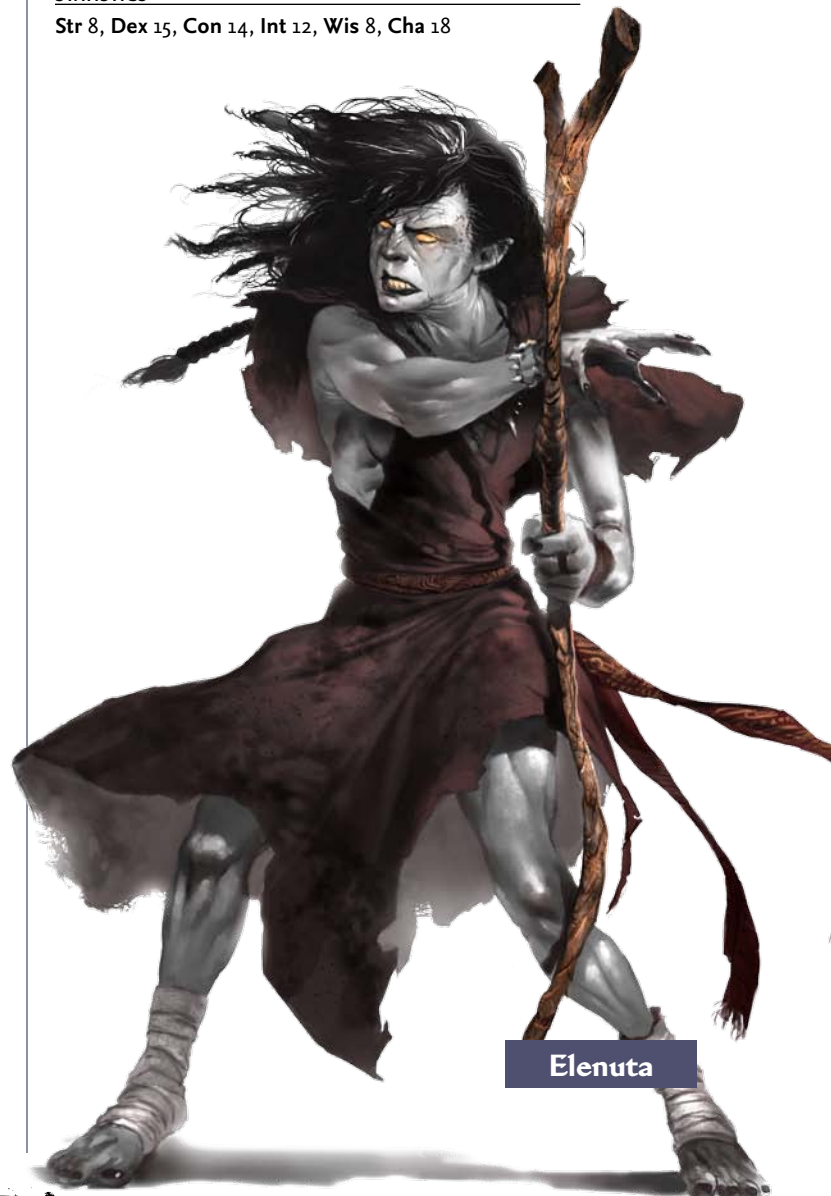
Before Combat If Elenuta has time before combat starts, she casts *mage armor* and uses her last remaining scroll of *false life*.

During Combat Elenuta casts *obscuring mist* to grant herself concealment and uses targeted spells such as *blindness/deafness*, *cause fear*, and *ray of enfeeblement* against foes at range. If approached in melee, she uses her shadowstrike bloodline power until she has expended all its daily uses, before attacking with her quarterstaff.

Morale Elenuta believes the PCs to be the Heart's latest trick and fights to the death, knowing that the *midnight mirror* gives no quarter when its minions attack.

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18



Elenuta

Base Atk +2; **CMB** +1; **CMD** 14

Feats Combat Casting, Eschew Materials, Greater Spell Focus (necromancy), Spell Focus (necromancy)

Skills Bluff +12, Knowledge (arcana) +7, Knowledge (planes) +3, Perception +1, Stealth +9

Languages Aklo, Common

SQ nighteye*

Combat Gear *potions of cure light wounds* (2), *potion of invisibility*, *scroll of false life*, *wand of magic missile* (CL 5th, 12 charges); **Other Gear** quarterstaff, *ring of protection* +1

SPECIAL ABILITIES

Bloodline Arcana Whenever Elenuta casts a spell with the darkness descriptor or of the shadow subschool, she gains a circumstance bonus on Stealth checks equal to the spell's level for 1d4 rounds.

Shadow Blending (Ex) Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Shadowstrike (Sp) Elenuta can make a melee touch attack as a standard action that deals 1d4+2 points of nonlethal damage and dazzles the target for 1 minute. Creatures with low-light vision or darkvision are not dazzled by this ability.

* See the *Advanced Player's Guide*.

TRAKIS CR 2

XP 600

Male fetchling rogue 3 (*Pathfinder RPG Bestiary* 2 123)

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 26 (3d8+9)

Fort +3, **Ref** +6, **Will** +2

Defensive Abilities evasion, shadow blending, trap sense +1;

Resist cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+1/19–20)

Ranged mwk shortbow +6 (1d6/x3)

Special Attacks sneak attack +2d6

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

1/day—*disguise self* (humanoid only)

TACTICS

During Combat Trakis has not seen combat for many years now, but does the best he can. If an opportunity to flank presents itself, he takes advantage of it, but he does not go out of his way to set up the situation.

Morale Trakis has been imprisoned in the *midnight mirror* for centuries and welcomes the chance to escape it in death.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 17

Feats Dodge, Iron Will, Weapon Finesse

Skills Acrobatics +9, Bluff +6, Disguise +6, Escape Artist +9, Intimidate +6, Knowledge (planes) +3, Perception +5, Sense Motive +5, Sleight of Hand +9, Stealth +11

Languages Aklo, Common

SQ rogue talents (finesse rogue), trapfinding +1

Gear masterwork studded leather, masterwork short sword, masterwork shortbow with 20 arrows

SPECIAL ABILITIES

Shadow Blending (Su) Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

G8. Fetchlings' Chambers (CR 5)

Thin walls break this area into four small rooms, each furnished with cramped beds. A central area remains open save for a crooked table and mismatched chairs.

The Heart created this series of haphazard living quarters for the surviving fetchling rebels imprisoned within the mirror. Centuries ago there were over two dozen fetchlings living here, and the space was much larger to accommodate their number. Now, only two women and a man live here: Merys, Jerda, and Lucoth. They have claimed areas **G8a**, **G8c**, and **G8d** as their respective quarters, leaving **G8b** vacant. In time, the Heart will likely remove the empty room from the manor as a result of the fetchlings' dwindling numbers. For the most part, however, the Heart ignores the fetchlings here because they are less fun to torment than more resistant prisoners like Elenuta.

Creatures: The PCs find all three fetchlings here, depressed and resigned to their eternity in the *midnight mirror*. They are indifferent to the PCs, seeing them as yet another batch of humanoids thrown into the prison, just like "those two noblemen a while back," and take no violent action unless provoked. If the PCs inquire about the aforementioned nobles, the fetchlings simply say that two men arrived some time ago—how long they do not know, for time means little in a timeless realm—but were kept upstairs among the "Updwellers." The fetchlings can tell the PCs about the rooms on this floor of the manor, but know nothing of upstairs, for they are not allowed above after some long-forgotten slight against Nicasor.

If the PCs inquire about what got the fetchlings imprisoned in the *midnight mirror*, the prisoners freely admit to their mistake in following Nicasor's kaval rebellion. The centuries spent in exile, tormented by the Heart's sadistic whims, have brought about near total rehabilitation in these prisoners, and they gladly tell the PCs all the information about Nicasor's rebellion indicated

in the adventure background. They warn the PCs to steer clear of Elenuta in **G7**, as she still clings to the ideals of the rebellion, even though she will never be able to escape the mirror to see them through to fruition.

All three fetchlings live in constant fear of the Heart and speak of it only in hushed and paranoid tones, as if the very mention of its name or discussion of its cruelty and power will bring its wrath upon them. If the PCs inquire about its location or nature, the fetchlings simply tell them that “the Heart lies at the center, but it abides no visitors.”

MERYS, JERDA, AND LUCOTH **CR 2**

XP 600 each

hp 26 each (see page 22)

TACTICS

During Combat The fetchlings have not seen combat for many years and do not work well with one another. If an opportunity to flank presents itself, they take advantage of it, but they do not go out of their way to set up the situation.

Morale The fetchlings have been imprisoned in the *midnight mirror* for centuries and welcome the chance of escaping it in death if presented the option in combat.

G9. Portrait Room

Dark portraits cover the walls of this otherwise empty ballroom, stretching from the floor to the ceiling.

While the mortal inhabitants of the House of Night have a memorial for the dead in area **G3**, the Heart has turned this space into its own memorial for the dead. For each soul that perishes within the *midnight mirror*, the Heart creates a dour portrait of the person and places it on the wall, resizing and rearranging the existing portraits to make room. Most of the portraits on the wall are fetchlings, though there are five shaes, as well as two human men whom the PCs can recognize from their portraits in Boro Manor’s drawing room (**A5**) as Iozif and Henric Boro. If the PCs kill any of the fetchlings or shaes in the *midnight mirror*, the dead too appear here, as do any PCs who meet an unfortunate end in the prison plane. The wall bordering **G12** drips ichor; knocking it out reveals the way to the courtyard and the Heart.

G10. Fireplace Room (CR 5)

As if in a cruel jest, this freezing room has a twenty-foot-wide fireplace housing a raging fire, albeit one that has no color, and generates no light or heat.

The sole entrance to this room has an average lock (Disable Device DC 25). The ghostly fire in the fireplace offers neither light nor heat, and can only be seen if the PCs

illuminate it with their own light source, though it can be heard crackling in the dark. Any creature that touches the blaze takes 1d6 points of cold damage per round of contact. The frigid blaze does not consume the wood in the fireplace and cannot be extinguished by any means, including the *quench* spell. If the party lights a true fire here, it functions normally, canceling out the cold generated by the ghost fire and warming the room, but consuming the firewood in the process. The north wall drips ichor; knocking it out reveals the way to the Heart’s courtyard.

Creatures: The ghostly fireplace disgorges shadowy fire elementals when the PCs enter the room. These creatures of living ice-fire serve the Heart and actively work to destroy intruders in its realm.

GHOSTFIRE ELEMENTALS (2) **CR 3**

XP 800 each

N Medium outsider (cold, elemental)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 each (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +7 (1d6+1 plus 1d4 cold)

Special Attacks numbing cold (DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages Aklo

SPECIAL ABILITIES

Numbing Cold (Su) When a ghostfire elemental deals cold damage to a creature, that creature must succeed at a DC 14 Fortitude save or be staggered for 1 round.

G11. Dining Room

This elegant room resembles a fine dining room on the Material Plane, spread with a feast fit for a great lord. A stairway in the room’s northwest corner leads up to another floor.

The entrance to this room has an average lock (Disable Device DC 25). Unlike much of the dark and imposing decor within the House of Night, the dining room has a beautiful table setting and looks almost inviting. Some of the fetchlings exiled with Nicasor were servants in Boro Manor and had standing orders to keep this room’s double



on the Material Plane ready for a feast on a moment's notice; the Heart of the *midnight mirror* held them to doing the same here eternally. Those fetchlings have long since perished, but the Heart still creates food from shadowstuff, keeping a meal without flavor or nourishment on display at all times.

The wall abutting **G12** bleeds black ichor; knocking it out opens the way to the courtyard and the Heart.

Treasure: The ornate bone flatware intricately set about the table is worth 200 gp. The delicate porcelain dishes that adorn the banquet table and fill the two hutches along the south and east walls are worth 1,000 gp if collected in their entirety.

G12. Heart's Courtyard (CR 8)

Dark flagstones pave a twisted reflection of the courtyard in Boroi Manor. Walls of thick, writhing flesh fill the archways that would normally lead to adjoining rooms; a layer of seeping black ichor covers each wall. Above, only a black void exists

where one would expect to see the sky. What appears to be an enormous, quivering black plant is growing in the central pool. Black tendrils are everywhere, pushing into the manor and running through it like veins into the rest of the house.

This atrium can only be reached by breaking down one of the bleeding walls from an adjacent room. Such ingresses heal themselves as though made of living tissue in 1d4 hours.

Creature: The Heart was originally nothing more than the slightly conscious soul of the *midnight mirror* itself. But when the mirror was broken millennia ago, the Heart broke with it, and has since desired more and more to take on physical form. Its appearance and abilities have shifted many times since it first made flesh for itself, but most recently it took the form of a giant, twisted plant—a mockery of the vegetation one would normally find in the courtyard of a noble estate. It has grown wildly and haphazardly over the ages of Nicasor's imprisonment, and now resembles a horrid cross between an enormous tree and an octopus.

As a physical manifestation of the *midnight mirror* itself, the Heart can only truly be killed by damage dealt by a shard of the very mirror in which it resides. The PCs should have gathered such a weapon before entering the *midnight mirror*, and should be equipped with the knowledge that this is the only means of escape from the prison within. In addition to suppressing the Heart's regeneration ability, when used to attack the Heart, a shard of the *midnight mirror* is treated as a +1 *bane* weapon, dealing an additional 2d6 points of damage on a successful hit.

THE HEART CR 8

XP 4,800

Tenebrous tendriculos (*Pathfinder RPG Bestiary 2* 259, *The Tome of Horrors Complete* 737)

NE Huge outsider

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 25, touch 7, flat-footed 25 (–1 Dex, +18 natural, –2 size)

hp 94 (9d8+54); regeneration 10 (*midnight mirror* shard)

Fort +12, **Ref** +4, **Will** +4

Immune acid, plant traits; **Weaknesses** light blindness

OFFENSE

Speed 20 ft.

Melee bite +12 (3d6+8 plus 2d6 acid and grab), 2 tentacles +7 (1d8+4 plus grab)

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

Special Attacks bristles (DC 20), paralysis (3d6 rounds, DC 20), swallow whole (2d6 acid damage plus paralysis, AC 19, 9 hp)

TACTICS

Before Combat The Heart is aware of everything that happens within the *midnight mirror* and cannot be surprised.

During Combat The Heart is immobile and nearly mindless, so it fights using only rudimentary tactics, biting PCs and striking them with its tentacles until they leave its courtyard.

Morale The Heart is inexorably connected to the demiplane of the *midnight mirror* and has no alternative but to fight until destroyed. If the Heart is reduced to 0 or fewer hit points while its regeneration ability still functions, it takes 1d4 hours to regenerate to its full capabilities and does not actively attack or waylay the PCs in any way during this time.

STATISTICS

Str 26, **Dex** 9, **Con** 22, **Int** 3, **Wis** 8, **Cha** 5

Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 25 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth)

Skills Perception +7, Stealth +1 (+9 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth

Languages Shadowtongue (cannot speak)

SPECIAL ABILITIES

Bristles (Ex) A tenebrous creature's head is covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent

attacking a tenebrous creature with natural weapons or unarmed attacks must succeed at a DC 20 Reflex save or contact the many bristles that cover the tenebrous creature's head and be subjected to its poison.

On a failed Reflex save, the opponent is paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed at a DC 20 Fortitude save or take 2d6 Str damage.

A *neutralize poison* spell removes the effects of the poison and, if cast before an opponent makes its Fortitude save, prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a tenebrous creature's bristles.

Regeneration (Ex) Only damage dealt by a shard of the *midnight mirror* can suppress the Heart's regeneration ability. If the Heart would normally be killed by a different effect, it returns to life and full health after 1d4 hours.

Development: When the Heart is finally destroyed, the prison realm it held together quickly breaks apart in a process that takes 2d10 minutes. During this time, a number of random effects appear in any encounter area the PCs enter (or attempt to enter in the case of the first effect). Consult the following table to determine what effect the PCs find in any given room. If the PCs (or any other living creature in the *midnight mirror*) have not exited through the portal in area **G1** by the end of the plane's deterioration, they are instantly shunted out of the prison in its final death throes, taking 2d6 points of damage and arriving prone and dazed for 1d6 rounds in area **A17**.

RANDOM DETERIORATION EVENTS

1d10	Result
1	This room ceases to exist. If the PCs attempt to enter it, they find themselves unable to cross the threshold; if they are already in the room when this effect is rolled, they are immediately forced into the next available space.
2	The floor in this room liquefies, functioning as quicksand (<i>Pathfinder RPG Core Rulebook</i> 427).
3	The floor here becomes spiky and uneven; treat the entire room as though it were covered in caltrops.
4	All spellcasters attempting to cast a spell in this area must succeed at a DC 15 caster level check or lose the spell with no effect.
5–7	No effect.
8	Gravity ceases to function here, and all creatures in the room are treated as if under the effects of the <i>levitate</i> spell.
9	1d3 shadows materialize from the melting walls of this chamber and attack the PCs.
10	The darkness here can't be illuminated by any means.

G13. Iozif's Room

A feather bed piled high with blankets dominates this well-appointed room. Floral wallpaper has been carefully pasted over the black walls of the manor, and carpets cover the floor. A dresser, mirror, desk and armchair complete the illusion of a comfortable apartment on the Material Plane.

The corpse of Stepan's brother Iozif lies in the bed, propped up against pillows and swaddled in coverlets. The cold air has preserved his body well, and there is little smell. Nicasor held Iozif prisoner after Stepan trapped him in the *midnight mirror*, treating him as an honored (albeit captive) guest. Iozif had free reign of much of the upper floor of the House of Night, but this was his bedroom, which the servants appointed to be as comfortable and familiar as possible. For the most part, the Heart left Iozif free from torment, focusing its efforts instead on the Boroï heir's brother. Despite this, Iozif, lacking the immunities and resistances of shaes and fetchlings versus the cold, became sick because of the mirror's perpetual chill several years ago and died.

A PC examining Iozif's hand notes that he is missing one finger, the payment Iozif made to the Heart in order to inter his deceased fetchling lover when she died giving birth to his son, Sorin, 8 years ago.

A DC 15 Perception check reveals a makeshift child's doll with gray skin and white hair on the floor beneath the bed. Iozif's son Sorin comes to his father's room to play and be alone with what remains of his father, and left this toy behind on his last visit.

G14. Henric's Room (CR 4)

This is a well-appointed bedroom, where carpets and wallpaper cover the otherwise grim substance from which the house is constructed. Every available surface is covered in writing, lines of curly script that wind around the room in great arcs and spirals. A hanged body dangles from the ceiling, immobile in the still air.

This room belonged to Henric, the middle Boroï brother, kept prisoner in the *midnight mirror* after Stepan imprisoned him. The Heart tormented Henric from the moment he arrived in the *midnight mirror*, and after the death of his brother Iozif, Henric went mad from the constant stress and eventually hanged himself.

All the writing is poetry circling around the same themes: blood, family, betrayal, and justice. Not written with ink or engraved into the walls, the words are ectoplasmic manifestations of Henric's insane ramblings in patterns resembling the web of a crazed spider. Any PCs attempting to read these weblike words must succeed at a DC 15 Will save or be fascinated for 2d4 rounds, just as if they were subject to the allip's babble ability.

Creature: In death, Henric's spirit remains as an allip, which prevents the other denizens of the mirror from removing his corpse. Henric fights wildly, using his babble ability to get close to targets before attacking with his touch of insanity. The crazed allip stops attacking the PCs only if they promise him vengeance for Stepan's betrayal.

HENRIC BOROÏ

CR 4

XP 800

Scribbling allip (*Pathfinder Bestiary* 3 12; *Pathfinder Campaign*

Setting: Undead Revisited 55)

hp 30

Special Attack web (+4 ranged, DC 15, 4 hp)

Treasure: In addition to being unable to claim Henric's corpse, the other residents of the House of Night have been unable to retrieve any of the clothing or equipment he wore when he was imprisoned within the *midnight mirror*. On Henric's body, the PCs find a noble's outfit worth 200 gp and a *ring of sustenance*, while his other most prized possessions are stowed in an ornate darkwood wardrobe: a +1 *longsword*, two *potions of protection from evil*, and an intricate belt of linked gold rings worth 1,000 gp.

G15. Fetchlings' Apartments (CR 4)

Unevenly upholstered furniture fills this large common area, chairs and sofas circled around asymmetrical tables. Doors on both sides of the room lead off into tiny bedchambers.

The fetchling rebels who remained most loyal to Nicasor through their centuries of imprisonment were granted quarters on the House of Night's second floor, and live a life of relative luxury here compared to their counterparts in area G8.

Creatures: There are six favored fetchlings here now, lounging and going about their daily lives with a monotony that those on the Material Plane—where time flows normally—cannot possibly fathom. When the PCs arrive, one of the fetchlings goes to inform a member of Nicasor's family of the intruders unless one of the PCs stops them.

Although they are primarily interested in asking questions of the characters, the fetchlings are happy to tell the PCs about Nicasor and his family (see areas G17–G20). By and large, they like Atamin and Manar, dislike Corys, and respect or fear Nicasor. The prisoners admit to centuries of loyalty to Nicasor and their continued allegiance to his cause, but they lack the passion and mania of Elenuta, and only attack the PCs if they sense aggression from the intruders or are instructed to by one of the shaes. They know about Stepan's bargain with Nicasor, and that it was broken. Most of their information about Stepan came from Iozif and Henric, so they have an extremely negative opinion of the baron.

If the PCs inquire about Iozif, the toy in his room, or his son (whom they can find in **G16**), one of the fetchlings tells of Sorin's conception and birth within the prison, and the death of his mother Leowyn, who now lies in the crypt at **G3**. A DC 15 Knowledge (nobility) reveals that such a child would have a strong claim to be the rightful heir to Karpad.

FETCHLINGS (6) **CR 1/2**
hp 6 each (*Pathfinder RPG Bestiary 2* 123)

G16. Manar's Room

Sinuuous, curving shapes topped with delicate spines rise seamlessly from the floor to form distinctly uncomfortable-looking furniture. Black flowers appear to bloom everywhere, but they, like everything else in this chamber, are formed from a colorless, textureless shadow substance.

This room belongs to Manar—Atamin's daughter and Nicasor's niece. Manar was born in the *midnight mirror*, and her connection to the place as a true native of the prison plane has given her the ability to shape and influence the room she calls her home, making it the most decorative room in the entire House of Night.

Creature: Playing in Manar's room is Iozif Boroï's 8-year-old fetchling son, **Sorin**. While Sorin is a fetchling and an illegitimate child, he is nevertheless the true heir to the Boroï line, and if returned to the Material Plane could make a claim on Stepan's title were he or an advocate able to prove his lineage. After Iozif's death—3 years after Sorin's mother's passing—Manar adopted Sorin, feeling a kinship to the young fetchling, as both were born in the *midnight mirror* and both lost their mothers as young children.

An inquisitive but shy child, Sorin recognizes instantly that the PCs are not of this plane, just as his father and uncle were not. Not fully able to comprehend death, he asks if they have come to bring his father back to him, and if they are also members of the Boroï family like himself. A native to the *midnight mirror*, Sorin knows nothing of the Boroï family except the few pieces of history his father told him before his death or the mad ramblings of his suicidal uncle Henric, and he assumes that all humanoids from the Material Plane must also be Boroï, not quite understanding that it is a family name.

G17. Corys's Room (CR 4)

Thick, plush draperies cover the walls in this room, making the darkness seem even more oppressive. While not quite luxurious, the furnishings and decorations here are comfortable and more than just functional.

This room belongs to Nicasor's uncle Corys, who is one of the shae's three remaining relatives within the *midnight mirror*. Tired of hearing the sounds of the fetchlings babbling in **G15**, Corys installed thick curtains on all the walls in the room to dampen the sound, and anyone in the room with the door closed takes a –5 penalty on Perception checks to hear anything taking place in another room.

Creatures: Corys likes peace and quiet, and finds the company of others more torturous a punishment than anything else the Heart could come up with. He is hostile to the PCs, annoyed at their intrusion and spoiling for a fight after centuries of idleness, though with enough Diplomacy or Intimidate checks he can be calmed down before a brawl ensues. Unlike his nephew Atamin (currently in **G19**), Corys doesn't call out for help, and suffers from the hubris of thinking himself a more capable warrior than he perhaps is in reality. If engaged in combat, Corys fights to the death, spouting insults at the PCs the entire time.

CORYS **CR 4**
XP 1,200
Male shae (*Pathfinder RPG Bestiary 3* 242)
hp 38

Story Award: If the PCs encounter Corys and avoid violent conflict with the curmudgeonly shae, award them XP as if they had defeated the shae in combat.

G18. Atamin's Room

This room resembles Corys's chambers, but is currently unoccupied. Atamin can be found in the adjacent library at **G19** with his daughter, Manar. This room acts as a sound buffer between Corys's equally padded room and the library, imparting an additional –5 penalty on Perception checks made in either **G17** or **G19** to hear activities taking place in the other room (bringing the total to –10 for someone in either room to hear the goings-on in the other).

G19. Library (CR 6)

The wall, floor, and ceiling here are all covered in improbable bookshelves that bulge and contract to match crumbling volumes of all shapes and sizes.

The shelves of Nicasor's library are heavy with ancient tomes, but most have slowly disintegrated over time, their heavy bindings now concealing only papyrus dust and slivers of parchment. The spellbooks of Mordrial, a shae wizard and Nicasor's consort who killed herself after mere decades in the *midnight mirror*, remain intact, however, their magical nature protecting them from the ravages of time;

they contain *black tentacles*, *enervation*, *fear*, *phantasmal killer*, *shadow conjuration*, *shadow evocation*, and six spells each from levels 1–3 (chosen by the GM). An iron-bound folio entitled *Atlas of the Black Shores* (written in Aklo) contains an enormous map of the citadels and fastnesses of the Shadow Plane during the Age of Darkness; this can easily be sold for 300 gp, but is near priceless to the right buyer.

Creatures: Nicasor's brother Atamin and Atamin's daughter Manar are here, reading what remains of two works of fiction. They have read these books many times before, as they are among the few legible texts left in the library. Atamin is initially unfriendly toward the PCs. He hides his surprise upon seeing the party, and asks them to surrender their weapons as guests in his home; he calls for help and attacks if they refuse. Manar is indifferent to the PCs, but friendly if they have obviously befriended Sorin. She's more interested in talking than fighting, though she joins her father if violence breaks out. Manar was born inside the mirror shortly after her parents were imprisoned there, and has neither seen the outside world nor contemplated escape; the *midnight mirror* is simply her reality. Manar has adopted Iozif's 8-year-old fetchling son, Sorin, who can be found in area G16.

ATAMIN AND MANAR **CR 4**

XP 1,200 each

Shae (*Pathfinder RPG Bestiary* 3 242)

hp 38 each

Story Award: If the PCs encounter Atamin and Manar and avoid conflict, award them XP as though they had defeated the shaes in combat.

G20. Nicasor's Chambers (CR 7)

This luxurious and urbane apartment would be at home in any lord's palace, were everything not in shades of gray.

Creature: Nicasor spends most of his time in his chambers, and can be found there by the PCs if none of his servants summoned him earlier. He is tall, even for a shae, and wears a gray cloak over lacquered black armor. His white mask is polished to a mirror sheen and reflects the face of anyone he looks at. The shae is calm and sophisticated, and expresses little interest in fighting the party (though he is certainly chagrined by any damage to his home or family). He asks the party why they've come, and what they want from him. If the PCs ask, Nicasor fills in any missing details about his agreement with Stepan, and reiterates that he has upheld his end of the bargain and expects Stepan to do the same.

Nicasor's original plan was to use his time in Stepan's body to arrange for permanent human skins for himself

and his family since it seemed the only way for him to escape the *midnight mirror*. He planned to use Stepan's noble status to lure the most powerful aristocrats he could to Karpad, and torture them into submitting to the body swap (Nicasor would likely have begun with Anya's family, though at present he knows little of Stepan's current life). Nicasor planned to return Stepan's body to him at the end of the year as promised, once he'd acquired a higher-status host. Once free of the *midnight mirror*, Nicasor hopes to reassess the status of shaes and kayal in Nidal and resume his revolt as if it were merely put on hiatus for a few days. Nicasor knows that the party will likely find his scheme unpalatable, and doesn't reveal it unless he sees a tangible benefit.

If Nicasor discovers that the PCs have a means of defeating the Heart and destroying the *midnight mirror* (likely by asking the PCs how they plan to escape once they've eliminated him, if that is indeed their plan), he attempts to bribe them with power or riches upon his escape should they defeat the Heart and allow him to leave his prison, telling them where to find the Heart if they haven't already discovered area G12. Should they agree, however, Nicasor betrays them immediately upon escaping from the prison plane, not trusting them due to their association with Stepan prior to entering the mirror.

NICASOR **CR 7**

XP 3,200

Male shae fighter 3 (*Pathfinder RPG Bestiary* 3 242)

NE Medium outsider

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 22, touch 17, flat-footed 15 (+4 armor, +6 Dex, +1 dodge, +1 shield)

hp 83 (7d10+45)

Fort +13, **Ref** +9, **Will** +7; +1 vs. fear

Defensive Abilities amorphous, blur, bravery +1; **Immune** cold

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +11/+6 (1d8+6/19–20 plus 1d6 cold),
+1 *short sword* +11/+6 (1d6+6/19–20 plus 1d6 cold) or
touch +7 (1d6 cold)

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*blur*

At will—*lesser shadow evocation* (DC 15)

TACTICS

During Combat Nicasor is confident in his abilities, and he utilizes full attacks with both his swords whenever possible, unafraid to take the fight directly to his foes. If faced with formidable ranged combatants, Nicasor uses *lesser shadow evocation* to waylay his enemies with shadow versions of *scorching ray* and *magic missile*.

Morale Nicasor, faced with no escape from the *midnight mirror* without the PCs' aid, fights to the death, seeing it as the only way to end his suffering if the PCs won't assist him.

STATISTICS

Str 20, **Dex** 24, **Con** 22, **Int** 21, **Wis** 15, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 30

Feats Dodge, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Vital Strike

Skills Acrobatics +17, Bluff +12, Diplomacy +12, Disguise +9, Intimidate +12, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +17, Use Magic Device +9

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Shadowtongue, Shae

SQ armor training 1

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 studded leather, +1 longsword, +1 short sword

SPECIAL ABILITIES

Lesser Shadow Evocation (Sp) This spell-like ability functions identically to the spell *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

G21. Meditation Room

This hemispherical room has a simple, stark beauty; it has no furnishings save for a simple mat, and geometric patterns decorate the ceiling, walls, and floor, which meld with each other in a seamless manner that defies conventional physics.

Nicasor uses this room to collect his thoughts and focus his rage upon Stepan and all who would do him or his people wrong.

Treasure: The House of Night's de facto ruler keeps his most valued possessions in this room—items taken from the fetchlings and shaes who have died since their imprisonment began—hidden in a secret compartment beneath the meditation mat. This secret door is visible with a DC 20 Perception check, or if the mat is pulled back. Within it are a *scroll of daylight*, two *potions of cure moderate wounds*, a *potion of remove disease*, a masterwork hand crossbow with 12 silver bolts, a set of *bracers of armor +1*, and a *wand of lesser restoration* with 14 charges remaining.

Concluding the Adventure

The PCs must defeat the Heart in order to escape the House of Night, but once they do, any living creatures within the *midnight mirror* (as well as any treasure or equipment native to the Material Plane) are ejected into the basement of Boroi Manor. If Nicasor is among those freed from the realm, he immediately attempts to murder Stepan for reneging on their agreement. If he has surviving followers, he organizes them and foments a revolt against any who oppress his kind in Nidal. If Nicasor is dead, any surviving fetchlings put their ideals of revolution behind

them, thankful to be free of their imprisonment and lacking a strong leader to guide them. They move to Shade Row or elsewhere in Nidal to make new lives for themselves.

With the mirror destroyed, the seeping of shadow essence (and the tallowthroat taint it carried) stops, and over the years, Karpad sees fewer fetchlings born to its human population. Within a few days, new cases of tallowthroat stop appearing. Racial tensions in Karpad wane, though fetchlings are still forced to live in Shade Row rather than Karpad proper.

Should the truth of Stepan's murder of his brothers and involvement in the spread of tallowthroat and the abductions be made public, the town turns its rage toward him and demands justice. If the party wishes to install Sorin as ruler of Karpad, they must deal with resistance from both Stepan and Anya, the townsfolk's mistrust of fetchlings, and the boy's own youth.



Nicasor



Appendix: Karpad

KARPAD

LN village

Corruption -1; **Crime** -6; **Economy** -3; **Law** +1; **Lore** -1;
Society -6

Qualities insular, rumormongering citizens

Danger +0; **Disadvantages** plagued (likely ended during *The Midnight Mirror*)

DEMOGRAPHICS

Government overlord (baron)

Population 195 (158 humans, 34 fetchlings, 3 other)

Notable NPCs

- Baron Stepan Boroi** (CN male human aristocrat 4)
- Priest Radu Miklos** (LE male human cleric of Zon-Kuthon 5)
- Watch Captain Lucian Groy** (N male human warrior 7)
- Mayor of Shade Row Ionela Zagrev** (CG female fetchling rogue 3)

MARKETPLACE

Base Value 400 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd (5th for cleric spells)

Minor Items 2d4; **Medium Items** 1d4; **Major Items** —

The vale of Karpad lies almost a hundred miles north of shadow-kissed Pangolais, where the towering trees of the Uskwood begin to thin, slowly fading into rolling hills and fertile cropland. Wooden houses with thatched roofs rise from the valley floor, following the curve of the stream that carved Karpad into the hillside when the world was young. The quiet town that shares the valley's name is an ancient settlement, dating back well into the Age of Anguish. From the manor on the slopes of the vale, the house of Boroi has ruled Karpad for centuries. Their sigil is a red bear against a starry sky.

History

The Boroi claim to trace their line back to Geron and Dimar, Nidalese heroes from the Age of Anguish. According to local legend, the two brothers disagreed on the quickest route past the valley on their way to a great battle, and decided to race. Geron moved his troops by the road, while Dimar sent his down the river. Ever after, the road and the river that pass through the town have been named for the brothers. Dimar won, and even had time to sire a bastard on a local noblewoman, a child who would grow up to rule the vale.

Once, Dimar's Way was a swift, powerful river; now, the silt of ages has reduced it to a thin, silvery thread, barely strong enough to turn the mill wheels that dot its course as the stream winds south to join the flow of the mighty Usk. The fortunes of Karpad and the Boroi have waned with the flow of the river. River trade once made Karpad wealthy and cosmopolitan, but what remains is a sleepy and forgotten hamlet of farmers and loggers. The occasional arrival of a merchant buying wood or a caravan of horses bound for sale in Pangolais is the most excitement Karpad sees in a typical year. The people of Karpad are practical, dour, self-sufficient, and poor, but possessed of stubborn pride. They are also insular and suspicious of outsiders. They worship Zon-Kuthon, but theirs is the quiet piety of tradition, not the burning devotion of fanatics. Each week at the temple the townsfolk cut or pierce themselves to offer a measure of blood and pain to their god, but none bring the knife near their hands—a farmer must be able to hold his tools, after all.

For reasons unknown to Karpad's inhabitants, fetchlings have always been relatively common in the valley, and several are born to human parents each generation with no explanation. Under the leadership of a shae advisor to the Boroi family nearly a millennia ago, the fetchling population attempted a revolt to overthrow the ruling family and establish themselves as the primary inhabitants in Karpad. The revolt was put down and all fetchlings living in Karpad at the time were imprisoned in the manor. Yet the next year, more fetchlings were born to Karpad's human citizens. Now, to prevent revolts, and out of the believe that fetchlings are bastards or abominations, they in Karpad are ghettoized, forced to live in the ramshackle neighborhood on the southern banks of Dimar's Way known as Shade Row.

Notable Locations

Below are some of the more notable locations in Karpad.

A. Boroi Manor: Boroi Manor is the largest and oldest building in Karpad, and the ancestral home of the ruling Boroi family. See page 5 for more information on its layout and inhabitants.

B. Town Watch: This modest building houses the town's 10-person watch, who take 12-hour shifts on duty in groups of four. The captain of the watch has a modest home adjacent to the watch building, and is always considered to be on duty. The watch contains four small holding cells for prisoners, beyond which they must transfer miscreants to Pangolais for trial or further imprisonment.

C. Chandlery: One of Karpad's most successful businesses, the chandlery changed hands 5 years ago when current chandler Catalina inherited it from her aging uncle. With the current emphasis on keeping the town well lit throughout both day and night, the chandlery has seen a giant boost in business. For more information on the chandlery, see page 12.

D. Temple of Zon-Kuthon: The second-oldest and second-largest building in Karpad, the temple to Zon-Kuthon is also one of the few built entirely of stone. A graveyard surrounds the spired temple, and a row of Boroi family mausoleums surrounds that. The priest at the temple is Radu Miklos, a well-educated man recently arrived from the Nidalese capital of Pangolais. His theology focuses on self-mutilation and masochism rather than sadism and murder, but it is still off-putting and somewhat threatening to his new parishioners. For more information on the temple of Zon-Kuthon, see page 16.

E. Shade Row: Karpad's non-farming fetchling population is restricted to living in this ghetto, isolated from the rest of the town by Dimar's Way. The fetchlings here have most of the amenities of a full settlement, with their own inn, general store, and tavern, though they lack more specialized shops and artisans and must cross the river to purchase the many goods they need for their daily lives. Ionela Zagrev, an old woman who grew up in a freak show in Cheliix, is the de facto mayor of the ghetto, and works hard to ensure that her "subjects" do not starve. She is friendly to humans and relatively loyal to Baron Stepan, and she tries to keep internal divisions in Shade Row invisible to the outside world.

F. The Weeping Willow: The Willow, as locals call it, is the sole tavern in Karpad. Owned by **Lorin Camm** (CN female human expert 3) and her husband **Boris** (NG male human commoner 2), the Willow is a hub for gossip and a place of business for the town's few prostitutes. Fetchlings are generally not allowed in the tavern except during daylight.

Inhabitants

In addition to the notable inhabitants mentioned above and throughout the adventure, the following Karpad locals each have interesting stories and may serve to expand the flavor of the town beyond the scope of *The Midnight Mirror*.

Nadia Witch-Blood (CN female half-elf sorcerer 3). In public, the people of Karpad claim to mistrust the aging hedge mage Nadia and attribute ills and misfortunes to her. In private, most of the villagers go to her for herbs, love potions, and advice.

Cosmin (CN male human ranger 3). The woodsman Cosmin has fallen under the spell of a nymph deep in the forest. He has begun a campaign of intimidation against loggers who approach her grove, and plans to leave his wife behind to dwell in the forest forever.

Rucia (CG female human commoner 1). One hot summer night, Rucia—a waitress at the Weeping Willow—had a vision of Desna in the form of a giant butterfly. For the first time, she understood the true horror of Nidal and Zon-Kuthon. That night, she took the first steps towards the path of the cleric. So far she has kept her revelation secret for fear of her life, but she is desperate for someone to talk to.

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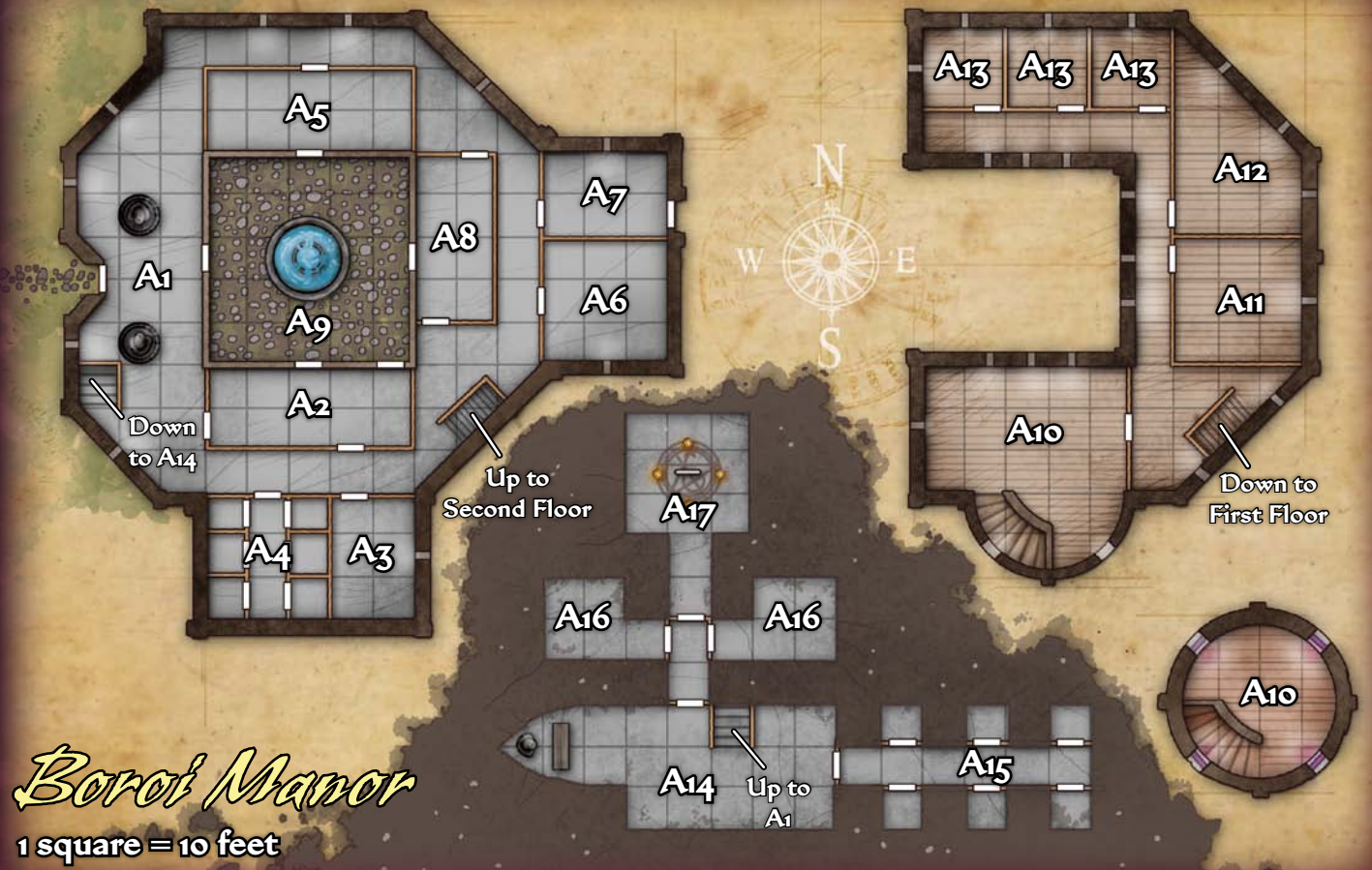
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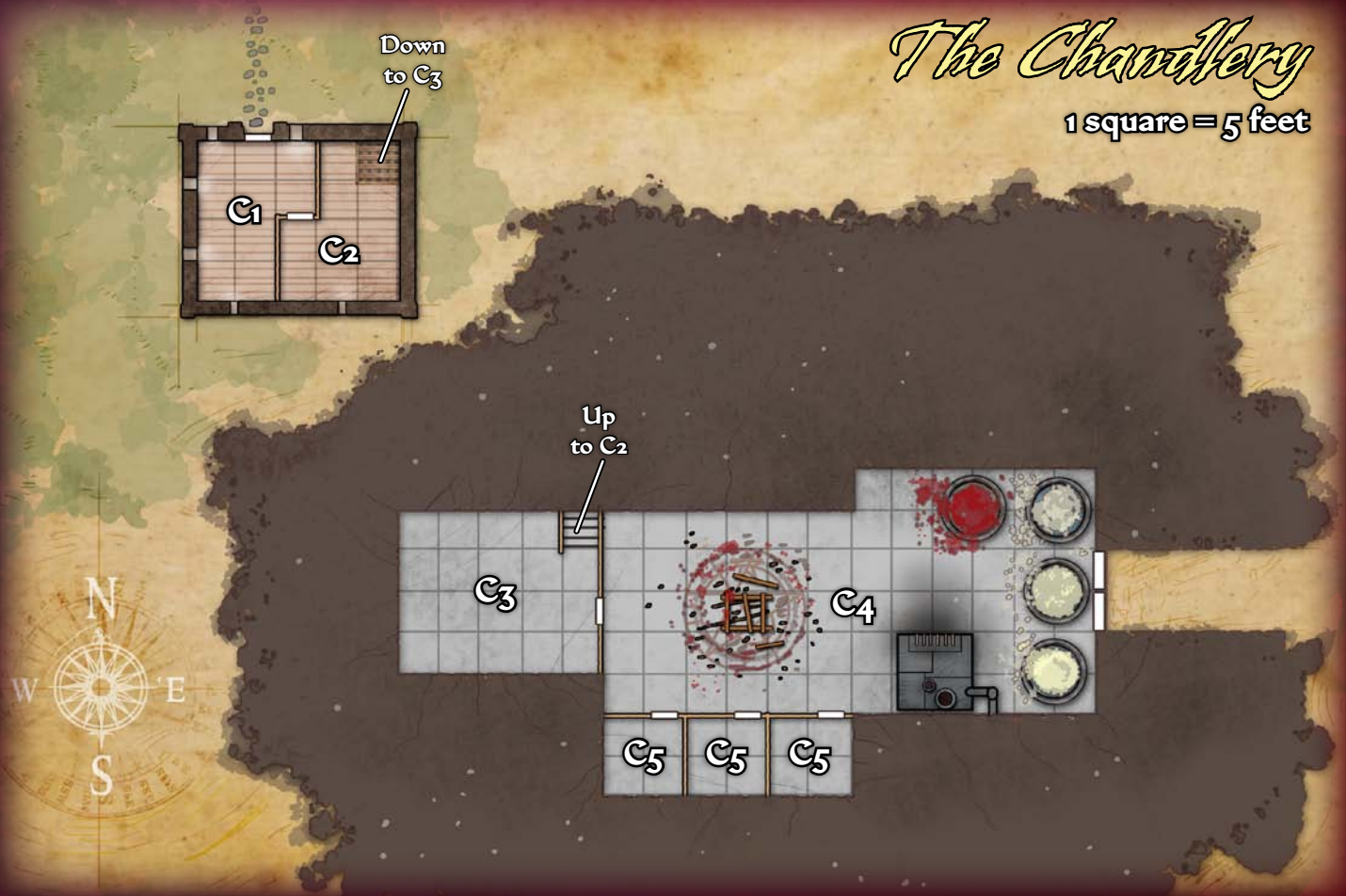
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The Chamillery
1 square = 5 feet



Fear the Shadows

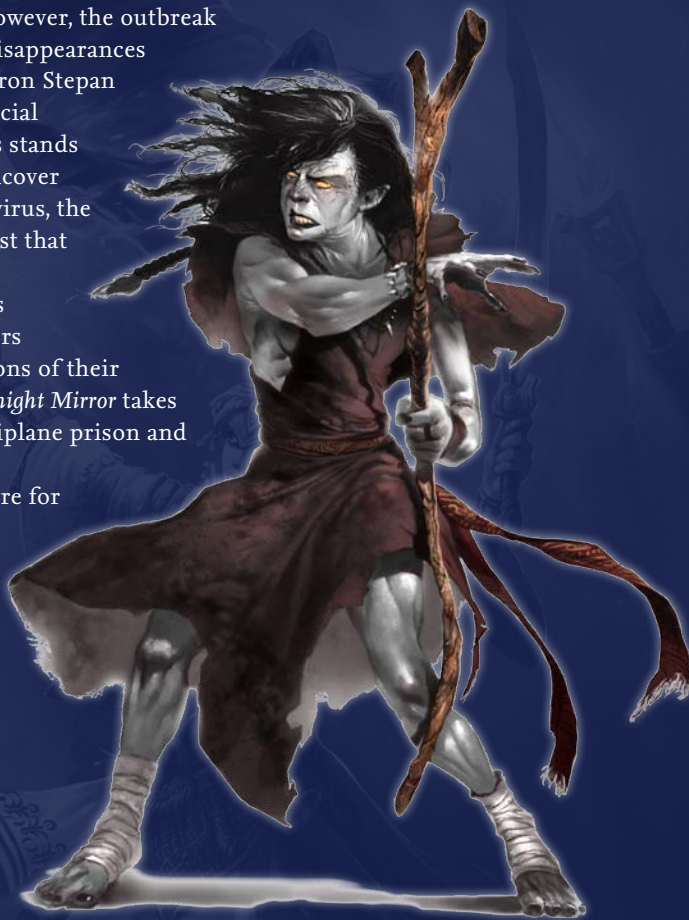
Pathfinder Module

THE MIDNIGHT MIRROR

The sleepy town of Karpad in shadow-haunted Nidal has long been overseen by the Boroi family, and until a few weeks ago, the citizens under Baron Stepan Boroi's rule have lived uneventful lives of relative peace. Recently, however, the outbreak of a virulent and fatal disease and a number of mysterious disappearances have left the people of Karpad paranoid and fearful. Even Baron Stepan has been acting strangely, and now the tenuous balance of racial tensions between Karpad's human and fetchling populations stands on the verge of collapsing into total anarchy. Can the PCs uncover the root of Karpad's problems and put an end to the deadly virus, the terrifying disappearances, and the miasma of fear and distrust that threatens to overwhelm the region?

Written by Sam Zeitlin, 2011's winner of Paizo Publishing's annual RPG Superstar contest—in which unpublished authors compete before a panel of celebrity game designers and legions of their peers for the chance to write a Pathfinder Module—*The Midnight Mirror* takes players from a mysterious investigation into a shadowy demiplane prison and pits them against the evil forces of both darkness and light.

The Midnight Mirror is an investigation and horror adventure for 4th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. This volume also contains a fully-detailed gazetteer of the town of Karpad and a new magic item that are sure to add depth and flavor to any campaign.



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