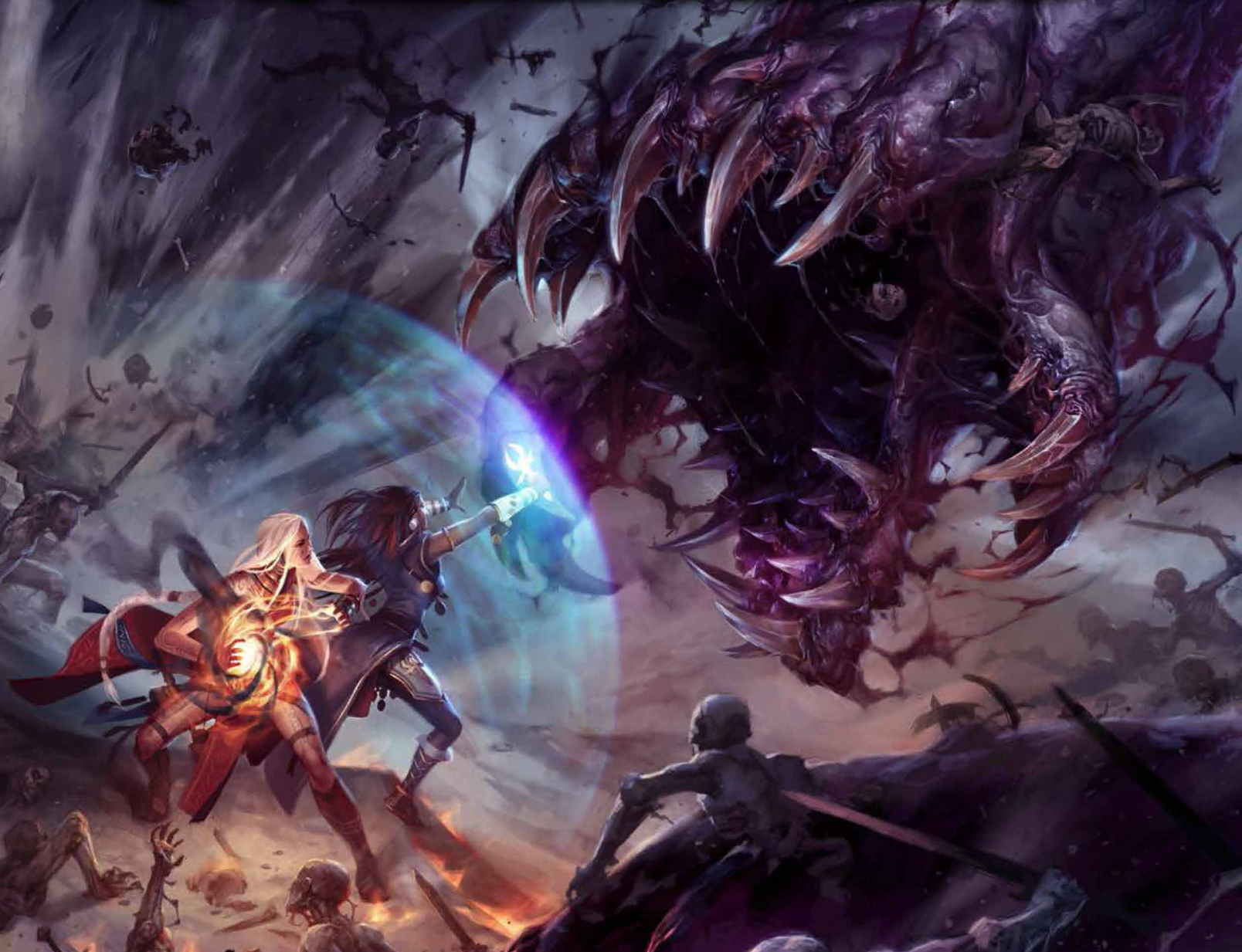


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MYTHIC REALMS

Mythic Locations of the Inner Sea



- ◆ Character
- Location
- ★ Fount

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On the Cover



Kyra and Seoni hold back a mighty purple worm while undead drow surround them in this truly mythic cover by Michal Ivan.



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Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet only *Mythic Adventures* is required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Race Guide</i>	ARG	<i>Mythic Adventures</i>	MA
<i>Bestiary</i>	B1	<i>Rise of the Runelords</i>	ROTR
<i>Bestiary 2</i>	B2	<i>Anniversary Edition</i>	
<i>Bestiary 3</i>	B3	<i>Ultimate Combat</i>	UC
<i>Bestiary 4</i>	B4	<i>Ultimate Equipment</i>	UE
<i>Book of the Damned, Vol. 2</i>	BOTD2	<i>Ultimate Magic</i>	UM
<i>Inner Sea Bestiary</i>	ISB		



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LEGENDS IN THE MAKING

Throughout Golarion's storied past, clashes and phenomena of incredible scope have time and time against altered the course of its history and changed the land itself. Mortals ascended to godhood, empires rose and fell, and adversaries waged war for centuries. These might seem beyond the reach or scope of a group of adventurers, but those who achieve mythic power can set their sights higher. Founding a nation, taming an unexplored land, or even slaying the Whispering Tyrant are achievable goals in a campaign where the characters are more than normal heroes.

This book covers the three most important parts of constructing a mythic campaign—one utilizing the new options in *Pathfinder RPG Mythic Adventures*—upon the world of Golarion: the founts where characters and their adversaries might ascend to mythic



power, adventure locations for mythic characters, and powerful monsters and characters that mythic adventurers might battle or form alliances with. A group could travel to face several of the mythic dangers of Golarion, or could trek to a legendary fount to claim mythic power as a tool to use against vast dangers back home, now prepared for battles they couldn't have bested before. Mythic power could even be introduced from the start, with members of the party coming from a lost land like the Valashmai Jungle or flying Yjae, and ascending to mythic power just as the campaign begins.

The People's Myths

With the many fantastical elements that are part of everyday life on Golarion, mythic locations and creatures are often believed to be mere fables. A commoner in Taldor might know for certain that dragons exist, but would never believe the gruesome creatures within the Pit of Gormuz are anything but imaginative stories. Even more popular than tales about mythic lands are those that tell of the deeds of mythic heroes. Mwangi artists depict the spells cast by Jatembe and frost giants tell campfire stories about Jarl Gnargorak leaping between the peaks of the Tusk Mountains. As mythic characters accomplish their trials, their own deeds will also become such legends.

Temporary Power

Not every campaign that uses the mythic rules needs to use them for the entire span of the story. Characters could receive only enough mythic power to complete a prescribed story arc—or gain mythic power for a set amount of time and need to get as much done as possible before it disappears. Temporary gifts like this allow for major changes without also leaving characters of demigod-level power loose in the world afterward.

The limit on power may be deliberate, such as if a deity elevated the character or she was subjected to an *ascension* spell (*Pathfinder RPG Mythic Adventures* 113), or simply due to an erratic or less powerful source of mythic power. Those who control access to mythic power don't give it up lightly—they save it for those who show the potential to use it correctly, because the stakes are too high to let any mythic character do as she pleases in perpetuity. A force for good might grant mythic power only to circumspect characters who won't act out of pettiness or become drunk with power. An evil force might not have these concerns, but still withhold mythic power in fear of empowering a potential future threat to its machinations.



Mythic Glossary

These terms are new to the Pathfinder Roleplaying Game, or previously existed but were rarely used. They're described in greater detail in *Pathfinder RPG Mythic Adventures*.

Ascension: The moment of ascension is the moment when a normal character becomes a mythic character. This event is usually a critical moment in the story that helps to define the mythic character's origin and the source of her power. Once a character has undergone ascension, she gains her first mythic tier and can select a mythic path. Ways a character can ascend appear in the Founts of Mythic Power chapter.

DR/Epic: A type of damage reduction, DR/epic can be overcome only by a weapon with an enhancement bonus of +6 or greater. Weapons with special abilities also count as epic for the purposes of overcoming damage reduction if the total bonus value of all of their abilities (including the enhancement bonus) is +6 or greater.

Mythic: With abilities beyond the those of ordinary mortals, a mythic character or mythic monster becomes part of a story that plays out on a greater scale than ordinary people can understand. An attack, spell, or other effect is considered mythic if it originates from a mythic source, such as a character or creature with a mythic tier or rank.

Mythic Path: (Often referred to just as a "path.") The theme of a character's mythic abilities is determined by her mythic path—archmage, champion, guardian, hierophant, marshal, or trickster. Each path has a number of special abilities associated with it that the character can select as she advances in tier. New abilities for these paths, tied to specific sites where one can gain mythic power, appear in the Founts of Mythic Power chapter. Several of the characters in the book also have mythic tiers, including Arazni and Old-Mage Jatembe.

Mythic Power: Each mythic character can call upon this base mythic ability to influence destiny and fuel other abilities. At its most basic, mythic power is needed to use the surge ability, but it can also be called upon to use a number of other mythic abilities.

Mythic Rank: (Often referred to just as a "rank.") Similar to tiers, mythic ranks are used to describe the approximate mythic power possessed by a monster. All creatures with a mythic rank are considered mythic for the purposes of feats, spells, magic items, and other abilities. Mythic ranks range from 1 to 10. They can be attained in several ways, including through tiers in mythic paths (as with Arazni), or by giving a monster the mythic subtype and using the rules from *Mythic Adventures* for turning non-mythic monsters into mythic versions (as with the void dragon Raskineya).

Mythic Tier: (Often referred to just as a "tier.") Mythic characters advance in power by gaining tiers, each of which grants new abilities. Attaining a new mythic tier requires completing difficult trials within the campaign's story rather than accumulating experience points. Mythic tiers

Mythic Rules

Pathfinder Campaign Setting: Mythic Realms is intended to be used with *Pathfinder RPG Mythic Adventures*.

This hardcover rulebook presents a system for increasing characters' intrinsic power, making them more like the heroes of ancient myths

and epics. *Mythic Adventures* includes the rules for mythic paths and monsters with the mythic subtype, both of which are used later in this book.

Though *Mythic Realms* focuses on parts of Golarion that are representative of mythic concepts, it's still possible to use in a campaign that isn't using the full mythic rules. Mythic creatures still have a CR (increased by their mythic ranks or tiers), which makes them usable as opponents for characters without mythic abilities. This does mean that some creatures in this book are beyond the capabilities of such characters, since they're built to present an incredible challenge for even the greatest mythic characters. All the locations presented in the book can appear in a non-mythic game as incredible backdrops for adventures of a smaller scope. The magic claimed from the founts of mythic power can be replaced with other rewards for characters who reach them, such as artifacts or even a temporary or limited version of a mythic path ability.

Pathfinder RPG Mythic Adventures is available at your local bookstore and game store, and the rules from that book can also be referenced for free online at paizo.com/prd.



range from 1 to 10. Characters who achieve 10th tier are at the height of mythic power, and are in some respects akin to minor deities.

Mythic Trial: (Often referred to just as a "trial.") A trial is a difficult task that awaits mythic heroes. It usually represents the culmination of part of the heroes' story, marking it as an important point in their legend. A mythic character has to complete one or more trials in order to reach a new mythic tier. Trials and mythic path advancement are separate from XP and character level advancement, and are based on grand achievements within the story rather than individual encounters. The Places of Myth entries and the Characters introduction list sample mythic trials.

Non-Mythic: Any attack, spell, or effect originating from a character or creature without any mythic abilities is non-mythic. This term can also refer to a character without a mythic tier or a creature without a mythic rank. Some non-mythic creatures, like Ahriman or the Oliphaunt of Jandelay, still challenge mythic adventuring groups.

Surge: Surge is a basic ability that each mythic character receives. It allows her to roll a die and add the result to a d20 roll, influencing the outcome after the results are revealed.





FOUNTS OF MYTHIC POWER

“How we snuck past the army of undead standing statue-still in the giant main chamber of the Cenotaph is still beyond me, but had I known that would be the simplest of the trials before us, I would have turned back right then and there. We pressed on, however, and the blood-soaked tome led us down into the depths of the dungeons below. I breathed through my mouth so I wouldn’t smell death, but I could still taste it.

“When we finally reached the lowest level, the tome whispered to us to move forward in earnest. It didn’t warn us of the pair of mechanical dragons that guarded the tomb. Through blind luck we bypassed the clockwork sentinels, and within found what we sought. Gyllen laid the book upon the altar and was instantly turned into an undead abomination burning with hate and malice. Had I not prepared the spells I did that morning, he would have devoured my soul. Luckily, I escaped to tell this tale to you—for a few of your coins, of course.”

—Estarva Zansion, Vigil Tavern Bard



Throughout a character's career, she must overcome many obstacles before she can hope to gain mythic power. Those adventurers destined for greatness or who know how to steal mythic power from those greater than themselves, however, may find sites in the world that can grant them such powers. These metaphorical founts of mythic power might or might not inherently grant a character a mythic tier or precipitate a moment of ascension, but they unlock within mythic characters new, thematic path abilities whenever they can choose new character options.

This chapter presents six such founts, spread throughout the Inner Sea region. A single fount could serve as the centerpiece of a mythic campaign, or a party of mythic characters could travel the world in search of more and more sources of power. The six founts are as the following.

The Cenotaph: The burial place of the Runelord of Gluttony, this mausoleum holds within it the secrets of mythic necromancy.

Doorway to the Red Star: Deep in the jungles of the Mwangi Expanse stands this enigmatic relic—a portal to the red planet of Akiton.

The Mana Wells: These focal points of the wild magic of the Mana Wastes act as cisterns for the potent and unpredictable energy that suffuses the region.

The Mordant Spire: The isolationist elves of the Mordant Spire stand watch over the ruins of Azlant, ensuring none of the secrets destroyed at Earthfall make it into the hands of modern humans, all the while absorbing the power of a dead god in whose remains they live.

Star Towers: Manifested to pin together a tearing world, the Star Towers still resonate with unfathomable magic. Occupied by mighty wardens, the remaining towers keep Rovagug from being released—just barely.

The Starstone: Perhaps the most famous source of mythic power in the Inner Sea region, the *Starstone* has brought about the ascension of four mortals to godhood. By reaching the stone and petitioning to the gods, mortals can gain the favor of the existing pantheon and claim a place among the gods as they advance along their mythic paths.

Claiming Mythic Power

Each of these mythic sources presents a number of ways a character can draw upon the raw mythic energy inherent to the site, whether it's the blessing of a deity, unfettered magical energy or the influence of powerful intelligences from other planets. One or two methods of claiming mythic power are presented for each location, and GMs are encouraged to expand upon the flavor of the sources to create other paths to power that fit their specific campaigns.

Bear in mind that claiming mythic power and overcoming a mythic trial aren't necessarily the same thing. Mythic trials, as always, should meet the needs of

the story the Game Master is telling, and the methods of claiming mythic power presented in the following pages should grant players a new mythic tier only if this makes sense in the campaign's narrative. It's entirely possible for the player characters to attain access to some of the unique mythic powers presented in this chapter along the way to completing a mythic trial, and only discover the new mythic resources available to them when they next gain a tier and can select a new path ability.

Using Mythic Themes

The founts of mythic power presented in this chapter are far from the only ways characters adventuring on Golarion can claim mythic power. *Pathfinder RPG Mythic Adventures* provides a number of generic mythic themes (pages 123–128), usable in campaigns based in any setting. Below are suggested means of using these general themes in the Pathfinder campaign setting, including several that incorporate sites or characters presented elsewhere in this book.

Eldritch Magic: The Pathfinder campaign setting is rife with sites of ancient magic more potent than that found or used in the modern day. Among them are the ruins of Azlant, ancient Thassilon, and the fallen Shory empire, all of which were home to arcane spellcasters with a potency unequalled in the millennia since.

Legendary Encounter: Defeating any of the characters presented in Chapter 3 of this book definitely constitutes a legendary encounter. Additionally, a character who bests the herald of a god might gain the attention of a deity.

Lost Inheritance: There were times in Golarion's past, particularly the Age of Legends and the Age of Destiny, when mythic characters were more prevalent than they are today. Though these ages ended millennia ago, a modern character could find an ancestral connection to the people of Azlant or Shory, or adopt their power through lost rituals.

Planar Might: The planes hold literally infinite potential for adventure, and each is ruled by outsiders of a power level comparable to gods. Any of these planar deities could find the adventurers worthy of claiming mythic power to do their bidding, either on the gods' home plane or another.

Power of the Gods: The gods of the Pathfinder campaign setting are generally not involved in the day-to-day affairs of mortals, even those of their most devout followers. Were the stakes high enough—such as the pending release of Rovagug—it's possible one or more gods would empower agents on Golarion to prevent such a calamity.

Stolen Might: The Pathfinder campaign setting is littered with dead gods, from Aroden to more ancient deities such as Acavna, Amaznen, or Curchanus. In most cases, the portfolios of these fallen immortals transferred to other gods, but other times elements of their divine power remain available to any who can claim them as their own.



The Cenotaph

In the weeks and months leading up to Earthfall, the incomparably powerful runelords of ancient Thassilon set into motion plans to ensure their survival despite the cataclysmic event. Each of the specialist wizards used a method of retreat unique to his or her own preferred arcane school. Zutha, Runelord of Sloth, possessed a mastery of necromancy unmatched in his time. Thus, he embraced undeath and retreated into an austere monolith known as the Cenotaph on the eastern edge of his realm to wait out the devastation brought about by the aboleths' wrath. As civilization again climbed out of the Age of Darkness, the Cenotaph's connection to powerful necromantic energies has attracted numerous ambitious necromancers hoping to claim a portion of Zutha's might, including the wizard-king Tar-Baphon—better known today as the Whispering Tyrant.

Overview and History

The Cenotaph is an immense column of unmarked black stone rising from a cliff near the border between Ustalav and the Hold of Belkzen. Its 50-foot-high doors have stood sealed since the time of the Whispering Tyrant, who at the peak of his reign marched entire legions of his troops into its gates in case of future need. When he was defeated at the hands of the Shining Crusade, the gates swung shut and remain so to this day. The legions still lie in wait within.

The Cenotaph attracted the Whispering Tyrant's attention when he was still the mortal wizard-king Tar-Baphon, for the ambitious warlord had heard of the ancient monolith and its connection to a mighty wizard lost to time. The Cenotaph's creator was none other than Zutha, the terrible Runelord of Gluttony, master of the Thassilonian realm of Gastash and the greatest necromancer to grace Golarion's surface until Tar-Baphon himself. When Zutha went into hibernation just prior to Earthfall, he buried himself deep in the earth beneath the Cenotaph, where he is believed to still slumber today. Whatever the runelord's fate, his power remains potent in the seamless stone above him.

The entrance to the Cenotaph is a set of noqual doors at the end of a precarious bridge. The room within is tall and featureless, a massive hall stretching hundreds of feet from floor to ceiling, and containing no stairways that ascend its heights, no decorations, and no balconies or additional stories. Halfway up the tower's height is another set of noqual doors accessible only from the outside. These doors don't open into the Cenotaph, but rather directly to the Negative Energy Plane. The Cenotaph was constructed on this location and to its final height specifically to allow access to a naturally occurring extraplanar gateway, and this portal served both Zutha and the Whispering Tyrant well in their necromantic endeavors. The negative energy that escapes this portal is channeled into the very walls of the Cenotaph, and all creatures of the undead type or with negative energy affinity gain fast healing 5 while within the mausoleum and its underground dungeons (creatures that already have fast healing 5 or higher receive no additional benefit).

The true scope of the site isn't immediately visible even to those who make it inside the Cenotaph. In the center of the central chamber, a shaft descends into the dungeon below. Beneath the Cenotaph Zutha's body lies, and his greatest sources of power can be found there, amid a sprawling complex of dungeon chambers reaching down into the bowels of the earth. The guardians and inhabitants of this complex, remnants of Zutha's servants from before Earthfall, are far older even than Tar-Baphon's armies.



The Cenotaph





Challenges and Threats

The challenges of the Cenotaph are not limited to Zutha's necromantic monstrosities beneath the earth and the armies of undead awaiting the Whispering Tyrant's return. Multiple threats are detailed below, including some within the Cenotaph's doors and some without.

Armies in Waiting: The floor of the great chamber of the Cenotaph is full of the still-standing legions of the Whispering Tyrant's armies. Knowing that the necrotic energy of the location and its proximity to a portal to the Negative Energy Plane would support his mindless horde of minions until his return, Tar-Baphon marched the army here, and here they wait. The centuries of exposure to the mythic power of the Cenotaph have given many of these undead creatures mythic ranks, and adventurers expecting normal skeletons, zombies, and other awful but familiar horrors will be surprised to face the powerful army of undead located within. Though they have no general, the urge to once again take up arms against the living still motivates these creatures, and before anyone reaches the levels beneath the Cenotaph, they'll have to destroy hundreds of soldiers of arguably the most terrifying army to ever walk the face of Golarion.

Defiled Corpses: Tribes of savage orcs patrol the lands near the Cenotaph, carrying out raids across Ustalav's undefended borders and warring with rival tribes on the slopes of the Tusk Mountains. Though they owe no allegiance to the Whispering Tyrant, the orcs of the Defiled Corpse tribe—one of the most feared and territorial tribes in the Hold of Belkzen and the region's dominant clan—have claimed the mountains closest to the ancient mausoleum as their dominion, and thus serve as unintentional sentries for the site of power. The tribe's shaman, **Ungukk Fleshdredge** (LE male orc oracle 14/hierophant 3), is said to have created one of the world's most dangerous flesh golems: the giant-sized, three-armed, two-headed Carcass-Man of Belkzen, which the orcs utilize to deadly effect in battle and employ as an unyielding guardian of their home territory when not at war.

Thassilonian Vigil: Countless horrors make their homes in the immense dungeons of the Cenotaph, but the most dangerous are those placed there by Zutha himself to ward off intruders into his lair. In addition to devourers, liches, mummies, and morghs, these dozens of powerful undead include **Nazrala**, the divine nightcrawler (*Pathfinder RPG Mythic Adventures* 224, *Pathfinder RPG Bestiary* 2 200) said to watch over the entry to Zutha's tomb; sceduinars (*Bestiary* 2 239) brought to Golarion millennia ago from the portal to the Negative Energy Plane; ethereal bone golems said to lie in wait to ambush intruders from within the necropolis's dark stone walls; and a pair of clockwork dragons (*Pathfinder RPG Bestiary* 4 30) made of legendary skymetal.

Claiming Mythic Power

The process of acquiring mythic power at the Cenotaph can be undertaken in many ways, but the two most common are to venture into the Negative Energy Plane via the mausoleum's upper doors, and to reach the site of Zutha's resting corpse in the depths of the dungeon below. How Tar-Baphon first ascended to mythic power remains unknown, but he did so within the doors of the Cenotaph, so most hypothesize it was via the second method or another that remains unknown to this day. Characters who claim mythic power at the Cenotaph can select from the following mythic path abilities when they gain new mythic tiers.

1st-Tier Archmage Path Ability

Archmages who gain mythic power at the Cenotaph can select the following mythic path ability.

Necromantic Mastery: When casting a necromancy spell, you can expend one use of mythic power as a free action to increase its caster level by your tier (minimum 2).

3rd-Tier Hierophant Path Ability

Hierophants of at least 3rd tier who gain mythic power at the Cenotaph can select the following mythic path ability.

Mind to Mindlessness (Su): You possess the ability to wipe the mind of an intelligent undead, leaving the creature intact but mindless as a result. As a standard action, you can expend one use of mythic power to target a single non-mythic intelligent undead creature within 60 feet with a blast of necromantic energy. Alternatively, you can expend an additional use of mythic power to target a mythic creature. The target can attempt a Will save against the effect (DC = 10 + half your tier + either your Charisma or Wisdom modifier, whichever is higher). If the target fails, its Intelligence score drops to —, leaving the creature mindless for a number of rounds equal to your tier. A target that fails its save receives a new saving throw each round to overcome the effect.

3rd-Tier Universal Path Ability

Mythic characters of at least 3rd tier who gain mythic power at the Cenotaph can select the following mythic path ability.

Defy Death (Su): As an immediate action, you can expend one use of mythic power to gain a +5 bonus on a single saving throw made to resist energy drain, a death effect, or a negative level becoming permanent. You can select this path ability multiple times. If you take it a second time, you gain a +10 bonus on saving throws to resist the above effects. If you take it three times, you can instead expend one use of mythic power to automatically succeed at a saving throw made to resist the above effects.

Doorway to the Red Star

Deep in the heart of the Mwangi Expanse lies a ruined tripartite cathedral surrounding a floating ring of reddish stone. Though this alone is enough to inspire a sense of mystery in all who encounter it, the ring's true nature is far more impressive. The ring is a permanent—albeit erratic and fluctuating—link between Golarion and its sister planet Akiton. With origins on the Red Planet itself, the *Doorway to the Red Star* is truly one of the most alien sources of power in the Inner Sea region.

Overview and History

Millennia ago, long before the rise of Old-Mage Jatembe and the founding of the Magaambya, the inhabitants of the planet Akiton set a powerful artifact within the deepest jungles of the Mwangi Expanse. The highly intelligent mystics known as the Contemplatives of Ashok magically transmuted raw stone from their red planet into a ring that would maintain a link to Akiton across cosmic distances. The resulting relic is both a beacon and a transmitter, allowing the Contemplatives to share the thoughts of those they encounter through it and, they hope, lead the people of Golarion toward a path of enlightenment. Unknown to most, the *Doorway to the Red Star* is also an interplanetary doorway—one long sealed but prone to open again at any time, either because of its own erratic fluctuations or because those who have spent time near the artifact develop enough of an affinity for its potent magic to open it. The portal only rarely transports physical material from planet to planet, but when active allows magic of all sorts to travel the great distance.

The path of wisdom is not without risk, and many who seek to solve the mystery of the *Doorway to the Red Star* have found instead madness and despair, some forsaking their humanity entirely in pursuit of some mad misinterpretation of the half-heard whisperings of the Contemplatives. The most notorious were the nihilistic cultists known as the Throat-of-Nothingness and the sorcerer called the King of Biting Ants. The Throat-of-Nothingness sowed chaos throughout the region for nearly 200 years before bringing about their own demise when they adopted the belief that procreation was counterproductive. The King of Biting Ants, on the other hand, was defeated only with the intervention of Old-Mage Jatembe and his Ten Magic Warriors. After the great battle between the King and Jatembe destroyed much of the three cathedrals surrounding the *Doorway to the Red Star*, few came in search of the portal any longer, both out of fear that they could be tainted as the cultists were, and out of respect for the will of Jatembe, who would not claim the portal's power as his own.

For their part, the Contemplatives gave up on regular contact with Golarion, deeming its natives unready for their message of enlightenment. In later years, the crackling static of their telepathic relays and the flickering teleportation transit device have only rarely flared to life, but the potential for its permanent reactivation still draws adventurers to the jungle ruin who seek to fathom the artifact's mysterious purpose.

Challenges and Threats

Traversing the Mwangi Expanse is already a worthy challenge for the bravest explorer, but drawing near to the *Doorway to the Red Star* brings far greater dangers. The magical energies flowing through the doorway make it a focal point for many of the ley lines passing through the jungle, and these lines attract creatures sensitive to such things, even if they're only obeying their instincts. This ley focus combines with the alien energies rippling through the gateway to disrupt the weather in the area, resulting in frequent and intense thunderstorms as well as spontaneous *storms of vengeance* and electrified *whirlwinds* (as the similarly named spells).

Heirs of the Ten Magic Warriors: Several Zenj tribes shelter in the half-collapsed triad of cathedrals surrounding the doorway, using the crumbling structures as shelter against the harsh environment of the jungle. They never venture too far into the complex out of fear of the object within, though some have succumbed to the artifact's call unwillingly over the millennia. Though most of these Zenj tribesfolk ignore strangers, a cadre of magi guardians known as the Iobane, led by **Warder-Chief Mpondo** (LN male human magus 7/ranger 5/guardian 2), are dedicated specifically to keeping outsiders from reaching the *Doorway to the Red Star*. The Iobane see themselves as the spiritual successors of the Ten Magic Warriors and believe that outsiders disturbing the stone dishonor their ancestors' memory. They use lethal force against interlopers who refuse to heed their warnings.

Invasion of the Contemplatives: Though generally not prone to violence, if the Contemplatives of Ashok are threatened by powerful creatures on Golarion or angered by an individual using the *Doorway to the Red Star* in a way they deem dangerous or blasphemous, they might venture from their native planet to the Mwangi Expanse to eliminate the threat. Such a force would likely include a Contemplative archmage of at least 5th tier, and non-mythic Contemplatives who are high-level wizards. More information on the Contemplatives of Ashok can be found in *Pathfinder Campaign Setting: Distant Worlds*.

King of Biting Ants: What fate ultimately befell the King of Biting Ants when Old-Mage Jatembe and his Ten Magic Warriors defeated him remains a mystery. Locals in the area of the *Doorway to the Red Star* cite legends that the sorcerer's body consisted entirely of a swarm of millions of ravenous insects, and that every ant in the jungle was once part of him. It's possible that he wasn't killed or otherwise destroyed, but instead was exiled to Akiton through the *Doorway to the Red Star*. If this is truly the case, the **King of Biting Ants** (NE male human variant worm that walks sorcerer 15/archmage 4) could return at any time. Stopping his malicious plans again would require a force as strong as that Jatembe brought against him.

Claiming Mythic Power

Those who attain mythic power from this source do so by spending significant amounts of time in close proximity to the *Doorway to the Red Star* itself and becoming attuned to its mysterious, alien powers. Attunement requires varying amounts of time—a lifetime for some, less than a month for others. Repeated contact is key, but some become attuned to it unconsciously over decades. A mythic character who attunes herself to the artifact can select from the following mythic path abilities when she gains a new mythic tier.

1st-Tier Universal Path Ability

Mythic characters who claim mythic power at the *Doorway to the Red Star* can select the following path ability.

Akitonian Physiology (Ex): When you select this path ability, you permanently reshape your body in imitation of the alien species of Akiton, permanently gaining the benefits of one of the following alchemist discoveries: chameleon^{ARG}, preserve organs^{UM}, tumor familiar^{UM}, or vestigial arm^{UM}. Your alchemist level for the purpose of this ability is equal to your tier plus your alchemist level. You can select this path ability multiple times, each time selecting a new permanent mutation. Each time beyond the first that you take this path ability, your pool of mythic power is permanently reduced by 1 (as that power is used to maintain your alien physiology) and you take a cumulative -1 penalty on all Charisma checks and Charisma-based skill checks when interacting with animals, fey, and humanoid.

3rd-Tier Universal Path Ability

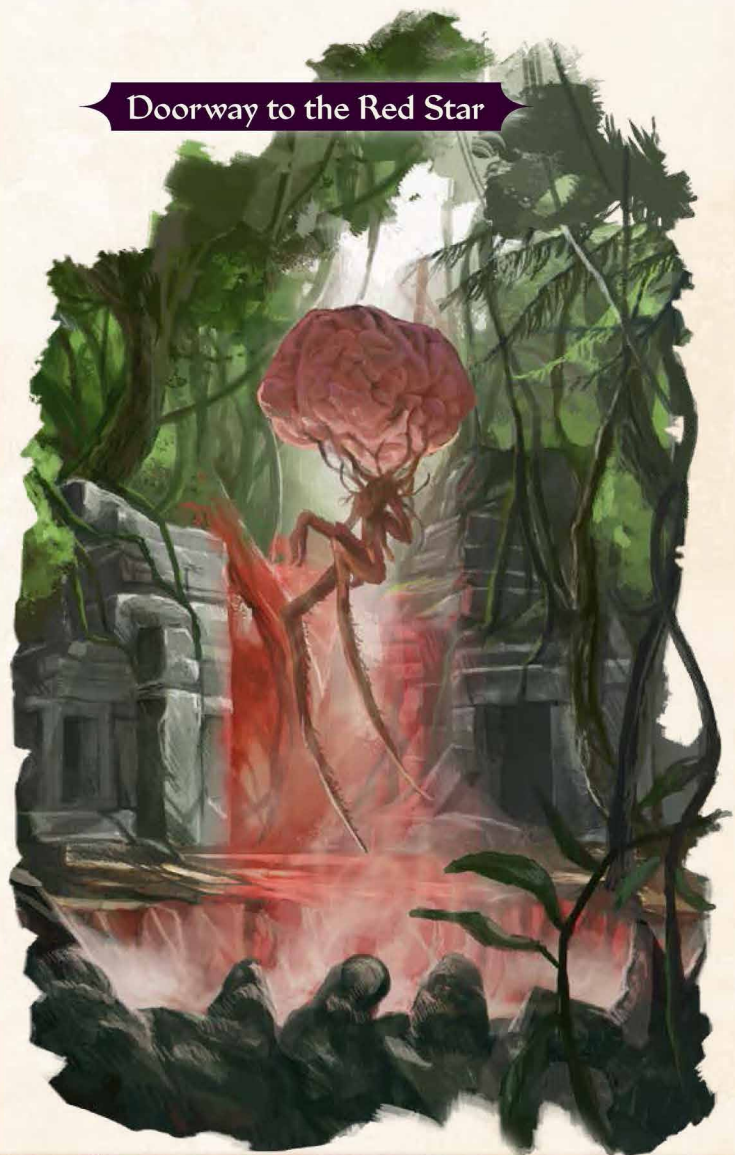
Mythic characters of at least 3rd tier who claimed mythic power at the *Doorway to the Red Star* can select the following path abilities.

Telepathic Mindlink (Sp): You can expend one use of mythic power to cast *sending* or *telepathic bond* with a caster level equal to double your tier. If you take this

path ability twice, you gain a permanent *telepathic bond* with one other creature. You can change the creature with whom you share the bond in a special ritual that takes 1 hour.

Waters of Contemplation (Su): You can meditate for 1 hour and expend one use of mythic power to transmute any magical potion into an alchemical cognatogen that increases your mental faculties at the expense of your physical prowess (*Pathfinder RPG Ultimate Magic* 15) usable only by you. Your effective alchemist level for this cognatogen is equal to your tier plus your alchemist level. If you are at least 6th tier, you can use this ability to create a greater cognatogen. If you are at least 9th tier, you can use this ability to create a grand cognatogen. If you expend one additional use of mythic power when brewing the waters of contemplation, you gain the benefit of *tongues* for as long as the cognatogen lasts.

Doorway to the Red Star





The Mana Wells

Magic ebbs and flows over the Spellscar Desert in unseen waves. Where it ebbs, magic fails. Where it rises, primal magic reigns. But these currents swirl beneath the desert as well. Magic seeps through the sand into caverns below, flowing along lines of potential to collect in underground reservoirs. These mana wells erupt when too much power accumulates, and are the source of the eldritch storms and geysers of primal magic that plague the Mana Wastes.

Overview and History

A thousand years of war between the immortal wizard-kings Geb and Nex left the border between their kingdoms a shattered ruin. Yet their battles did more than scar the land—they shattered magic itself. In what is now known as the Mana Wastes, magic may fail entirely,

surge beyond the intentions of its wielder, or produce erratic and unintended effects. The western Mana Wastes remain dead to magic more than 4,000 years later, safe from the ravages of primal magic. But in the Spellscar Desert of the eastern wastes, eldritch storms and eddies of primal magic scour the land. This uncontrolled magic warps the inhabitants of the desert, giving rise to wasteland mutants and other monstrosities.

The mana wells lie in caverns beneath the Spellscar Desert. The Mana Waste mutants know the locations of a few, and prostrate themselves before the wells' unbridled power as if worshiping gods. Some tribes even bring their young not yet warped by the wastes to the wells to have their true natures awakened. These mana wells can be located by studying the storms of the Mana Wastes. Though such repeat observations are hazardous in the extreme, searchers can identify the locations most prone to magical eruptions, which often signal that a mana well lies below. These eruptions blast energy through the rock above the mana well and into the surrounding tunnels, causing surges of primal magic below and raging magical storms in the lands above. Such eruptions release considerable magical energy, but usually cause no physical harm to the well, its cavern, or any occupants there. When brimming with magical potential, mana wells are coruscating pools of energy—auroras trapped beneath the ground. After erupting, a well fades to a barely perceptible glimmer, its potential exhausted until filled anew by the currents of the Mana Wastes.

Mana Well

Challenges and Threats

Besides the dangers of primal magic, strange and deadly creatures can be found dwelling near mana wells, drawn to and often warped by their power.

Draconic Guardian: Centuries ago, the blue dragon Kaververrig chose a mana well near the coast of the Obari Ocean, tapping the reservoir to enhance her power. Constant exposure to the well consumed her flesh and warped her mind. Kaververrig is now an old blue dragon with the arcane and skeletal champion templates (*Pathfinder RPG Mythic Adventures* 224 and *Pathfinder RPG Bestiary* 252, respectively). She continues to feed off the mana well's power, and is close to ascending into a mythic ravener. The dragon detests leaving her cavern lair, but the flow of power from her chosen well has slowed, so she prowls the Mana Wastes by night, abducting mutants and travelers and torturing them to extract every last scrap of information that might lead her to a stronger mana well.

Eldritch Surge: Exposure to the unbound magic of the Spellscar Desert has unpredictable, often disastrous effects.





When a creature immerses itself in a mana well or is caught in a well's eruption, consult the following table. Effects are permanent unless noted otherwise, and can be reversed only with magic at least as powerful as a *miracle* or *wish* spell. Unless noted otherwise, effects don't stack with themselves. For each successive exposure, add 10 to the result.

d%	Effect
01-10	You gain a +4 bonus on saves against mind-affecting effects, and a -4 penalty on concentration checks because of lack of focus.
11-25	You gain a +1 inherent bonus to a random ability score and a -1 penalty on checks (including skill checks) involving a different random ability score. You can receive this result multiple times.
26-40	You gain 1d4 uses of mythic power, even if this exceeds your normal limit. If you aren't mythic, you can expend one of these uses of mythic power to use the surge base mythic ability, with a surge die of 1d4. The extra uses of mythic power last until expended.
41-45	You gain SR equal to 5 plus your character level. Each time a spell successfully affects you, this SR increases by 2 for 1 hour, to a maximum of 11 plus your character level. You can't suppress this spell resistance.
46-50	Whenever you are in the area of an ongoing spell effect, your skin itches uncontrollably, giving you a -1 penalty on ability checks, attack rolls, saving throws, and skill checks. Spells affecting creatures rather than areas don't provoke itching, but emanations centered on creatures do.
51-70	No effect.
71-75	You grow thick scales or your existing scales thicken. Your natural armor increases by 3, and your speed decreases by 10 feet.
76-79	If you're a Small or Medium humanoid, you transform into a new creature; roll on the table in the <i>reincarnate</i> spell entry. Otherwise, there is no effect.
80-95	You lose all prepared spells and unused spell slots. They can be recovered as normal.
96-100	You gain the Mana Wastes mutant template (<i>Inner Sea Bestiary</i> 28). Further exposure has no effect.

Mana Wastes Mutants: The deformed victims living in the Spellscar roam beneath the desert as well as above, seeking to worship at the wells and take shelter from the hazards above. **Wen** (CN female Mana Wastes mutant^{15B} dwarf gunslinger 10) protects her sacred mana well from the defiling touch of infidels with the help of two mutant ettins, both of whom have acid resistance. The first has a breath weapon and a deformed arm; the second has acidic pustules and a shattered mind. She and her ettins draw back during a fight to lure attackers into her traps, though the more dim-witted of her companions often forgets her instructions in the heat of battle.

Claiming Mythic Power

Mana wells offer a straightforward means of claiming mythic power. The recipient merely steps into the pool and embraces its power, with all attendant risks. More cautious sorts can claim this power with less risk of being caught in an eldritch surge by studying the well's ebb and flow under the effects of *detect magic* or similar effects for at least 1 day and succeeding at a DC 35 Knowledge (arcana) check. Each extra day spent in study adds 5 to the check, to a maximum bonus of +20. A typical well has a 20% chance of erupting on any given day.

1st-Tier Universal Path Abilities

Mythic characters who gain mythic power via a mana well can select the following path ability.

Dampen Magic (Su): You can expand one use of mythic power as a swift action to halve the remaining duration of a spell or spell-like ability affecting you. You can't reduce the duration below 1 round. You can use this ability even when otherwise denied the ability to take actions, as long as you're conscious. You can reduce the duration of an effect multiple times, using a swift action each time.

1st-Tier Archmage Path Abilities

Archmages who gain mythic power via a mana well can select the following path ability.

Reactive Ward (Su): As an immediate action, you can expend one use of mythic power to ward against a spell that would require you to make a saving throw. You attempt a Spellcraft check instead of your saving throw, with a natural 1 automatically failing and a natural 20 automatically succeeding as normal for saving throws. If you succeed at this check against a spell that has a reduced effect with a successful saving throw, it has no effect on you instead. You must choose to use this ability before rolling the saving throw, and you must be capable of using either verbal or somatic components to enact the ward.

3rd-Tier Universal Path Abilities

Mythic characters of at least 3rd tier who gain mythic power via a mana well can select the following path ability.

Spellscarred (Su): When you're targeted by or inside the area of effect of a spell or spell-like ability that allows spell resistance, you can call upon your mythic power to gain spell resistance equal to 11 + your character level + your mythic tier against that effect alone. If the spell fails to bypass your spell resistance, one of your uses of mythic power is expended; otherwise, the ability has no cost. Using this ability doesn't require an action, but you must be aware of the effect, be able to take actions, have at least one use of mythic power remaining, and not be flat-footed to use this ability.



The Mordant Spire

From beneath the waves, the aboleths watched the rise of Azlant, the civilization of the humans they had raised from barbarism. As the nascent empire reached the height of its power, however, the aboleths began to fear their children, and brought down Earthfall to smash the upstart realm and sink it into the sea. But others were also observing the empire. A clandestine elven watch station still survives, gazing out at the moonlight dancing upon the waves that cover Azlant's sleeping ruins.

Overview and History

The aboleths weren't the only ancient race troubled by Azlant's supremacy. The elves of Celwynvian, in northwestern Avistan, sent some of their number to an island to the west of their stronghold, miles south of the Thassilonian realm of Edasseril. The island was said to be the ideal location from which to gaze upon the face of the moon, and the elves constructed a grand observatory there—a series of towers, libraries, and laboratories. Celwynvian sent astronomers to the spire, but its true purpose was to shelter elven spies and assassins tasked with keeping dangerous knowledge out of Azlanti hands. The entire complex functioned as an eldritch device for scrying and analyzing dweomers across the whole span of Azlant.

Shortly before Earthfall, the elves placed wards to seal the observatory against intruders and fled Golarion through the *Sovyrian Stone* with the majority of their people. The wake of Azlant's violent descent into the ocean depths obliterated all traces of the original elven structures there, and when the elves returned, thousands of years later, they found their ancestral observatory missing from the island they once claimed. In its place stood a strange, twisted tower—a structure of wood and igneous rock that resembled a limbless tree. The elves named it the Mordant Spire.

The tower's true origin was even stranger than most mortals' wildest theories. The Azlanti goddess of the moon and battle, Acavna, was slain attempting to protect Golarion from the immense asteroid sent to destroy the planet. The dead god's corpse fell upon the elven observatory, perhaps drawn by its connection to the moon, and destroyed it. She was buried deep in the world's crust. The Mordant Spire rose from her grave, grown of her essence and drawn ever upward as her soul attempted to free itself and journey to the Boneyard for Pharasma's judgment.

Whether the elves of the Mordant Spire know of their home's true nature is a mystery; they're isolationist even by elven standards. The few who actually live within the spire are known as the Listeners, for the walls speak to them, and some believe that the dead god's whispers impart mythic power to the elven residents. The rest of

the elves on the island dwell in thatched huts and wicker structures floating on the sea surrounding the spire. They anchor their homes to the island and rely on outsiders for nothing, subsisting through fishing and kelp farming.

The Mordant Spire elves go masked, listen to unheard voices, and spend as much time beneath the water's surface as above it. They speak Azlanti in preference to Elven, to better understand the fallen empire whose secrets they protect. Though their forebears used their observatory to spy on Azlant, the elves of the Mordant Spire have turned their gaze to watch the mysterious aboleths beneath the waves and the ambitious humans of the Inner Sea region. They intend to keep the secrets of Azlant lost to humankind forever, for Golarion cannot endure a second Earthfall.

Challenges and Threats

Though the elves living in and around the Mordant Spire present the most obvious challenge to uninvited guests, the spire boasts considerable magical defenses of its own.

Mordant Censors: Ever vigilant against those seeking to plunder Azlant, the censors glide just above the waters around the Mordant Spire in boats without oars or sails. They also patrol beneath the surface, using magic to breathe or transforming into aquatic creatures. A typical prime censor is a 18th-level elven wizard who is versed in reading thoughts and controlling minds, remains in contact with the spire telepathically, and commands a band of two 13th-level fighters, a 13th-level druid, and a 13th-level rogue. The censors prefer to capture trespassers alive to question and search for contraband. Intruders who discover too much of Azlant are brought inside the spire itself, where they are ruthlessly interrogated, and their minds are wiped of offending memories with magic and surgery. Survivors and corpses alike are unceremoniously dumped on neighboring islands once the elves have finished with them. Catching and dispatching aggressive trespassers and those who elude the censors falls to **Vadrinel** (LN male elf cavalier 10/champion 4), who rides a horse that can change shape into a hippocampus or pegasus, and **Dara** (N female elf bard 10/marshal 5), a silent woman who commands and motivates her allies through projected thoughts.

Vibrations of the Spire: Long-term exposure to the emanations from the Mordant Spire creates a psychic resonance within the mind. The voices heard might be different aspects of Acavna, or a bodiless intellect arising from elves whose minds have merged; either way, they share a bond with the tower's elven inhabitants and bear animus toward foreign minds within its walls. The

tower is known to toy with its prey, splitting up groups and luring them into traps with echoes and phantasms. It refrains from summoning elves to its defense unless intruders ascend more than halfway up its height. If intruders attempt to harm its structure or the elves, it becomes aggressive, dominating foes and turning them against one another, or embroiling them in battle with phantasmal assailants. The spire can analyze and suppress the function of any non-artifact magic item that enters its walls, though neutralizing an entire arsenal takes it hours, and its guardian intellect can be eluded by magic that blocks mind-affecting effects. Careful control of errant thoughts, such as that achieved by certain Vudrani meditative techniques, enables characters to evade the spire's awareness much as a stealthy intruder can avoid the elves' gazes.

Vigilant Halls: At the upper reaches of the spire, interconnected halls lead to more than a score of small chambers, each filled with a bewildering array of basins, containers, and vessels. Some rest on tables; others stand on pedestals or sit grasped by ancient statues. A pool of seawater fills each basin, and in its depths can be glimpsed a building of lost Azlant, a few of which clearly still lie above the waves. An unarmed, masked elf (LN elf monks 8/guardians 2) holds vigil in each chamber, wandering around the bowls and scanning their depths for any signs of a foreign presence.

Claiming Mythic Power

To claim power from the Mordant Spire, a creature must bond with the bodiless voice that permeates its walls. The voice can be truly heard only in the spire's upper reaches, where the monitors watch over the tower's scrying pools. Succumbing to the tower's domination while in its upper reaches automatically opens the victim's mind to the tower's voice. Otherwise, a bond can be established by studying the devices in the upper levels of the tower with *analyze dweomer* or similarly powerful divination effects.

1st-Tier Universal Path Abilities

A mythic character joined with the Mordant Spire's sentience can select the following path abilities.

Touched by the Depths (Su): You gain the hold breath ability (*Pathfinder RPG Bestiary* 2 298). You can expend one use of mythic power as a standard action to gain a swim speed equal to your land speed, the ability to breathe water, and tremorsense out to a range of 30 feet that only functions while under water. The ability to breathe water does not hinder your ability to breathe air. These effects last for 10 minutes per mythic tier.

Voice of the Spire (Su): A voice only you can hear warns you of peril. If you're unaware at the start of a surprise round, you can expend one use of mythic power

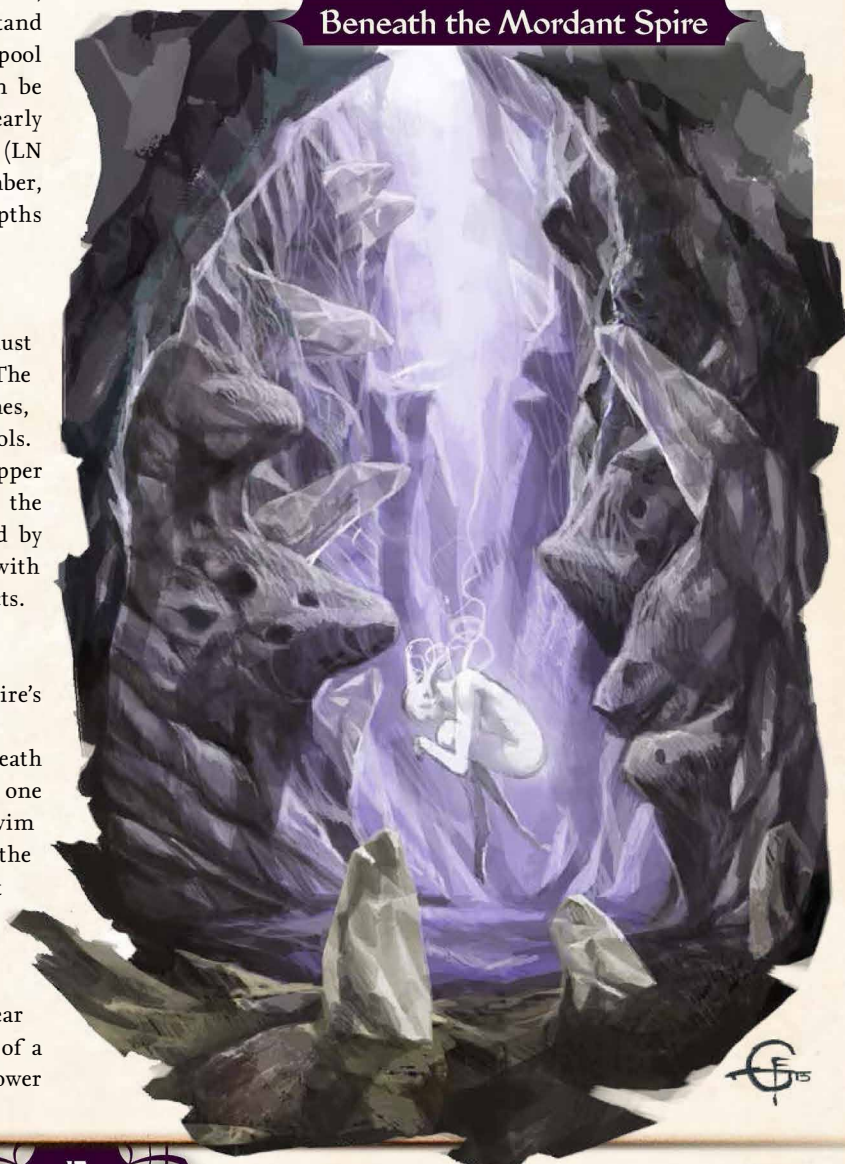
to act in that surprise round. When acting in a surprise round, you can expend two uses of mythic power to take both a standard and a move action (or a full-round action) in the surprise round. This ability doesn't prevent you from being flat-footed before you have acted.

3rd-Tier Marshal Path Abilities

A marshal of 3rd tier or higher who has joined with the spire's sentience can select the following path ability.

Corner of the Eyes (Su): By focusing, you sense and analyze magical auras through your peripheral vision. As a standard action, you can expend one use of mythic power to gain the benefits of *arcane sight*, except your eyes don't glow. You can maintain this ability for up to 1 minute per tier, but while using it you're staggered from the focus required. The staggered condition can't be removed as long as you maintain the effect, but you can cease focusing as a free action.

Beneath the Mordant Spire



Star Towers

The Rough Beast lay defeated and bound, but at a terrible cost. A world was dying, split nearly in twain. The assembled gods marshaled their power to close the gap, but could not seal the wound. It was Dou-Bral who called into being sutures to stitch the wound—mighty towers piercing Golarion from the surface to the Darklands. These Star Towers stilled the planet's death throes, and at last Golarion began to heal.

Overview and History

Before his torture in the darkness between the planes, Zon-Kuthon was known as Dou-Bral, brother of Shelyn. He stood beside the other gods in battle with Rovagug. With the Rough Beast cast into the heart of Golarion and bound in the Dead Vault by Asmodeus, it fell to Dou-Bral to seal the wound that the Dawnflower's blade had rent in Golarion's surface. Dou-Bral's matchless voice rose, singing back the lava that welled up from Golarion's mortal wound. As his song reached its crescendo, it called great star-shaped structures into being. Anchored deep in the Darklands, the Star Towers held Golarion's surface together and formed the final seal of Rovagug's prison.

Though the Star Towers were conceived as stitches to close Golarion's wound, Dou-Bral wove intricate magics into each one, equipping them to channel devotional energy and manipulate it to cut Rovagug off from his followers outside the Dead Vault. Within each tower Dou-Bral placed a curate, often one of his clerics, held ageless as long as the vigil over the tower was kept. The curates are tasked with maintaining their respective towers and marshaling their resources against any stirring of the Rough Beast.

Even after Dou-Bral's torture and transformation into Zon-Kuthon, the Midnight Lord has kept his watch on the surviving Star Towers to this day. Many have been lost to the endless march of time, swallowed up by Golarion's geological activity. Others stand unguarded, their curates lost. In each of these abandoned towers, a servant of Zon-Kuthon waits, prepared to offer to mantle of guardianship to a suitable mortal. With each tower lost, the chains isolating Rovagug's divine influence from his mortal followers weakens, and today the Rough Beast's cult is as strong as ever on Golarion.

Scattered towers survive across the face of Golarion. In the Hold of Belkzen, one was incorporated into Kazavon's great fortress of Scarwall. In Nidal, Mother Ravel terrorizes any who trespass in her Tower of Slant Shadows. In the Vale of Shadows near the Five Kings Mountains, a Star Tower that once housed powerful relics blessed by both Dou-Bral and Shelyn has malfunctioned and pulled its surroundings into shadow. As structures brought into being by a god, the remaining Star Towers retain considerable power even beyond their binding of Rovagug.

Challenges and Threats

With Zon-Kuthon lost to darkness, the guardians of the Star Towers grow ever more sinister with each eon that passes. Creatures of shadow and negative energy rule the towers now, mindful of their greater duty as wardens of Rovagug, yet still hostile and dangerous.

Curates: PCs seeking mastery of a Star Tower must bargain with any curate who might survive there. As long as the curate stays within the tower walls, she doesn't age and she immediately perceives the presence of any intruders within the tower. A curate can use *greater scrying* at will on any location within her tower, without a scrying sensor. The most infamous of the curates, **Mother Ravel** (LE female human alchemist [vivisectionist] 14/trickster 7) guards Nidal's dread Tower of Slant Shadows. Though consumed by evil, the curates stand faithful in their role as guardians against Rovagug's return, perhaps leaving open an avenue for negotiations for savvy PCs.

Gateway into Shadow: As the dweomers on this tower have slowly faltered, the surrounding area has been drawn into the Shadow Plane (*Pathfinder RPG GameMastery Guide* 188). Not far from the tower, two invincible tenebrous worms (*Pathfinder RPG Mythic Adventures* 224) feast on corpses in a shallow trench, ready to attack any prey that comes along. The shadow caller **Norenza** (N female fetchling summoner 12) tends to the worms, using the tower's eldritch radiations to breed particularly deadly gloomwings. She seeks vengeance against any who harm her pets, sending a pair of bodyguards (CN fetchling fighters 10) to deal with them. All three ride advanced invincible gloomwings.

Servants of the Midnight Lord: Even as Dou-Bral, Zon-Kuthon was fascinated by darkness, and the surviving Star Towers reflect their creator's love of darkness. Kytons, his favored servants, act as guardians in several of them. Eight evangelist kytons (*Pathfinder RPG Ultimate Combat* 40) patrol the upper reaches of one tower, overseen by a particularly bored and sadistic interlocutor. Chains adorn the halls and rooms. The tower's magic infuses the chains, and when animated they attack as *+1 wounding spiked chains*. The kytons capture intruders alive for torture and experimentation, but allow exploration of the tower in exchange for the retrieval of a profane relic of Zon-Kuthon, recently stolen by members of the Pathfinder Society.

Just below ground, the kytons have cleared the walls and intervening ceiling of two entire levels of the Star Tower. In the open space quivers a carnivorous blob distilled by the interlocutor from the agonizing deaths of a hundred prisoners. It lies atop the passage to the tower's depths and the Darklands beyond.



Tower Warden: A tower bereft of its curate still hosts wardens of Zon-Kuthon, bound to the tower until they convince a suitable mortal to accept the mantle of curate. This Star Tower's warden is an agile nightwing (*Mythic Adventures* 224). If intruders in the tower impress the nightwing, it makes telepathic contact, offering the favor of Zon-Kuthon and life eternal. If the mortal accepts this offer, the nightwing whisks it away to the heart of Zon-Kuthon's realm, where the recipient receives a long series of treatments, performed by the most exalted torturers of the Midnight Lord, to ensure the new curate's loyalty remains unbending until the stars grow dim.

Claiming Mythic Power

Any creature that accepts the mantle of curate from Zon-Kuthon gains access to the powers of the Star Tower, and undergoes a moment of ascension if not already mythic. However, torture at the hands of Zon-Kuthon's minions robs the recipient of any trace of free will. A safer path to power involves descending the Star Tower into the Darklands below. Some towers provide magic to ease this passage, but others require descending a mile or more of winding stairs. Darklands creatures drawn by the resonant power of the edifices often dwell at the base of the Star Towers, especially gugs, drow, and shadow-worshipping dark folk. A character who claims mythic power from a Star Tower can select from the following abilities when gaining a new mythic tier.

1st-Tier Guardian Path Abilities

Guardians who claim mythic power from a Star Tower can select the following path ability.

World's Heart (Su): While touching the ground, you gain a bonus on Strength checks and to your CMD equal to half your mythic tier (minimum +1). As a swift action, you can expend one use of mythic power while touching the ground to remove the exhausted or fatigued condition and gain a bonus on attack and weapon damage rolls equal to half your mythic tier (minimum +1) for 1 round. For the purposes of this ability, you are considered to be touching the ground when you are outside or underground and on the ground, or when you are touching the floor in a stone or earthen building built on solid ground.

1st-Tier Universal Path Abilities

Mythic characters who claim mythic power from a Star Tower can select the following path ability.

Seal of the Star Tower (Su): As a standard action, you can expend one use of mythic power to make a melee touch attack. If the attack hits, the target can't use spells, spell-like abilities, or supernatural abilities that require actions. You can't affect a target whose mythic

tier exceeds your own. The effects of this ability last for 1 round. You can expend two additional uses of mythic power to increase the duration to 2 rounds. You can affect a given creature with seal of the Star Tower only once within any 24-hour period.

3rd-Tier Guardian Path Abilities

Guardians of at least 3rd tier who claim mythic power from a Star Tower can select the following path ability.

Shadow's Embrace (Su): As an immediate action, you can expend one use of mythic power to become both corporeal and incorporeal for 1 round. During that round, you can instantly shift between corporeal and incorporeal as an immediate action. If you become corporeal while inside a solid object, you are expelled and take 5d6 points of damage. You can expend one additional use of mythic power each round as a free action to extend the effects of shadow's embrace by 1 round.

Star Tower

The Starstone

Many have heard of the *Starstone*, but only a handful in all the planes begin to fathom its sublime, unique nature.

Overview and History

Tiring of their manipulations of Azlant, the aboleths sought to put an end to an age of experiments. Their magic reached far beyond the lands of Golarion, stretching into the depths of space to the very fringes of reality. There, in a place devoid of warmth and light, they found a body of star-born poison and metal, the drifting corpse of an unborn planet, a weapon for murdering worlds. Their power wrapped around this star-forged blade, and drew it to Golarion.

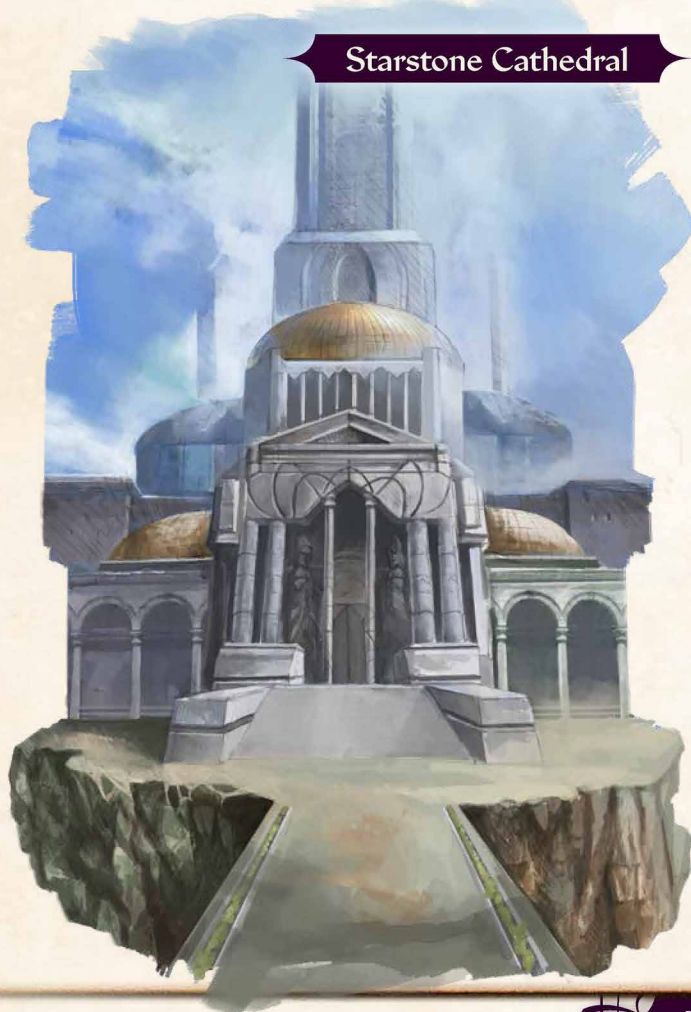
The people of Azlant were not without their protectors, though. Acavna, warrior goddess of Azlant and mistress of the moon, realized the aboleths' plot and acted. As the alien weapon drew near, she dragged the moon out of its orbit, into the projectile's deadly path. The dark star collided with her lunar shield and shattered. But it did not slow. The resulting rain of otherworldly blades riddled Acavna's manifestation, exacting wounds lethal even to a deity.

Amaznen, Azlanti god of magic, distraught at his beloved's death, appeared before the rain of mountainous daggers still hurtling toward Golarion. Concentrating his essence, he sought out the ageless aboleth magic and spoke a word. With it, he faded from being, taking the aboleth magic with him.

A storm from space rained down upon Golarion that day, but what fell were stones only, without direction or drive. Although Azlant was destroyed, the continents reshaped, and the world forced into an age of ash and darkness, life on Golarion survived, and the aboleths seethed.

Centuries later, Aroden, last of the Azlanti, was called to a young sea, where the heart of the lost aboleth weapon lay forgotten. He meant only to raise it from the water, but it burst from the depths as an entire island—a pillar crowned by a singular gem composed of starstuff, aboleth magic, god blood, and the scar tissue of Golarion itself. It was a thing of singular rarity in a multiverse of wonders, and beings across the planes took notice—of it, and the being that stood before it. Aroden was the first to use this *Starstone* to gain the attention of gods, and in return for setting a guard against its misuse, he was elevated among the divine. Ever since, the *Starstone* has remained a threshold upon which one might petition the divine, a test or trap for those whose ambitions exceed their mortal forms.

Starstone Cathedral



Challenges and Threats

The greatest obstacle that lies before one who hopes to ascend via the *Starstone* is the Test of the *Starstone*. A hopeful must reach Starstone Cathedral in the center of Absalom's Ascendant Court and overcome trials set specifically for her by the gods. Thus, there's no way to know what one will face—other than knowing one's own fears, talents, and weaknesses.

Claiming Mythic Power

When you ascend to mythic power with the *Starstone*, you most likely gain tiers of the hierophant path and can entreat a deity for aid, swearing to further her goals in return for a measure of her power. The deity might immediately accept or reject you. If you're accepted, you can take the 1st-tier divine patron hierophant path ability below. If you're rejected, after 24 hours you can petition a different deity or choose a different ability (or even a different mythic path, if you wish).

Divine Patron (Su): When you encounter a creature who serves your sworn deity, treat its attitude as one step better. When you cast divine spells upon yourself or another creature who serves your deity, treat your caster level as 2 higher.

In addition, every deity grants a modified version of a 3rd-tier hierophant ability (see following page). You must select this path ability in order to gain the additional benefits; it is not automatically granted. If you already have mythic

power and the listed ability upon taking divine patron, the other ability immediately turns into its modified version. In addition, a deity grants access to an ability from another path that reflects its interests and power.

3rd-Tier Divine Patron Path Abilities

Hierophants with the divine patron path ability can take one of the following modified path abilities at 3rd tier or higher (see the divine patron path ability, above).

Abadar (Divine Metamastery): You can expend one additional use of mythic power to increase the maximum spell slot level increase of the metamagic feat by 1 (to a maximum of 5 if you've taken this ability multiple times). For example, if you have this ability once, you can expend two uses of mythic power to pick a metamagic feat that increases the slot level of a spell by 2. *Bonus Path Ability:* Assured skill (marshal).

Asmodeus (Alignment Insight): You can recognize outsiders of an alignment within one step of your own, even when they're magically disguised or polymorphed. *Bonus Path Ability:* Eldritch breach (archmage).

Calistria (Domain Immunity): Whenever you turn a spell, you can either reflect it back at the original caster or any other creature within 15 feet. *Bonus Path Ability:* Treacherous critical (trickster).

Cayden Cailean (Domain Immunity): Whenever you are targeted by a spell you're immune to, you can expend one use of mythic power to either turn the spell or heal 1d6 hit points per level of the spell that targeted you. *Bonus Path Ability:* Assured drinker (trickster).

Desna (Divine Potency): Every time you prepare spells, roll 1d4. You gain one bonus spell slot of a level equal to the result of that roll (with a maximum of the highest spell level you can cast). Once you've achieved 6th tier, you can select this ability a second time, allowing you to roll 2d4. *Bonus Path Ability:* Impossible speed (champion).

Erastil (Blessed Companion): Your companion also can select Ability Focus, Improved Natural Armor, Improved Natural Attack, or Multiattack as a bonus feat. *Bonus Path Ability:* Limitless range (champion).

Gorum (Hurling Vengeance): Any greatsword you wield also gains the *keen* weapon special ability. If the weapon already has the *keen* weapon special ability, its critical multiplier instead increases to $\times 3$. *Bonus Path Ability:* Blowback (champion).

Gozreh (Animal Friend): You can also use this ability to influence creatures of the plant and vermin creature types. *Bonus Path Ability:* Raise animal (guardian).

Iomedae (Enduring Blessing): You can either extend the duration of the effect or immediately cast the same spell on a second adjacent creature. If you take this ability a second time, you can use this ability to affect three creatures. *Bonus Path Ability:* Crusader (champion).

Irori (Divine Metamastery): You are treated as though you had taken this ability an additional time. *Bonus Path Ability:* Adamantine mind (guardian).

Lamashtu (Blessed Companion): You can perform a coup de grace action to kill your own blessed companion and regain 1d3 uses of mythic power. This ability also applies to your new companion when your class ability allows you to regain one. *Bonus Path Ability:* Menacing presence (marshal).

Nethys (Arcane Knowledge): You can select this path ability at 3rd tier instead of 6th. The spells you select can only be from the sorcerer/wizard spell list. You can only choose this ability once before 6th tier, after which you can choose it multiple times as normal. *Bonus Path Ability:* Energy conversion (archmage).

Norgorber (Hurling Vengeance): You can use this ability to affect a dagger or short sword. When you damage a creature using a ranged attack, you can expend one use of mythic power to cast *poison* upon the target as a spell-like ability. *Bonus Path Ability:* Shadow stealth (trickster).

Pharasma (Domain Immunity): You can select a third domain (granted by any deity). You are immune to the harmful effects of this domain. *Bonus Path Ability:* Flash of omniscience (archmage).

Rovagug (Hurling Vengeance): Any greataxe you wield also gains the *vicious* weapon special ability. If the weapon is already *vicious*, it deals an additional 1d6 points of damage to the target. *Bonus Path Ability:* Flash of rage (champion).

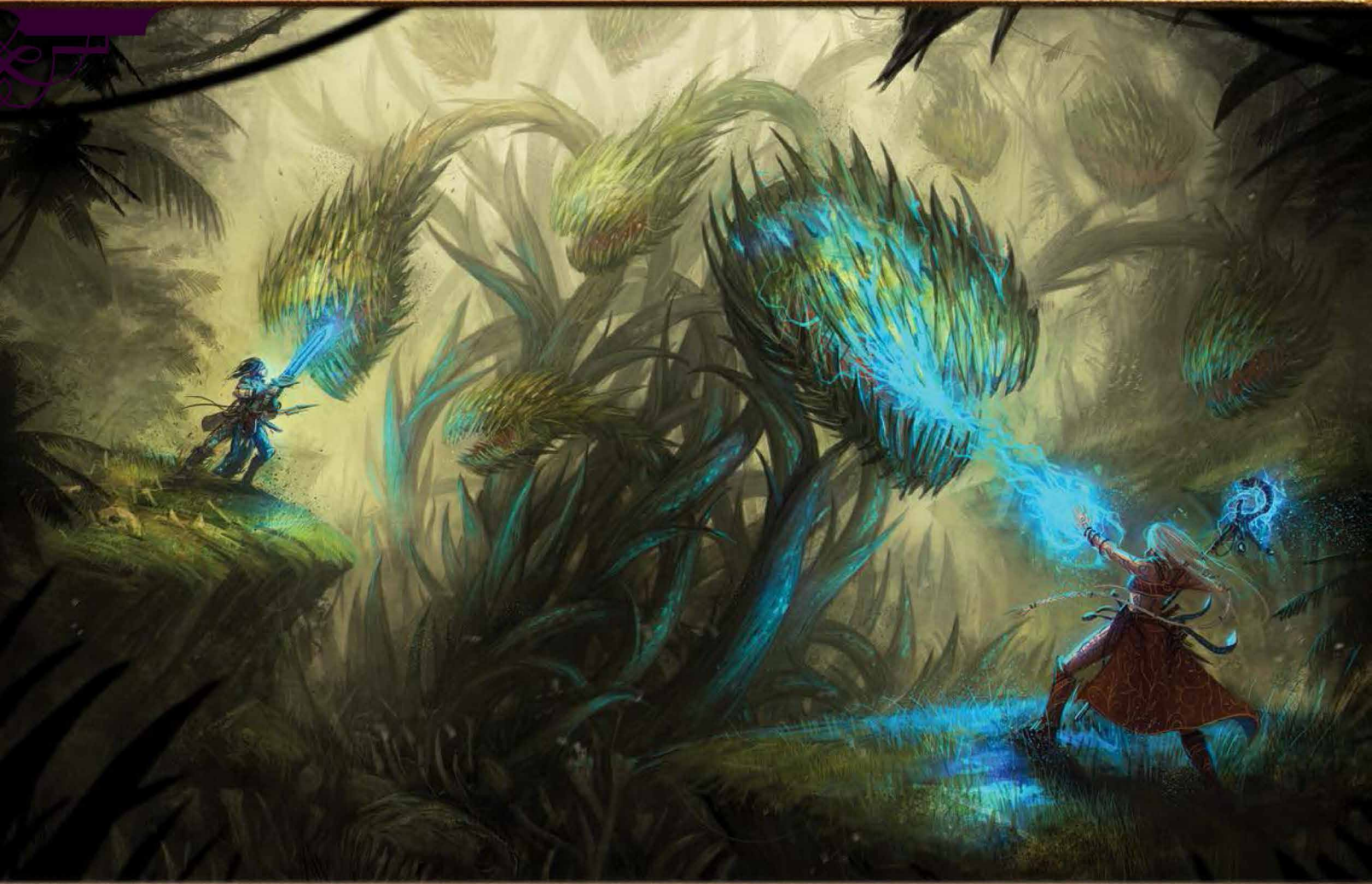
Sarenrae (Life Current): You are treated as though you had taken this ability an additional time. *Bonus Path Ability:* Sacrificial shield (guardian).

Shelyn (Enduring Blessing): Select a single spell with a duration of 1 minute per level. You can use this ability to change that spell's duration to 24 hours. *Bonus Path Ability:* Inspiring surge (marshal).

Torag (Hurling Vengeance): Whenever you make a successful critical hit using a warhammer (whether this is a ranged or melee attack), as an immediate action you may make an additional attack against a different target within 10 feet of the creature you just critically hit. *Bonus Path Ability:* Immovable (guardian).

Urgathoa (Abundant Healing): You can use this ability to affect spells that deal damage. After rolling damage when using a spell or class ability that uses negative energy to deal damage (such as an *inflict moderate wounds* spell or an antipaladin's touch of corruption), you can deal a portion of that damage to other adjacent targets. You must deal at least 10 points of damage to a creature before selecting an additional creature to damage. *Bonus Path Ability:* Control the mindless (trickster).

Zon-Kuthon (Hand of Mercy): You can expend one use of channel energy to bestow any condition this ability can remove. *Bonus Path Ability:* Painful gambit (marshal).



PLACES OF MYTH

“For most of my life, I thought the Mwangi Expanse was the most dangerous place on the face of Golarion. So when we ventured into the Valashmai Jungle, my overconfidence nearly led to our deaths. Every plant was a predator, the very air struggled to kill us with disease, the land itself shifted just to spite us, and that’s before we encountered the truly colossal creatures roaming within— insects and apes the size of mountains, battling with one another with no regard for the smaller creatures under their gigantic feet.

“We only survived because of that unreal, mysterious power we found in a ruined temple. It gave us the strength to overcome the treacherous landscape. Despite the power of that isolated place, I’d never go back looking for that temple. My days in the Valashmai are done. No, I’m content to stay here and tend this bar. Young heroes can have their quests of greatness; now I’m just an old man.”

—Tam Deteyo, retired adventurer

Throughout the Pathfinder Campaign Setting, hundreds of locations beckon to ambitious adventurers, whose lust for fame, treasure, and power often leads them into dangers beyond their abilities. Whether those locations take the form of the demon-haunted Worldwound, the Eye of Abendego, the depths of the Darklands, or even other planets and planes, there are some places on Golarion and beyond that low-level characters aren't meant for. With the advent of the mythic rules presented in *Pathfinder RPG Mythic Adventures*, however, new regions on the map are suddenly unlocked for characters who command mythic power.

Presented herein are six such locations, each containing an overview of the region, a brief history of the location, a regional gazetteer, several suggested mythic trials in or around the area, and a map of the area. The following locations are presented in this section.

Black Desert: This massive vault in the Darklands layer of Orv stretches over 1,000 miles end-to-end. It's populated by undead drow, daemon-spawned urdefhans, and other subterranean horrors.

Mechitar: In the capital city of the undead nation of Geb, the ghost of the nation's founding necromancer still haunts the massive black pyramids of the thriving necrotic paradise.

Pit of Gormuz: This rift in the surface of Golarion dives all the way to the core of the planet, and holds the imprisoned god Rovagug as well as countless horrors that venerate the Rough Beast.

Tusk Mountains: This mountain range in the Realm of the Mammoth Lords is the hunting ground of giants and megafauna, a frigid land that only the hardest of adventurers survive.

Valashmai Jungle: This dense, volcanic jungle in southern Tian Xia puts the threats and obstacles of the Mwangi Expanse to shame, and the mighty kaiju who inhabit it pay no heed to puny creatures in their way.

Yjae: The sole surviving flying city of the lost empire of Shory, the city of Yjae was damaged beyond repair when attempting to cross the Wall of Heaven in Tian Xia. It now wanders the skies high above Shaguang, infested by terrible creatures from a distant demiplane.

Using Places of Myth

The mythic sites in this chapter assume that PCs adventuring within them already have at least one mythic tier. GMs might use these locations as the sites of single adventures or whole mythic campaigns, but should remember that the dangers each presents are far in excess of those normally faced across Golarion. That isn't to say that non-mythic characters can't adventure in these locations, but doing so presents an especially deadly challenge. Below are brief adventure hooks for each of this chapter's locations to provide starting points for crafting related campaigns.

Black Desert

The PCs uncover a cult of Urgathoa in Sothis, and figure out the cult's plans to release a potent Urgathoan evil upon the surface world from the Black Desert below. As the PCs follow the cult into the Darklands, they should advance sufficiently throughout Nar-Voth and Sekamina so that they'll stand a chance against the foes that lurk within the Black Desert.

Mechitar

The Knights of Ozem approach the PCs to journey into Geb and strike a fatal blow to Arazni, the Harlot Queen of Mechitar. Disguised as undead, the PCs must navigate Ossum Harbor to meet fellow conspirators in the catacombs surrounding the River of Rot. From their secret hideout beneath the city, the PCs can put into motion a plan to recover the Blood Stones of Arazni and bring an end to her terrible rule.

Pit of Gormuz

A cult of Rovagug terrorizes northeastern Taldor, and the PCs arrive in the middle of their rampage. In the process, they discover some disturbing prophecies—apparently from the Rough Beast himself—regarding a great rite to be held at the mouth of the Pit of Gormuz. The adventurers must trek across the unforgiving steppes of Casmaron to the gaping rift before facing the terrors within.

Tusk Mountains

Herds of mythic megafauna have begun attacking the cities of Hillcross and Tolguth in surprisingly coordinated assaults. Investigation reveals that the frost giants of the Tusk Mountains, led by Jarl Gnargorak, are breeding more of the mighty beasts and training them for war. Unless the PCs venture into the forboding mountains and end the jarl's sinister plan in his bastion of Bos-Phargumm, the ravaging megafauna will likely spread into other lands.

Valashmai Jungle

A mighty kaiju has been wreaking havoc across the Mwangi Expanse, and the local tribesfolk have no clue how to end the rampage. Hearing of similar creatures on the far side of the world, in an even more dangerous jungle, the PCs travel to Tian Xia to recover a long-lost Valashmaian relic believed to hold the power to control and contain the colossal beasts.

Yjae

Denizens of Leng have begun trading slaves in the deserts of Shaguang, and the PCs are asked to find the source of this new threat. By the time they track the mysterious merchants to the floating city of Yjae, they should be ready to challenge even the most powerful of the city's evil inhabitants.



Black Desert

“I was honored—eager, even—when Mother’s Maw appeared to me and bade me to descend into Orv for my Reaping. My destination? One of our faith’s most hallowed shrines to the Pallid Princess, located in a desert as black as Urgathoa’s blessed heart. I was to slay as many Darklanders as possible before reaching the clerics of Urgathoa’s Purlieu. But oh, the horrors I encountered in Orv grew unspeakably worse in the Black Desert. Urgathoa does not rule there alone.”

—Elanine Liere, missing high priestess of Urgathoa

BLACK DESERT

Massive Underground Cavern of Undeath

Location Orv, beneath northern Garund

Common Threats Fungus, purple worms, undead drow, urdefhans

Notable Inhabitants Iffdahsil, Larielle Shraen, Nyrinda Shraen, War Chief Ursurf, Zyra Shraen

Prominent Locations Field of Horrors, Shraen, Urgathoa’s Purlieu, Ydersius’s Maw

The Black Desert is undoubtedly one of Orv’s most inhospitable locales. Yet various forms of life and unlife flourish here—many of which are too terrible for any other place to endure their presence. Among this desert’s miles of ebon sands and fields of toxic ghost mold are riotous purple-worm spawning grounds, a roving behemoth that lurks beneath the desert, a cabal of serpentfolk liches, and a small city of undead drow who unabashedly revere Urgathoa. Above it all, leering from a ceiling nearly 3,000 feet in the air, are thousands of blightburn crystals that glow and sparkle in a sick parody of the surface’s stars.

History

Although the Black Desert has been home to vile denizens for untold eons, nearly 4,000 years ago a new force shifted its previously nonexistent politics: the drow of House Shraen. In the early centuries of the drow empire of Sekamina, House Shraen emerged as the only house to eschew demon worship. These drow instead turned wholeheartedly and fanatically to Urgathoa for guidance. In exchange for the power the Pallid Princess granted them, the drow of House Shraen committed increasingly vile atrocities in her name. Not even the evil, sadistic drow could abide House Shraen’s depraved behavior. After the Shraens committed a vile, long-forgotten act involving the bodies of the city’s top nobles, the drow empire united to drive the Shraen from Zirnakaynin.

The members of House Shraen who survived the initial dangers of exile faced a harrowing journey into Orv, where they hoped to finally escape their enemies. By the time the drow reached the Black Desert, however, their ranks included only a small core of the hardest of their number—most of whom had transformed into undead creatures

along the journey. Somehow managing to dodge purple worms and the Black Desert’s other dangers, these refugees found sanctuary in the mysterious ruins of a city built in the ancient Osirian style. The exiled drow named the settlement Shraen, and have been holed up there ever since, revering Urgathoa, fighting among themselves for power, and struggling to survive among the other horrors native to the Vault. Among the Vault’s threats are the militant urdefhans, who have long sought to claim the pyramids of Shraen as their own. So far, despite their best efforts, the clear-skinned bloodsuckers have not managed to oust the drow from their stronghold.

Since long before the drow arrived in the isolated Vault, the Black Desert’s established ecosystem thrived despite the fact that its environs are poisonous. This ecology includes massive purple worm spawning grounds, which some say have existed since Golarion’s own primordial beginnings. The mythic beast called Iffdahsil has long inhabited these grounds. It now ripples beneath the sands, feeding on any vulnerable creatures that venture too close, including even the mightiest purple worms.

Other horrific features that predate the drow’s arrival in the Black Desert include a crumbling shrine to Ydersius, ancient patron of the serpentfolk. It’s said that, far before the deity’s fall at the hands of an Azlanti hero, a contingent of the Sundered God’s faithful colonized the Black Desert. All that remains of this failed effort rises out of the sand in the haphazard form of a temple shaped like Ydersius’s serpentine head. Within this temple’s winding underground corridors dwell serpentfolk liches, who long ago succumbed to the foul, necromantic energies that permeate the Black Desert.

Yet another example of this locale’s strange powers is the Field of Horrors. This ghost mold field of unknown age is thought to have developed sometime before the drow arrived. It first began to expand when an unfortunate party of dwarven prospectors errantly stumbled here instead of reaching the legendary Vault they sought, known as the Crystal Womb. In the centuries since, the field has swollen in size due to its malevolent ghosts’ ability to lure new dwarves into the plants’ clutches. For some inexplicable reason, the ghost mold in this area does not feed on the

ghosts it creates, as is typical. Instead, they seem to linger, growing in malevolence and power almost daily—just like most other denizens of this harsh and foul place. For more information on ghost mold, see page 13 of *Pathfinder Campaign Setting: Into the Darklands*.

Region Gazetteer

In addition to the threats and hazards presented in the specific locations mentioned below, two hazards ubiquitous throughout the Vault pose a significant threat to living creatures who encounter them.

Many low points in the desert are home to enormous pools of quickdeath gas (*Into the Darklands* 11), including the entire area surrounding Shraen. Noticing an area contaminated with quickdeath requires succeeding at a DC 25 Survival check. A creature breathing quickdeath must succeed at a Fortitude save (DC 20 + 1 per previous check) each round or immediately begin suffocating. Creatures exposed to quickdeath—whether breathing it or not—must succeed at a DC 18 Fortitude save once per minute of exposure or take 1 point of Wisdom damage. Quickdeath is a CR 6 hazard.

In addition to the quickdeath pools in the Vault's lowest levels, the Black Desert's 3,000-foot-high ceiling is covered with radioactive blightburn crystals. The green-glowing crystals burn anyone who touches them, dealing 2d6 points of fire damage per round of contact, and their radiation causes blightburn sickness. The substance also limits teleportation. To successfully cast a teleportation spell in a cavern with blightburn in its walls or to successfully cast a teleportation spell to travel to such a location, the spellcaster must succeed at a DC 30 caster level check. Blightburn is a CR 7 hazard.

BLIGHTBURN SICKNESS

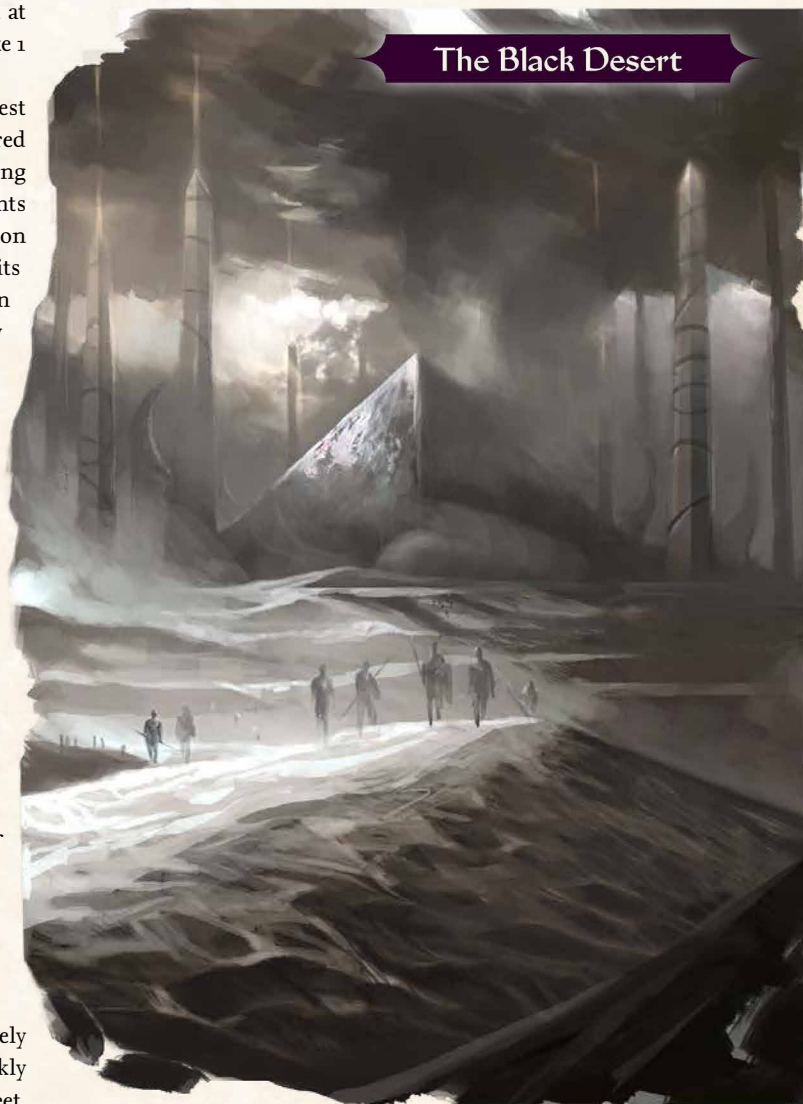
Type disease, contact (see text); **Save** Fortitude DC 22; **Frequency** 1/day; **Effect** 1d6 Con damage and 1d6 Cha damage; contact is automatic when a creature comes within a 60-foot radius, and can be blocked only by lead sheeting, 1 foot of stone, or a force effect; **Cure** 2 consecutive saves

Cradle of Purple Worms: Some scholars believe that Golarion's very first purple worms writhed and mated in these ancient spawning grounds. Today, the cradle is home to approximately 50 purple worms and dozens of egg chambers, proving that the beasts are immune to the desert's poisonous environs. The drow of House Shraen have captured and domesticated some of these purple worms, but most are incredibly wild and aggressive—as the nearby urdefhans can attest.

Field of Horrors: What began as a small, relatively innocuous patch of ghost mold (*Into the Darklands* 13) quickly grew into a field that now spans thousands of square feet.

The impetus for this growth was, as legend holds, a doomed party of dwarven prospectors who ventured into the depths of Orv in search of the mythical Crystal Womb. Before they reached their destination, the dwarves fell victim to the ghost mold. The Black Desert's foul necromantic energy ensured that many of these prospectors' ghosts remain to this day. Scores of ghosts now haunt this field, including that of head prospector **Tord Brickfist** (CE male dwarf ghost ranger 15). The ghosts' sole aim, it seems, is to lure more unsuspecting victims here to expand the ghost mold field even further.

Iffdahsil: Perhaps the most compelling evidence that the Black Desert is infested with pure evil is the enormous creature that lurks beneath its sands. **Iffdahsil** (CE shoggoth mythic vampire) takes its name from an Elven phrase meaning "monstrous fiend," though this description hardly does the horror justice. The creature pulls its bulk beneath the sands in its attempts to launch surprise attacks on its prey, so it can feed on their blood. Curiously, Iffdahsil hasn't



created any spawn. Although Iffdahsil is usually found near an otherwise uninhabited tunnel leading north, the beast often roams elsewhere, and all intelligent denizens of the Black Desert fear it. Any subtle rumbling beneath the sands is usually enough to scatter drow and urdefhans alike.

Renegade Tower: This enormous natural rock formation is a formidable fortification due to its hollow interior. For the past several hundred years, it has served as the lair of **Weylin Shraen** (LE male revenant witch 10/archmage 2). Centuries ago, when House Shraen still wielded great power in the drow empire of Sekamina, a rival murdered Weylin. He soon rose as a revenant, and his kin vowed to help him track down his murderer. While he hunted for leads to his killer's identity, Weylin quietly trained himself to use the strange and potent magic he plans to unleash against the object of his hate.

When his house was driven from the empire, Weylin followed their descent, hoping his family would someday help him exact revenge against the scions of his killer. Eventually, Weylin realized that his kin never intended to help. He soon broke from his family's colony and holed up inside this enormous outpost, where he conducts terrible ceremonies to try to learn his killer's identity.

Shraen: The bizarre, ruined city in the heart of the Black Desert is built in the style of ancient Osirion, raising questions as to what might have influenced the rise of that ancient empire at the dawn of the Age of Destiny. Regardless, these buildings were abandoned by the time the drow of House Shraen took up residence in them. The central pyramid serves as the colony's core, and is home to most of the surviving members of House Shraen, including **Zyra Shraen** (NE female drow lich conjurer 17) and **Nyrinda Shraen** (CE female drow vampire sorcerer 16), who coordinate the family's efforts to expel the encamped urdefhans. There are approximately 200 drow—most of them undead—living in Shraen, and in recent years their primary purpose has been to assault, spy on, and generally try to drive out the urdefhans who covet their infrastructure. Of the over 100 undead drow inhabiting the city, none are ghouls or ghosts. The members of House Shraen have a millennia-old feud with the ghoul inhabitants of nearby Nemret Noktoria, so they destroy any ghouls or ghosts they find in the Black Desert.

Four large purple worm enclosures fabricated using large stalagmites and interconnecting *walls of force* surround Shraen. These worms, which the drow have domesticated using strange techniques that took centuries to hone, act as mounts for House Shraen's traveling envoys, reconnaissance missions, and battle parties. The drow ride on the beasts' backs in special howdahs built to let them ride both above and below the desert's surface. Because training just one purple worm is an arduous task that can take years, typically only Zyra and Nyrinda are permitted to teleport within these enclosures to retrieve mounts for their kin.

Stashed deep within Shraen's primary pyramid are the treasures the drow took with them when they fled Sekamina. Items that remain stashed in the pyramid's armory—which is located in a hidden, underground room—include a *corset of dire witchcraft* (*Ultimate Equipment* 214), a *robe of bones*, a *bloodthirst dagger* (*Ultimate Equipment* 152), and scrolls and spellbooks full of mythic necromancy spells.

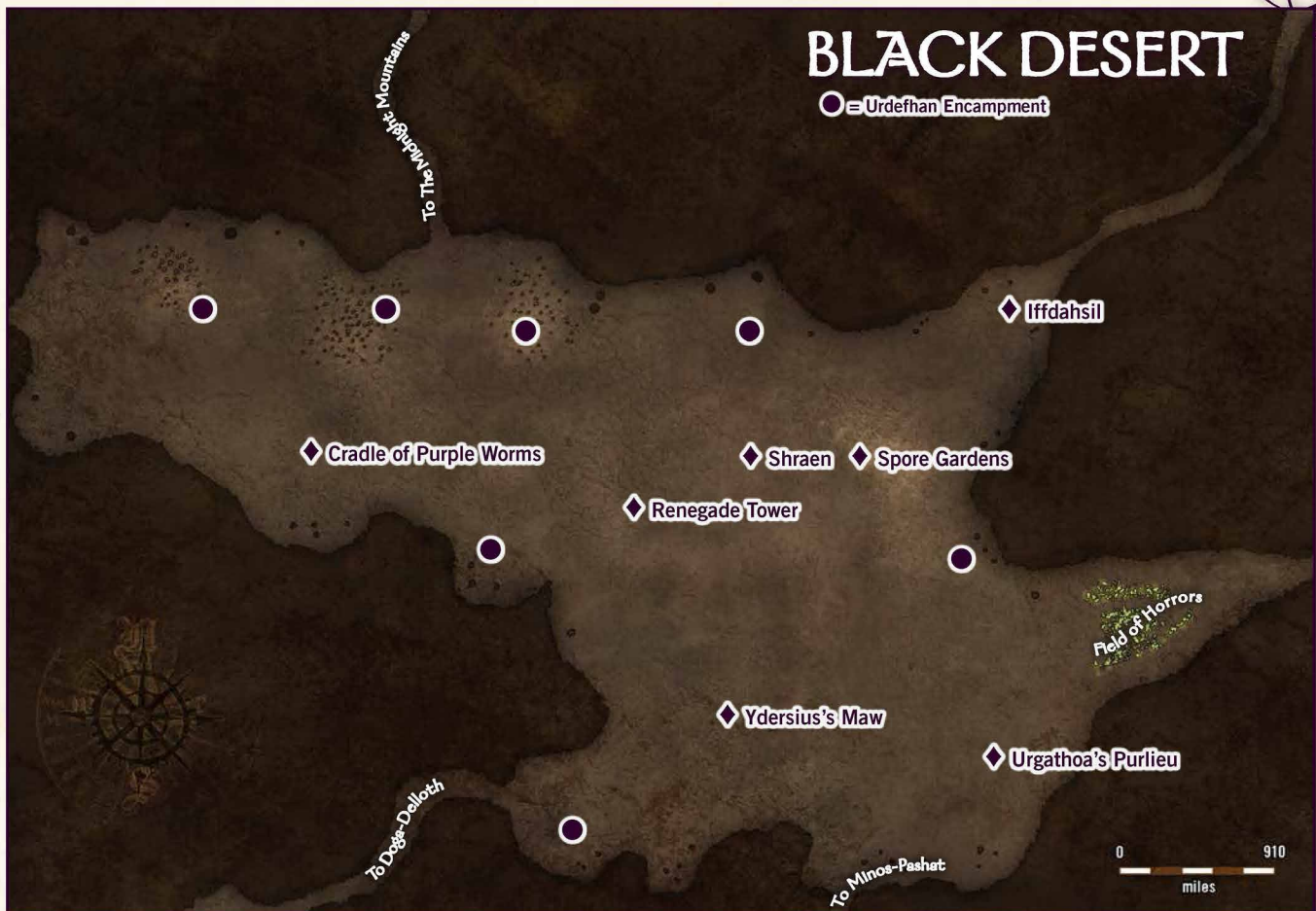
Slave Corrals: The Shraens keep their growing crop of slaves in these tightly secured quarters. Made of materials culled from the city's ruins, these corrals contain upward of 500 slaves that include derros, pechs, zombies, and other unfortunate creatures. The drow captured these slaves either when the creatures errantly wandered into the desert or during the house's intermittent raids against bastions of civilization in Sekamina and occasionally Nar-Voth. Some claim that a roving patrol of duergar led by the slaver lord **Danthill Rothok** (LE male duergar ranger 8/rogue 9) have even ventured onto Golarion's surface to claim new slaves for their undead drow allies in the Black Desert. Where these duergar make their base of operations remains a mystery, since they don't live in the Vault itself.

Spore Gardens: These experimental gardens are the drow attempt to learn about the strange energy that powers the Field of Horrors. Like the sporecrafting experiments that first created the vegepygmies, these experimentations are quite cruel. In fact, in an attempt to recreate the bizarre ghost mold in this controlled environment, the drow often sacrifice unruly slaves, so far to no effect. If the drow ever master the energy behind the strange mold, it's assumed that Zyra and Nyrinda Shraen will try to plant the toxic spores near the urdefhans in their attempts to drive the bloodsuckers from the Black Desert.

Urdefhan Encampments: A long time ago, the daemon-spawned urdefhans set their sights on Shraen as a perfect place from which to mount a campaign to further spread their will throughout the Darklands. However, the drow were already entrenched in the ruined city—and so the urdefhans made it their singular mission to slaughter them, or at least drive them away. In all, about 100 urdefhans and several dozen of their skaveling mounts inhabit each of these fortified encampments.

Under the guidance of **War Champion Urserf** (NE male urdefhan summoner 15/marshal 3), the urdefhans have mounted several assaults against Shraen in recent years. The battles have only managed to kill drow slaves, but the increasing scale of these attacks demands that the drow take action against these horrid creatures soon.

Urgathoa's Purlieu: This rock formation is a natural fortification used by several members of House Shraen who fanatically devote themselves to Urgathoa, including high priestess **Larielle Shraen** (LE female banshee cleric of Urgathoa 11). Larielle and three of her younger sisters are



the keepers of the *Bloodsoaked Bones*, a collection of bone fragments said to have come from the foot of Urgathoa herself. The relic's foul necromantic powers—which could explain many of the Black Desert's strange features—are also rumored to be able to transform even the most upright paladin into the most evil undead. The divine herald Mother's Maw appeared to the sisters and promised them that, one day, they would be required to give the relic to a wandering stranger. They would know, the herald said, who was worthy. In exchange, the Pallid Princess would transform them into Daughters of Urgathoa. Their instructions received, the sisters wait, remain vigilant, and guard the relic with their undying lives.

Ydersius's Maw: The shifting sands of the Black Desert have revealed this ancient ruin, which dates to when the serpentfolk ruled Golarion. This serpent-head-shaped structure is ostensibly the only remains of the serpentfolk's effort to establish an outpost in the desert. Still, the original colonists remain, perhaps due to the strange energy that pervades the Vault. Deep within this ruin is a cabal of serpentfolk liches, including an awakened demilich who quietly plots to destroy the blasphemous relic of Urgathoa that lurks nearby.

Suggested Mythic Trials

Simply reaching the Black Desert might constitute a mythic trial all on its own. Whether or not this is the case, the following suggested mythic trials can challenge even an advanced mythic party when adventuring in the Vault.

The Bloodsoaked Bones: Whether the *Bloodsoaked Bones* are truly remnants of Urgathoa, they are undeniably powerful necromantic artifacts capable of bestowing mythic power upon those who use them to do the Pallid Princess's will. A party that could obtain these from their drow guardians would hold immense power. Destroying them by giving them sanctified burial in the high temple of Pharasma in Sothis would strike a mighty blow to her faithful the world over. The drow of Shraen would pursue such thieves through the Darklands and beyond to prevent such blasphemy.

Iffdahsil's End: Destroying the mythic vampire shoggoth Iffdahsil is a feat that even the forces of Shraen have been unable to accomplish in thousands of years. How the inhabitants of the Black Desert would react to such a display of power within their realm might not be as much a show of gratefulness as it is a uniting against a clearly formidable newcomer to the Vault.

Mechitar

“Cling to life if you must, young wizards. Certainly there might be something to breathing in the scent of a summer day, or to tasting the food your slaves have so carefully prepared. But are those pathetic pleasures worth denying your true potential? Are you willing to forgo power and prestige because you cling to mortality? Abandon the beating of your heart and the nagging needs of your flesh! Cast off your mortal shackles and embrace the void beyond!”

—Vikroti Stroh, vice-chancellor of the Ebon Mausoleum

MECHITAR

Undead Capital of Geb

Location Western Geb

Common Threats Curses, disease, experimental magic, poison, all manner of undead

Notable Inhabitants Arazni, Blood Lords, Geb, Rinnella Brenon

Prominent Locations Cathedral of Epiphenomena, Cinerarium

Forty-two thousand souls—but significantly fewer living, beating hearts—inhabit Mechitar, the capital of Geb and the nation’s second-largest city. An undead paradise, Mechitar is the unabashed demesne of vampires, wraiths, mummies, liches, and evil living necromancers. At the height of the city’s debased hierarchy is the ghost-king Geb himself. The evil wizard remains unconcerned, however, with the city’s day-to-day affairs. Those he leaves to his trusted Blood Lords, his conclave of mostly undead necromancers.

History

More than 5 millennia ago, a wicked necromancer and exiled Osirian known as Geb raised the banner of a new nation. Greedy for power, he traveled to the southern reaches of ancient Osirion (much larger in the distant past) and began exerting his toxic influence. In but a few years, Geb had employed potent wish-magic and an army of undead to rout the Osirian governor from the land that now bears his name. First he drove the Osirian officials from an ancient settlement south of the Axanir River. Its original name is lost to time, as Geb renamed this hub Mechitar—and in short order made it his nation’s capital, the seat of power from which he orchestrated the takeover of the former Osirian province.

Although Geb quickly nullified Osirian laws and outlawed the ancient empire’s customs in Mechitar, he appropriated its majestic architecture and dense urban structure as he sought to create a refuge for his undead minions. The central corridor of Mechitar, as a result, quickly became dotted with grim pyramids. They now house the Blood Lords, who serve as the city’s oligarchy and aristocracy.

The largest and most central pyramid is the Cinerarium. A massive, foreboding structure, it stands more than 450 feet tall, is faced with the blackest obsidian, and serves as

a palace to the wizard-king and his Harlot Queen. Even the city’s buildings—including the sprawling Cathedral of Epiphenomena—are built in step-pyramid style, underscoring Geb’s obsession with creating a city that looks every bit the archetypal necropolis.

When Geb went to war with his archrival, the wizard-king Nex, Mechitar had already been thriving as an undead paradise for decades. The war-torn centuries that followed, however, were a time of great paranoia within Geb’s prized capital. During this period, the necromancer handed the city’s daily duties to the Blood Lords, who spared no effort in protecting the city and its populous—themselves first and foremost—against Nex’s wrath. They erected the city’s walls, sealed off a nearby ancient Osirian ruin and the decrepit former governor’s mansion, trapping Geb’s enemies within, and closely monitored any outsiders who spent a significant amount of time in the city. To ensure security even further, the Blood Lords established the Bellator Mortus—a legion of necromancers, graveknights, skeletons, zombies, ghouls, and ghosts that still today serve as the city’s guard.

The paranoia in Mechitar faded in the centuries since Nex disappeared. Most of its citizens believe that Geb’s war with Nex is long over, despite the fact that Geb—who slew himself more than 4,000 years ago in a fit of uncertainty over his enemy’s fate—lingers in Mechitar as a ghost. Geb’s lack of interest in his once-prized capital, however, hasn’t stopped it from flourishing. In fact, a strict (if chillingly evil) measure of order has settled upon the city. This propriety exists thanks in no small part to the steady political hand of Arazni, who remains willingly enthroned in the Cinerarium while working alongside Mechitar’s ruling class to push the city to new heights. The fact that most of the city remains undead and ageless means that its leaders cultivate mysterious, long-term schemes.

Region Gazetteer

Mechitar is a sprawling metropolis that is at once full of decrepit slums, opulent pyramids, and some of eeriest temples in Garund. Below are details on some of the city’s most prominent locations.

Blood Lords’ Alcazars: Ringing Mechitar’s Cinerarium are six smaller pyramids alternatively gilded with gold,

inlaid with black diamond chips, or outfitted with other precious materials. These structures, “alcazars,” are home to Mechitar’s Blood Lords, their families, and favored minions.

The alcazars are protected by the Blood Lords’ private security (which usually involves flesh golems, magically augmented beasts, and undead abominations) as well as Bellator Mortus guards, the latter often are paid handsomely to look the other way during the Blood Lords’ intermittent feuds. Indeed, although Mechitar’s laws expressly forbid infighting among its ruling class, a centuries-old dispute over the ownership of chattel continues to pit three Blood Lords against each other (see below). The warring Blood Lords are **Mirgona Zede** (NE female human necromancer 15), **Hyrune Loxenna** (CE male half-elf vampire witch 12), and **Quarnim Ix** (NE male devourer oracle 8).

Rumor has it that nearly all the Blood Lords have repurposed the alcazars’ extensive security for more than personal protection. Deep beneath each pyramid are winding networks of repositories said to contain the personal treasures of that Blood Lord and her progenitors. The contents of these repositories are well-guarded secrets, but most speculate that each contains several scrolls of powerful (even mythic) necromantic spells; a multitude of magic items, including *staves of necromancy*, *robes of bones*, and *darkskulls*; and artifacts of untold power, including at least one *talisman of ultimate evil*.

Cathedral of Epiphenomena: At the western end of Mechitar stands this strange and sprawling complex, which houses the living and undead clergy of Urgathoa, the most worshiped deity in the city. The cathedral’s atrium is a pyramid inlaid with onyx and garnet, and is best known for its imposing sanctuary. This public worship space contains a 10-foot-tall ivory statue of the Pallid Princess, complete with fresh, magic-laced blood perpetually flowing down its skeletal legs.

Connected to the cathedral’s atrium is a much larger, four-story building built in the style of a geometric step-pyramid. This building—as well as the complex of buildings to the cathedral’s north—serves as the living and working quarters of the temple’s order. In the center of the cathedral rises a step-spire that rises nearly 10 stories skyward. Protected by powerful *arcane locks* and a contingent of the city’s strongest guards, the middle floors of this spire contain the personal quarters of the fanatical mistress of the cathedral, **Rinnella Brenon** (NE daughter of Urgathoa summoner 9/hierophant 1). It’s said that Brenon has an alliance with an oddly rational being similar to a nightwalker that never leaves her side.

Chattel Ranches: Filling the desolate countryside surrounding Mechitar—and, spread throughout the entire nation of Geb—are countless farms where humanoid chattel is raised. To keep the more ravenous undead that populate the nation sated, chattel serves primarily as food.

This constant supply of humanoid flesh, raised from birth solely to be eaten, ensures the stability of Gebbite society by keeping the more useful living slaves and citizens of Mechitar mostly safe from the predations of their undead peers.

Cinerarium: Easily the most prominent and awe-inspiring structure in Mechitar, the Cinerarium serves both as a palace to Geb and Arazni and as the headquarters of the Bellator Mortus, the city’s official guard. The Cinerarium is faced with polished jet and obsidian. It towers rise more than 450 feet high, with catacombs rumored to stretch just as far below ground. It’s surrounded on all sides by an octagonal moat filled with the poisonous waters of the River of Rot—the perpetually tainted canal that bisects the city. Within the building, the bottom several floors contain the Bellator Mortus guards’ training grounds and quarters,



Mechitar

including those of **Guard Captain Marden Gilpher** (CE male human cavalier 15), who enforces the city's laws so strictly that he publicly executes members of his order who stray from the service of Arazni and the Blood Lords.

The Cinerarium's uppermost floors serve as the domain of the Harlot Queen Arazni, whose body Geb stole and reanimated as a lich more than 8 centuries ago. In an affront to her virtuous past, Arazni now lives embroiled in hedonism and excess—including keeping a harem of three dozen captured or fallen warriors from Lastwall's Knights of Ozem. Near Arazni's chambers are the quarters of the five graveknights who serve as her bodyguards and personal envoys. Her chambers also include the city's treasury, rumored to contain an incredible assortment of golden sarcophagi, ivory statuary, gem-encrusted funerary items, and Geb's personal collection of necromantic artifacts. Some say the vaults also hold the secrets of the wish-magic used to purposefully turn Nex into a barren wasteland.

Beneath the Cinerarium is a maze of Osirian-style catacombs rumored to predate Geb's construction of modern-day Mechitar. The necromancer sealed these catacombs with powerful wards during the height of the wizard-kings' war, and now the maze of passages are almost entirely underwater due to the proximity of an underground stream. Untold aquatic horrors dwell beneath Geb's palace, including a vampire scylla and the bizarre, aquatic mummies that reportedly guard a dormant wellspring of mythic necromantic power Geb employed during the height of his war with Nex.

Deathless Arena: Located next to Ossum Harbor's docks, this coliseum is the city's main center of public entertainment. Its regular competitions help resolve the natural rivalries that occur among Mechitar's ruling class, who are otherwise forbidden from open conflict. Per the city's laws, any citizen may enter into the arena's weekly gladiatorial battles, either personally or via a proxy champion. These martial extravaganzas routinely see dozens of combatants enter the largest, most heinous necromantic abominations they can craft in an attempt to win—or keep—the title of Deathless Champion.

Ebon Mausoleum: Directly north of the Cinerarium, this glittering complex is made almost exclusively of black, magically reinforced glass. It serves as a necromantic academy for those rich or powerful enough to gain admittance—mostly the families or agents of the Blood Lords. Public demonstrations of students' newfound abilities are common. In the pyramidal front portion of the academy. Needless to say, the academy does not have a dearth of corpses for students to study and experiment on.

The back portion of the academy (as well as several surrounding outbuildings) contains classrooms and living quarters. Additionally, the heavily fortified center of the academy's northernmost wing contains the private studies

of **Chancellor Kemnebi** (LE male vampire necromancer 12), the institution's leader, and **Vice-Chancellor Vikroti Stroh** (LE female human lich necromancer 11), both of whom quietly vie for prestige and power among the city's more well-established and long-serving Blood Lords.

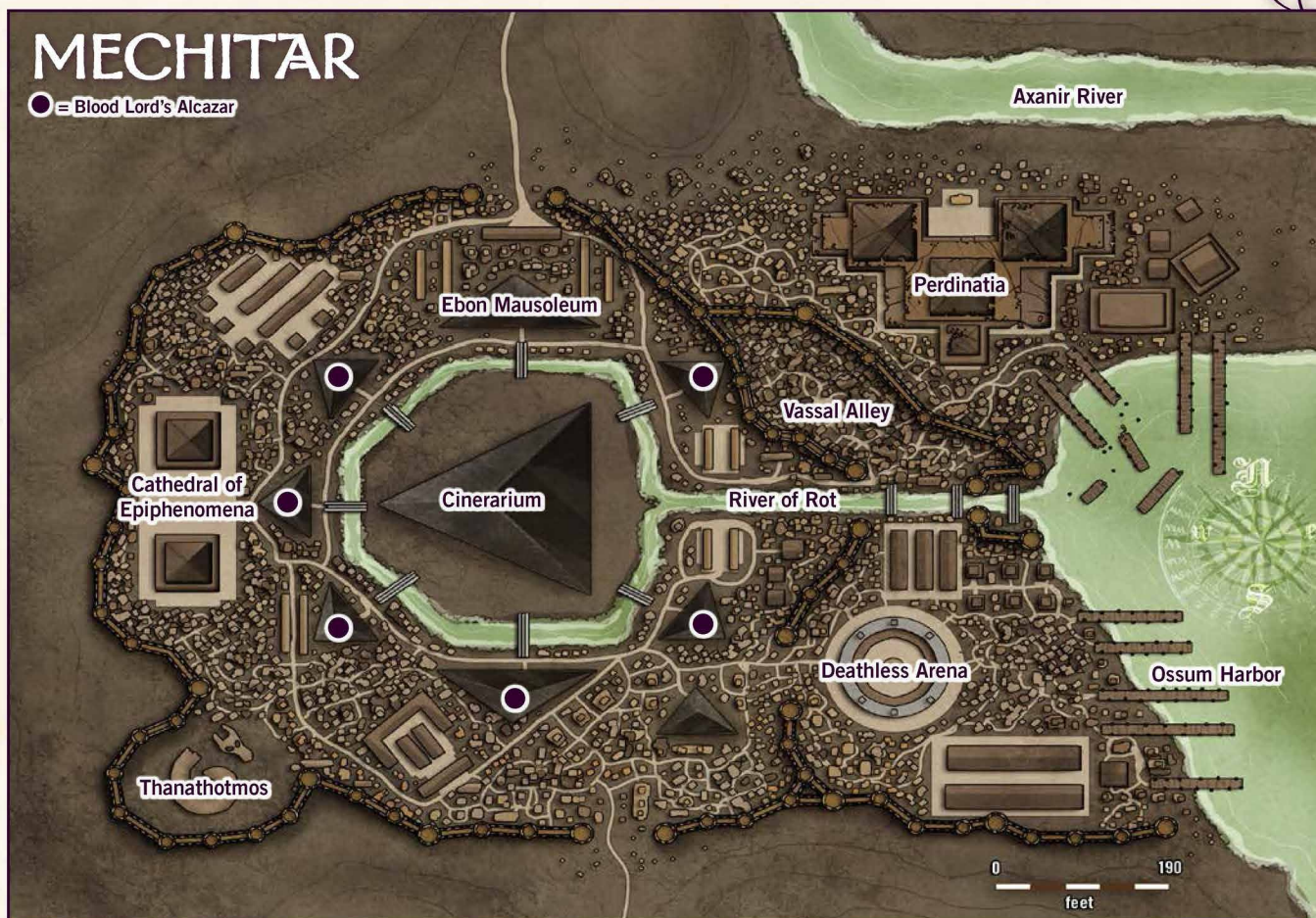
Ossum Harbor: A small but important harbor to Geb's international trade, Ossum Harbor welcomes ships from all over the world, and serves as the primary outlet for the nation's food exports. The harbor is staffed by members of the city's rather large underclass, who live in Mechitar's Vassal Alley.

Although working at the harbor's docks pays a pittance—if that—order pervades this industrial district. Its peacefulness is thanks to the harbor's overseer, **Vernetta Xenopha** (LE female mohrg fighter 12), who has helped defend the city from several major naval attacks. Xenopha's iron hold on the harbor and docks also may be explained by the rumor that she allies with a contingent of incorporeal undead she uses as spies. When not working for the overseer, these spies supposedly inhabit a southern storage building that Xenopha has made off-limits to her workers.

Perdinatia: Once the mansion of the region's Osirian governor, this geometric step-pyramid has been in shambles ever since Geb murdered its occupants and claimed the city for his own. Neglecting the structure once he was victorious, however, proved a blunder on Geb's part. Reports tell of a strange mist permeating the site, which has hallucinogenic and permanently maddening properties that can affect even undead. Even worse, scholars believe that the angry souls of the region's former Osirian leaders haunt the place in ghostly forms who defy the rule of Geb and all who serve him.

Reportedly tethered to the mansion is the ghost of **Khmet Khanrah** (LN male human ghost ranger 12), the Osirian governor Geb slaughtered all those centuries ago, as well as the spirits of his compatriots and the powerful undead monsters who seem to be drawn to the site. The ghosts are bound here and cannot take their revolution against Geb beyond the facility's walls, but with access to living agents or unbound undead they could control, Khmet Khanrah and his allies could prove problematic for the Blood Lords. Until such resources are available to them, however, the rulers of Geb are content to leave the ghosts isolated in the ruin.

River of Rot: Many non-Gebbites see this fetid canal as an embarrassment to the Blood Lords, who, in the height of their paranoia, accidentally poisoned this waterway during the war between Nex and Geb. Instead of killing the city's undercover enemies, the poison seeped into the water supply, sending most living residents into the afterlife—or into undeath. Once they sealed off the poisoned canal, though, the Blood Lords decided to leave the diseased water as a particularly potent way to protect the Cinerarium



from the living. The city's water supply now comes from underground springs far below Mechitar's sands.

The River of Rot remains ignored and is rarely used, as it once was, to move goods toward the Cinerarium. This neglect has attracted several unsavory denizens to the natural catacombs beneath the canal, including a particularly lawless band of ghoulish-thieves, ubashki lynxes (see *Pathfinder Campaign Setting: Lost Kingdoms*), and even agents of Pharasma, Iomedae, and other good deities who operate undetected in the city.

Thanathotmos: This bizarre ruin dates to the early years of the Age of Destiny. Nearly 100 feet wide and 200 feet tall, it's shaped like a coiled, headless serpent. Its crumbling stone head—like that of a jackal—lies buried in the sand. Powerful tomb guardians are said to rest inside, and without sufficient reason to venture into the ancient crypt, the undead of Mechitar simply leave the site abandoned.

Vassal Alley: Mechitar's most cramped, decrepit district is home to its vast underclass. Several gangs of thugs operate here, but no inhabitant is quite as feared as the dread wraiths that fly the night skies every few months, hungrily searching for any living creatures on which they might feed. An incredibly strong dread wraith—whose abilities supposedly stem from otherworldly powers—is

said to command these horrors, though to what end remains unclear.

Suggested Mythic Trials

While not the only mythic trials a GM might utilize in a Mechitar-based campaign, below are two to use directly or for inspiration. See page 45 for a suggested mythic trial involving the Harlot Queen Arazni.

Agent of the Perdinatia: The restless vengeful spirits of the Perdinatia know many secret sources of power in and around Mechitar from before Geb's coup, and may be willing to share such with the PCs if they act as the ghosts' agents beyond the walls of the Osirian ruin. What Khmet Khanramh and his allies ask of the PCs is up to the GM, and could include setting free throngs of rebellious slaves, purifying the River of Rot, or unleashing the terrors in the Thanathotmos upon the city.

Blood Lord Assassination: While Geb and Arazni ostensibly rule the nation of Geb, the scheming Blood Lords are the un-lifeblood of the its inner workings. The assassination of one or more of these influential politicians would surely have far-reaching ramifications throughout all of Geb.

Pit of Gormuz

“The place you speak of is no fallow crypt of some musty, long-dead king, nor is it some crevasse filled with orcs or goblinkin. All the gods pitched their lot together to cast the Rough Beast down that pit. Asmodeus himself serves as his jailor. What would the likes of you do there, but die and offer your souls to eternal torment? We here, who must live within earshot of the unnatural sounds that come from that gods-forsaken pit, do not speak its name lightly.”

—Chyata Naheer, village elder of Aneshke

PIT OF GORMUZ

Rift to the Prison of Rovagug

Location Central Casmaron

Common Threats Rovagug cultists, Spawn of Rovagug, twisted beasts of madness and destruction

Notable Inhabitants The Crawling Hunger, Hathriss, Kohal the Corrupted, Raskineya, The Weeper

Prominent Locations Court of Fallen Righteousness, Offal Mountain, Trough of Rovagug

In Casmaron there is a gash in the earth that will not heal—a testament to the age-old adage “Woe when the gods do battle, for the world itself bears their wounds.” The Pit of Gormuz stands as a grim reminder of how quickly a city can meet its end, and how even gods may be cast down, though they do not fall lightly. The pit is a yawning maw of misery, spawning nightmares born from the uneasy sleep of the Rough Beast, who strains against bonds that have sealed his earth-blasting fury since a time before time.

History

During the Age of Creation, the gods banded together to defeat and imprison the most destructive among their number, the Rough Beast Rovagug, setting aside their own personal differences for the sake of the multiverse. In the epic final battle of the conflict, Sarenrae rent a massive rift in the surface of one world, Golarion, cutting all the way to the planet’s core. Into this the gods threw Rovagug and sealed him within a demiplane therein, a prison known as the Dead Vault, to which Asmodeus himself holds the only key. To further sequester the Rough Beast within his cage, Sarenrae repaired the earth, leaving in place of the massive gash in Golarion’s crust a smooth scar that stretched miles across the surface of the world. As people began to spread over the world, the Dawnflower instructed her faithful to avoid this scar—a holy place that was too sacred for mortals to tread—as she knew Rovagug still possessed the ability to exert his influence from within his prison.

Over the millennia, however, Sarenrae’s worshipers misunderstood her command, and the first human civilization to rise out of the Age of Darkness, Ninshabur, built a mighty city called Gormuz upon the scar. A holy site

of Sarenites who believed they had done their goddess’s will, Gormuz stood for millennia and became a destination for pilgrims from across Casmaron. But as Sarenrae feared, Rovagug’s mad rage extended from deep within the earth, and soon visions of destruction and depravity corrupted the godly people of Gormuz.

As the city slipped further and further into decadence and evil, Sarenrae sent ever increasingly vivid omens and portents to her priests in Gormuz, but her warnings went unheard or were misinterpreted. In a final effort, the Dawnflower sent her herald, the angel Kohal, to offer the city a final chance at redemption in the year –3923 AR. The maddened hordes that now inhabited Gormuz overpowered the mighty angel, however, and destroyed him. Enraged at the death of her most trusted celestial agent, Sarenrae herself descended to Gormuz, and smote the city with her flaming scimitar.

Gormuz was destroyed entirely in an instant, but the power with which Sarenrae struck the metropolis was more than she had intended, and the blow opened the rift that led to Rovagug’s prison. Instead of the clean, almost surgical incision she had made eons before when Rovagug was first placed within the Dead Vault, however, what now lay before her was a gruesome pit filled with all manner of foul beasts, including the first of the Spawn of Rovagug to disgorge itself upon Golarion’s surface—Festering Ulunat, the great world-reaping beetle whose carapace now rests in central Sothis. Rovagug’s spawn had hollowed out the earth beneath Gormuz such that the Dawnflower herself would be the one to excavate his prison when she sought retribution against the sinners of Gormuz. Sarenrae, seeing that she had been tricked by the Rough Beast, learned a valuable lesson that day, and has since espoused more fervently than before the value of redemption over wrath.

The Pit of Gormuz has yielded other horrors into the world over the centuries in the form of Volnagur, the End-Singer; Xotani, the Fire Bleeder, a hateful behemoth who burned a hundred cities in conflagration, leaving only the ashes of civilizations in its wake; Chemnosit, the Monarch Worm, whose festering maw consumes the very people who call upon its powers; Kothogaz, the walking beetle of poison and glass that pitched its whole might against the

Vudrani empire; and the great Tarrasque, the most terrifying spawn of Rovagug, which no army or hero has yet to fell. Other monsters may have been spawned from the Pit of Gormuz over the years, but the Tarrasque was the last on record, having emerged to destroy all of Ninshabur in -632 AR.

Region Gazetteer

The deafening roar of hot, fetid wind greets any who journey to the edge of the immense 20-mile-wide Pit of Gormuz. No reasonable means of ingress presents itself along the circumference, though a treacherous series of continually crumbling handholds, bitterly named "The Last Stairway," descends into the pit below a shrine of carved maws and jagged talons. Within the pit darkness, foulness, and heat reign, and few mortals can withstand the ear-splitting wails of the winds, the face-melting blasts of hell-furnace heat, and the pure and sinister stink of the pit without losing their sanity or their lives. Still, dozens of fools try every year.

Trough of the Rough Beast: Varying in width from a few feet to 6 miles, this ring of mostly flat stone is the first ledge below the yawning maw of Gormuz. It's a carrion wasteland fed with fresh sacrifices by the incessant hordes of vicious pilgrims who bring captives to offer the Rough Beast, hurling them over the edge of the pit to break and splatter on the floor of the trough. A brood of nyogoth qliphoth infest the decay-filled ledge, scavenging among the detritus left there for Rovagug, and occasionally rising from the pit to snatch pilgrims whose offerings are deemed unworthy of the Rough Beast. The ledge itself is a breeding ground of horrors where the broken bodies of sacrifices merge together to form great masses of amalgamated flesh that quickly absorb any living creatures that survive the fall to the trough.

The unquestioned ruler of the Trough of the Rough Beast, however, is a hideous thing as old as the pit itself. Known only as the Weeper, this towering, 30-foot-tall, cloaked monstrosity menaces with the head of a carrion bird, four arms ending in slaving maws, and too many stinger-encrusted tails

to count. The Weeper's back bears one rotting wing on its right side; its left wing was sheared off by angelfire thousands of years ago. The twitching stump of this ruined wing weeps black blood continuously. Drops of this ichor take hideous shape and life of their own and gather round the Weeper as mewling children and zealot subjects.

Offal Mountain: Between the opening of the Pit of Gormuz and the advent of the Tarrasque, many Spawn of Rovagug emerged from the pit, most of which caused such a wake of destruction across the face of Golarion that none were left to record their passage. One such monstrosity, Volnagur the End-Singer, is said to have devoured the settlement of Ikithan—an entire city of over 10,000 unfortunate inhabitants—gorging on flesh, buildings, and even the earth that supported their doomed foundations. After this awful feast of unfathomable proportion, the beast flew to this 5-mile-wide perch on the western wall of the Pit of Gormuz, and there the titanic beast squatted and defecated a mountain of offal.

The steaming vapors of this pile of waste, littered with the remains of an entire city, attract all manner of unwholesome parasites, and those that feed on the feces of one of Rovagug's spawn are infused with the Worldbreaker's terrifying essence. Flies the size of great wyrms circle lazily around this mountain of dung; one spray of their digestive juices is potent enough to reduce a mithral golem to morass. Purple worms of terrifying size frolic in the stinking heaps, boring tunnels through Offal Mountain, and the Crawling Hunger—the largest specimen of purple worm ever witnessed and one of Rovagug's lesser spawn—has been spotted here on numerous occasions.

While common belief holds that the destroyed town was simply a random target for a rampaging beast, the fact that the spawn saw fit to deposit the digested contents of that city into the Pit of Gormuz has led to centuries of speculation regarding its significance. Some say a relic of great power that could be of use to Rovagug in his tireless effort to escape his eternal prison was held within or beneath the city, and that the poor souls devoured there were nothing more than collateral in the spawn's quest to



Pit of Gormuz

retrieve the object of power. Others suggest one young girl hidden among the population was touched by prophecy and especially blessed, perhaps even by Sarenrae. Some claim this girl lives still, though she has been horridly tainted by Offal Mountain's putrid predations, and must be cleansed in the fires of Sarenrae. Both theories attract potent followers of both Rovagug and Sarenrae to Offal Mountain, and conflicts of epic proportions are waged deep among the ruins of Ikithan.

Crater of Carnal Joining: Long have the cultists of the Rough Beast sought to bring forth another of his Great Spawn. This dismal, befouled pit, originally thought by pilgrims of the Worldbreaker to be the bottom of Gormuz, is the site of an unnatural rite that lives in infamy. Here a particularly loathsome priest of Rovagug named Multh, the Monster's Midwife, gathered 1,111 "brides and husbands" of Rovagug—willing virgins of over 100 races, monsters and humanoid alike, all hoping to become the vessel for Rovagug's next spawn. His cult spent years gathering the multitude of offerings and brought them to this hell-wracked crater. He prayed to his dark master, begging Rovagug to throw off his bonds long enough to fornicate with the host of waiting supplicants.

Multh rejoiced when he first saw a monstrous form rise from the depths of the crater, but then he recognized from legend Galulab'daa, a lesser servant of Rovagug that resembles a seeping awful sea of a gibbering moulder. The hideous slimy blob of appendages, maws and other less decent anatomical expressions rolled like a lust-filled tsunami over the 1,111 virgins. Most of the living offerings were mangled or crushed in this abominable rite, but four survived and quickly ballooned with child (two being rather unfortunate human and troglodyte males). The four Woeful Mothers (as they became known) all died birthing their hideous young. Only one of their progeny survived, a pale and wretched humanoid child with seeping skin like runny eggs. The mewling abomination has been nursed carefully by Multh ever since, in a lava-tube lair concealed in the crater here.

Recently, the Crater of Carnal Joining has attracted a new prospective mate for Rovagug—an awe-inspiring void dragon known as **Raskineya** (see page 60). The mad, mythic wyrm arrived 1 year ago and now makes her nest at the center of the crater, engaging in strange rituals in hopes of attracting the true Rough Beast so that she may aid it in creating new half-dragon spawn that surpass even the Tarrasque in their horror.

Broken Empire: These cavernous systems of tunnels and chambers exist at the Sekamina layer of the Darklands, and were once populated by entire civilizations of dark folk, oroads, and serpentfolk. The wars that raged between these races escalated until one among them, a strange serpentine hierophant named **Hathriss** (CE female serpentfolk cleric

of Rovagug 15/hierophant 4) summoned the Great Doom Chemnosit, the Monarch Worm, one of the unwholesome Spawn of Rovagug. Hathriss foolishly thought she could control Chemnosit. The Monarch Worm made quick fodder of all three empires, starting with Hathriss' own people, and left only destruction in its wake. Afterward its taint left these tunnels filled only with twisted, milk-eyed members of all three races infused with Rovagug's essence. The hierophant Hathriss still stalks the hall as well, armed with the *Tooth of Rovagug* (a variant *dagger of a thousand bites*); more than one foolish hero has sought to claim this accursed weapon for her own, only to be felled by the now-deathless master of dark serpents.

Court of Fallen Righteousness: This strange jagged spire rising like a horn from the south wall of the Pit of Gormuz is the domain of Sarenrae's former herald, the angel now known as Kohal the Corrupted. When the crazed, evil inhabitants of Gormuz destroyed Kohal in the final act that spurred Sarenrae to destroy their city, the angel's corpse fell into the pit his goddess's flaming scimitar carved into the face of Golarion. Plummeting the entire depth of the pit into the lava at the planet's core further marred Kohal's already ravaged corpse, but Rovagug's plan for the fallen angel was not over; 100 years after his destruction, Kohal was resurrected, now in the twisted, scarred form of a chaotic evil three-armed planetar with a body made entirely of molten lava.

Within the hollowed-out tip of this jagged spire known as the Court of Fallen Righteousness, Kohal holds court. The defiled angel is the embodiment of wrath, for Rovagug whispers into his insane mind constant reminders that he was once the herald of a god. From his fortress, Kohal plots, though rarely executes, numerous plans to invade Nirvana and take revenge on his former goddess. The fallen angel keeps a "court" of equally insane followers of the Rough Beast who make it this deep into the Pit of Gormuz. These subjects are generally powerful enough to survive the dangers above the Court of Fallen Righteousness, and are formidable threats in their own right. Fortunately for Sarenrae's faithful, Kohal and his minions are too crazed and disorganized to bring the full thrust of their power to bear, though if they ever do so, it would be catastrophic.

Bones of the Challenger: This slope of smoking earth spouts cathedral-sized gobs of magma that run in rivers towards the pool of lava at the pit's nadir. These rivulets are called the Tears of the Lost Sun, in reference to the legend that Sarenrae pulled a sun from the sky and plunged it to the earth's core to burn Rovagug in his eternal prison for all time.

The sloping stretches of volcanic earth are also littered with strange ivory monuments, some nearly a quarter mile tall. These are the Bones of the Challenger—all that remains of a gargantuan creature from Heaven that descended into

the Pit of Gormuz to take on the Spawn of Rovagug. Unfortunately the zealous creature, whose true nature is still a mystery, foolishly underestimated the combined might of the Rough Beast's most deadly offspring. The slain beast's massive skeleton now adorns the lava-drenched walls of the pit's lowest reaches; the bones' immunity to fire prevents them from being completely destroyed by the constant flow of molten earth.

Rovagug's most ambitious servitors, those with the means and will to descend to the very core of Golarion, to their god's doorstep, have hollowed out many of these gigantic bones to serve as strongholds. These fierce cultists stand vigil over their god's prison in the hope that they will be the first graced with his dark blessing of destruction upon his unholy rise.

Suggested Mythic Trials

Defeating or surviving any of the challenges above could easily count as a mythic trial, but GMs might also consider the following as options.

Ghosts of Gormuz: Though Sarenrae utterly destroyed this city thousands of years ago in judgment, not every soul within Gormuz's walls was tainted by Rovagug's influence. Some of the virtuous inhabitants who were destroyed as collateral damage when Sarenrae smote the city may remain in the area surrounding the Pit of Gormuz as ghosts. What conditions the PCs may have to meet in order to free them of their bonds to the Material Plane are up to the GM, but doing so would certainly be an act worthy of notice by Sarenrae, who still regrets her impulsive action and the innocents who died as a result.

Kohal the Redeemed: Sarenrae's fallen herald, Kohal the Corrupted, resides among the deepest layers of the Pit of Gormuz, completely defiled by Rovagug's influence and twisted into a horrific abomination. Redeeming Kohal and restoring his celestial form would be a heavy blow to the Rough Beast.

A Spawn's Destruction: While few if any of the fell Spawn of Rovagug now reside in the Pit of Gormuz itself, the defeat and destruction of any one of them or a new one birthed from the pit upon the PCs' arrival would surely constitute a mythic trial, for only the most powerful of mortals can bring down one of the abominations sired by the Rough Beast himself.

Statistics for several of the Spawn of Rovagug can be found in *Pathfinder Adventure Path #24* and *Pathfinder Campaign Setting: Inner Sea Bestiary*.



Tusk Mountains

My children, you may hear that the old ways are dying—that no more can we follow the herds, that we must build cities and huddle behind walls like the cowards in Tolguth. That our traditions fail us. Look, my children, to the mountains: forever unchanging. They stand now just as they did when the first of us walked this valley. They will still stand long after the last of us departs. The mountains fear not the storm. They break it! We are of the stone and ice, and we do not yield!”

—Jorn, Bloodspeaker of the Greattusk Tribe

TUSK MOUNTAINS

Savage Wilderness of Giant Proportions

Location north-central Avistan

Common Threats Dinosaurs, giants, megafauna

Notable Inhabitants Jarl Gnargorak, Larisa, Lenas, Murrog One-Ear

Prominent Locations Bos-Phargrumm, Earthnavel, Red Rune Canyon, Tolguth

In the shadow of the Tusk Mountains lives a world from another time. Here, where the ice age never ended, where mammoths and cave bears live on, the Mammoth Lords live as they have for centuries. Hot springs and steam create valleys of eternal springtime, and the ground shakes with the mighty steps of dinosaurs. The children of the ice god Thremyr rule the mountain heights. Lying between the witches of Irrisen and the demons of the Worldwound, nestled beneath the Crown of the World, the Tusk Mountains offer no easy life. In this land of time held still, deeds shout louder than words, and legends wait to be born.

History

Like the fangs of a great beast, the icy peaks of the Tusk Mountains jut up from northern Avistan. They form the base of the Crown of the World and bisect the Realm of the Mammoth Lords, before running south to form the border of the Hold of Belkzen and Ustalav. Though the Tusks rise to nearly the height of the mighty Kodar Mountains, the many passes and passages through the mountains make them less of a barrier.

The history of the Tusk Mountains is sparse, largely confined to the tales of the Mammoth Lords. They warn of the tribes before them, who trucked with ancient powers beneath the surface and paid a price beyond the loss of their lives. The bloodspeakers say little of these tribes, save the cryptic dismissal, “They were us, but not of us.”

Mastodons, woolly rhinos, smilodons, and other beasts from forgotten ages roam through the Realm of the Mammoth Lords, including the foothills and valleys of the Tusk Mountains. In the eastern range, volcanic activity and steam vents warm many of the valleys to almost tropical temperatures. In the warmest of these valleys,

dinosaurs and other reptiles supplant the megafauna found elsewhere. Legends hold that these strange creatures migrated from deep below Golarion’s surface, where they dwelled in a savage land of mighty beasts lit by a second sun. If this is true, an earthquake or other event has since closed this path of migration.

Before Earthfall, few creatures lived in the frozen heights of the Tusk Mountains. With the *Starstone’s* impact came the waking of Thremyr, and thus the birth of the frost giants. The frigid heights of the Tusks suit the frost giants perfectly, and tens of thousands of them dwell among its peaks. The frost giants eschew regimented societies, and each jarl rules over a mountain or two at most, though the rise of Jarl Gnargorak threatens to change this. This “high jarl” now claims the fealty of a score of jarls and grows increasingly bold in his sallies against the Mammoth Lords.

Yet more frost giants live as slaves of Mammoth Lords tribes. The first frost giant children to be enslaved were captured for sport or stolen from sleeping giant camps as proof of warriors’ prowess. A few enterprising Mammoth Lords took it upon themselves to raise these stolen giants to adulthood as living battle prizes. These foundlings soon established their worth through manual labor and fighting side by side with the Kellids. Ownership of a foundling demonstrates the power of a Mammoth Lord clan, with the mightiest clans owning as many as a dozen. Even though the tribes treat their giants more akin to family than the slaves they truly are, some foundlings inevitably rebel against their status. Such rebellions have been the end of more than one tribe that harbored more foundlings than its warriors could handle.

A century ago, the corruption of the Worldwound swallowed up the neighboring nation of Sarkoris. Now that influence threatens to engulf the Realm of the Mammoth Lords and the Tusk Mountains. *Hrungara*, the point beyond which mammoths do not willingly go, advances with each passing season. Corrupted megafauna now roam the Thunder Steppes, and fiendish creatures plague Tolguth and its surrounding valleys. Every year, increasing numbers of Kellid bands cross the mountain passes for the relative safety of the western lands.

Region Gazetteer

Though the Tusk Mountains extend as far south as Belkzen and Ustalav, it is the northern Tusks where legends walk. North of Hillcross, the rule of orcs and humans gives way to that of frost giants. In the north, winter witches and demon lords scheme for control, and titanic dinosaurs stride within bowshot of walled compounds.

Bos-Phargrumm: In the highest reaches of the western Tusks stands the ice fortress of **Jarl Gnargorak** (see page 52), self-proclaimed high jarl of all frost giants. Forever collapsing under its own weight, Bos-Phargrumm stands atop the crushed remains of its older layers. Giants labor constantly to add new floors to Gnargorak's monument of pride. The jarl and his most favored minions live in the newest and most opulent levels; the rank and file at the bottom, their halls choked with fallen ice and the detritus of scores of prior occupants. Monstrous creatures dwell in the collapsed chambers beneath the fortress, slithering and burrowing in search of morsels left behind from better days. During his rare stays at Bos-Phargrumm, the jarl shares his chambers with a harem of cloud giants, each an accomplished warrior or spellcaster. The jarl's harem serves as his personal guard and privy council, and runs affairs at his fortress when he is absent.

Gnargorak's reign extends throughout the Tusk Mountains, and his most trusted vassal jarls are each granted a castle of their own upon gaining Gnargorak's favor. Among them are **Karthugra** (CE male frost giant cavalier 10), who rides a white dragon into battle; **Fronav** (CE female frost giant sorcerer 14), who is known to wield a *staff of the magi*; and **Thimroth** (NE male frost giant ranger 8), who leads a celebration of giant polar bears.

Dreamer's Reach: This barren peak, the highest within scores of miles, offers a commanding view of the surrounding mountains. Kellids in search of divine guidance climb Dreamer's Reach and quickly strip to the waist at its summit, braving exhaustion, exposure, and hunger until either Desna grants wisdom in a waking dream or the spirits usher them away to the Boneyard. Animals and giants avoid Dreamer's Reach, leaving the treacherous climb and exposure to the elements the only threats. Yet the veil stretches thin in the realm of dreams, and those seeking visions at its peak may find themselves in battle with nightmares made far too real.

Earthnavel: In a valley reachable only from above or via a network of treacherous caverns, a 13-tiered pit pierces Golarion, its walls lined with the ancient skulls and bones of all manner of fierce creatures. At the bottommost tier, a tunnel barely wide enough for a human dives deeper still—the *sipapu*, or Earthnavel in the Common tongue. Besides deadly dinosaurs adapted to eternal dark, fur-clad ghosts of long-dead warriors roam in the caverns beneath the



Jarl Karthugra

Earthnavel. Only the eldest bloodspeakers of the Mammoth Lords know the rituals that hold these ghosts at bay.

Those who descend the pits, pass through the sipapu, and brave the caverns beyond eventually reach Deep Tolguth, the Orvian lost world of dinosaurs and troglodytes. Long ago, saurians wandered up from the mountains of Deep Tolguth and onto the surface of Golarion, populating the valleys surrounding Tolguth (the namesake of its Darklands cousin) with dinosaurs and even stranger beasts. But time has collapsed much of the route to Deep Tolguth, and the Earthnavel blocks the path for all but the smallest creatures. **Murrog One-Ear** (CE female orc cleric of Gorum 14/hierophant 7) lairs beneath the Earthnavel, having tortured the secret to appeasing the spirits from a Mammoth Lord bloodspeaker. She searches for a set of magical skulls she believes will allow her to open the Earthnavel and release the mighty beasts of Deep Tolguth onto Golarion's surface. For more information on Deep Tolguth, see *Pathfinder Campaign Setting: Into the Darklands*.

Haven: Nestled in a hidden valley north of Hillcross lies the secretive and peaceful village of Haven. Here Kellids and giants live in peace, dwelling side-by-side in crude stone buildings and monastic simplicity. Oddly placid dire bears, smilodons, and winter wolves roam the streets along with mammoths and mastodons. Animals and villagers labor on terraced farms on the valley slopes. Haven welcomes all strangers, celebrating their arrival with a feast at the grand hall. Hidden inside this hall lurks a terrible secret: a cold-tolerant bodysnatcher (see *Pathfinder RPG Bestiary 4*) that consumes and replicates Haven's guests. Chief among its servants is **Lenas** (LN male pod-spawned human druid 10/hierophant 5). It was Lenas who discovered the bodysnatcher seedling struggling to survive, rescued it, and nursed it to full growth before surrendering his body to its embrace. Lenas wears the *Verdant Stone*, an ancient amulet that grants regenerative power to nearby plants, prevents his vegetative form from deteriorating, and gives him full access to the druidic abilities he had in life.

Mammoth Graveyard: In a mountain valley in the foothills of the eastern Tusks lie the bones of countless thousands of mammoths and mastodons. Mammoths near the end of their lives travel to the valley before lying down and giving in to death. Though long sought for its king's ransom in ivory, the valley has matured into a mythic location with a sort of sentience, guiding creatures to their final rest while warding the valley from outsiders. Travelers find the valley only by accident, and never twice. Yet mammoths no longer seek out the valley; it has become hrungara. The Worldwound has corrupted the genius loci infusing the place, turning it from a guardian into a sadistic hunter. Bone golems roam the graveyard, and near its center rotting corpses of the recent dead have melded together into a flesh colossus. Unlike a normal flesh colossus (see *Pathfinder RPG Bestiary 4*), this monstrosity discorporates into a horde of mammoth zombies.

The ivory of the valley holds value beyond mere material worth. When used by those with mythic power, *figurines of wondrous power* carved from the ivory of the graveyard gain a mythic simple template (GM's choice).

Mount of Black Fire: The vents and craters of this shattered peak erupt not with magma but with ebon flame (*Pathfinder Adventure Path #22: The End of Eternity 38*), which consumes and extinguishes normal fire. This ebon flame, normally unstable except in small quantities, flows from overlapping gates to the Planes of Fire and Negative Energy bound together at the mountain's core. Though the ebon flame is different from that sought by the Blackfire Adepts, the mountain and its connection to distant planes nevertheless draws powerful members of that arcane cult to the mountain, though they have yet to

discover a means of controlling the eldritch power of the great volcano.

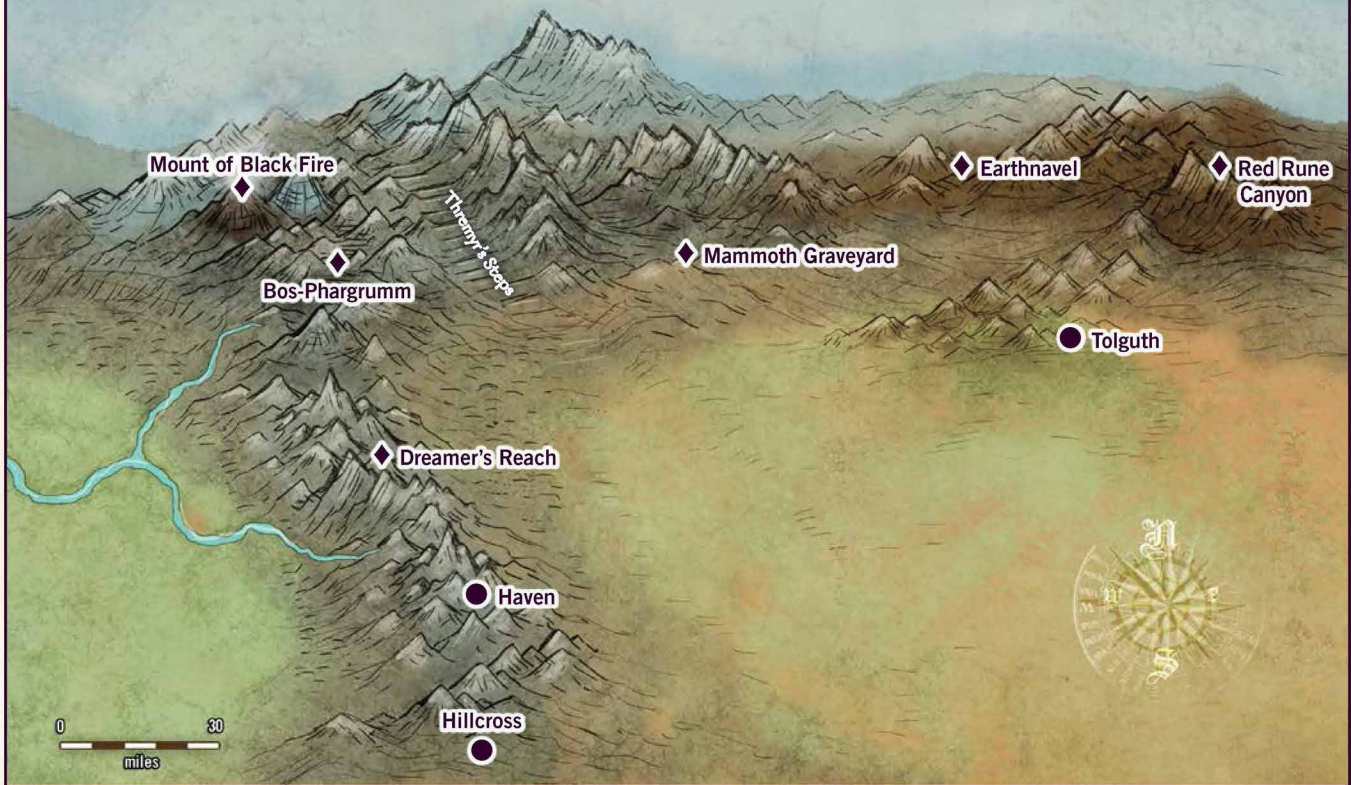
Red Rune Canyon: This interconnected maze of canyons has been claimed by the relentless expansion of the Worldwound, and festering black boils and sores weeping bloodlike mud now adorn its walls. Under demonic influence the canyons shift their paths slowly, etching a progression of blasphemous runes into Golarion's surface as demonic fortunes wax and wane. The oppressive evil of Red Rune Canyon drives animals and any beasts brave enough to enter it mad. The taint of the canyon grants these creatures one or more of the following templates: advanced, fiendish, or savage simple. Even limited exposure to the canyons prompts aggression in more intelligent creatures; longer exposure warps both body and spirit.

The malevolent **Larisa** (CE female tiefling sorcerer 12/archmage 4) arrived at Red Rune Canyon a few months ago. Through blasphemous sacrifice, she's gained control of the glyphs inscribed by the canyon. At each new moon, she calls forth a new symbol and siphons power from the distant Worldwound. When she bends the canyon into her grand spell's final rune, she will at last metamorphose into a full demon, no longer cursed by the taint of mortal blood.

Thremyr's Steps: Frost giant legend holds that Thremyr, wroth at being awakened from his slumber, forced this rocky passage between the mountains on his way to the Crown of the World. Ice trolls, cold riders, and winter fey hold this rugged pass despite periodic frost giant forays to reclaim their sacred ground. At the height of the steps, a lone norn with mythic abilities, called the Fate Watcher, holds court over trolls and fey alike. Embedded in her brow is an ice-blue sapphire from Thremyr's very flesh that grants her mastery of frost magic and dominion over all that tread the ice. This *Jewel of Ice Unending* cannot be removed from her brow while she still draws breath.

Tolguth: Volcanic activity heats Tolguth and its surrounding valley, and steam from geothermal vents keeps its vegetation as rich and lush as any rain forest. Dinosaurs and other primeval beasts roam among its ferns and cycads—both mundane dinosaurs and saurians imbued with mythic power. Kellids revere the great reptiles almost as gods, while the orcs of Belkzen covet them as beasts of war. Built on high ground near the valley's heart stands the walled stockade of Tolguth that shares the valley's name, a summery refuge from the frozen north. Year by year, more of the vents warming Tolguth succumb to the wintery call of the Witch Queen, leaving its western reaches wrapped in snow. To the east, the Worldwound whispers, and monstrosities that are more than a match for dinosaurs now tread within sight of Tolguth's walls.

TUSK MOUNTAINS



Suggested Mythic Trials

Mythic adventures in the Tusk Mountains primarily draw adventurers into the northern Tusks, where creatures of the forgotten past meet fiends from the Great Beyond. Among the possible mythic trials a GM may incorporate into a Tusk Mountains campaign are the following.

The Bones' Redemption: To rid the Mammoth Graveyard of the Worldwound's corruption, would-be rescuers must enter a false reality that imprisons the genius loci's intellect, which manifests as a colossal spectral mastodon. Here, they must do battle with feral spirits and mythic demons, while cataclysmic storms and earthquakes signal the mirror world's rapidly approaching end. Purging the demonic taint from the formerly benevolent sentient location is a task worthy of a mythic trial.

The Doors Unopened: The reshaping of Red Rune Canyon has weakened the already failing barriers between Golarion and the Abyss. At each new moon, the rituals of the tiefling Larisa force open another gate, spewing demons into the Tusk Mountains to rampage

unchecked. Though the first few gates stayed open for only a few seconds, the most recent rift opened inside the stockade of Tolguth itself, and took a full minute to close. Ending Larisa's schemes and ensuring that no further gates open in or around Red Rune Canyon will require feats of bravery both vastly difficult and too perilous for anyone without mythic power to achieve.

Waking the Beasts: When fully activated, the bone-lined tiers of the Earthnavel form a powerful beacon tied to the subterranean realm of Deep Tolguth. With the proper sacrifices, the beasts of Deep Tolguth can be called to the surface, turned back, or even mastered. Millennia ago, the first Mammoth Lords overthrew the masters of the Earthnavel and called upon its power to constrict the sipapu. Each of the nine lords claimed a single deformed skull from the tiered pits and hid it away, leaving the Earthnavel powerless. Now Murrog One-Ear, warpriest of Rovagug, seeks the nine stolen skulls. She aspires to raise an army of dinosaurs, and with them at her command to wrest control of the Mammoth Lords' armies. Adventurers who can prevent Murrog from successfully obtaining all nine skulls are worthy of prestige and the granting of mythic power.

Valashmai Jungle

The landscape here offers only murder. Yesterday Shalem picked a blossom. Her eyes ran red with blood all day, and Osril's prayers to Iomedae proved fruitless. We had to cut her eyes out so the spores would not spread. I would make for the ships tomorrow if I could tell where they were, but the jungle cheats me. Landmarks move in the night, the shimmering mist above the canopy shows the sun in random spots by day. If you find this journal on my corpse, burn me—I'm certain this place has infected my body.

—Final Entry in the Journal of Min Shen Wan, Lantern Lodge Pathfinder

VALASHMAI JUNGLE

Primordial Jungle of Ancient Fallen Civilizations

Location Southern Tian Xia

Common Threats Carnivorous plants, disease, kaiju, kills

Notable Inhabitants Agmazar the Sky Titan, Bodhjeva,

Burning Agony, King Mogaru, Lord Varklops, Old Ebon Claw

Prominent Locations Goroyasa, Kashang, Sky Titan's Grave, Swamp of the Dark Brood

The Valashmai is one of Golarion's most deadly jungles, a place of poison and demons, where one may lose her soul along with her life. The predators who stalk the wild steaming jungles are strange and cruel. Pythons and panthers—the kings of lesser jungles—cower in whatever corners of the Valashmai they can claim, for here bizarre creatures such as ahuizotls and kamadans rove in great packs, and the primal, predatory dragons known as kongamatos slink below the surface of still swamps. These are the lesser terrors of the Valashmai, for the jungles shroud an ancient civilization of onetime conquerors—the towering, reptilian Valashmaians for whom this killing landscape is named.

History

The jungle eats all things, including time. The steaming jungles devour memory and history, voraciously feeding on the past and covering it anew with a carpet of fronds, vines, and leaves. Monuments to kings who once claimed a hundred cities and 10,000 slaves lay sunken at the bottom of swamps, and the visages of great gods whose long forgotten names once shook men's souls are now covered in 10-foot-thick masks of moss and fungus—lost in the wild fecundity of the Valashmai.

Civilizations rose and fell on the peninsula in times immemorial. Some of the oldest legends speak of a nameless kingdom of powerful elementals whose glories spanned the Age of Serpents. This empire is said to have been guided through the centuries by an immortal azer who burned with green flames, known today only as the Jade Hegemon. None know the ultimate fate of this elemental empire, though some claim the citizens fled into the heart of the Chenlun Range, and that it is their

elemental power that fuels the heavy volcanic activity in the area. Few ruins still remain from this legendary empire, and many skeptical scholars refute its existence as mere myth.

Next, the reptilian people known as the Valashmaians rose to power. The Valashmaians' origins are a mystery, but evidence left in their wake indicates they stood three times the height of a human, and their massive stone structures still stand today as a testament to their long and influential rule of the jungles that now bear likeness to the reptilians' name. Ancient accounts paint the Valashmaians as tyrannical, plane-shifting slavers, whose ruthlessness was sufficient to bring the entropic jungle into order under their rule. The Valashmaians populated the peninsula with slaves from a thousand worlds, from which some scholars claim the catfolk, lizardfolk, gripplis, vanaras, and other strange humanoid tribes that now populate the Valashmai are descended. The Valashmaians were cruel taskmasters, and eventually the slaves they gathered from the multiverse rose against them. Over centuries of revolt and crushing crackdowns, the reptilian overlords finally surrendered and fled Golarion to begin their evil empire anew on some fallow world where their wretched reputation had yet to precede them.

When the Valashmaians vanished, anarchy reigned in their wake. The empire collapsed and the slaves of the imperial reptilian giants fractured along racial lines. The heights of the empire's culture and learning vanished in a scant few generations.

Region Gazetteer

The Valashmai Jungle is alive, as much a living organism as the beasts and humanoid tribes that populate it. Not only does the jungle live and breathe, but it also is a practiced killer, culling whole tribes and reducing invaders to so much fertilizer since the dawn of time. Valashmai is home to some of Golarion's fiercest predators: Burning Agony, a dragonlike behemoth who spews swarms of stringing red ants from its three maws; the terrible, immortal tiger Old Ebon Claw, the One-Eyed Hatred, who has faced thousands of Golarion's mightiest hunters and picked their bones clean; Bodhjeva, called

the Devourer Goddess and the Many-Horned Queen by the tribes of the jungle who fear her coming as they do the end of all things; the mythic Star Titan, whose fall shook the Valashmai and whose origins still puzzle explorers and scholars today. Insectile horrors such as burrow-blade beetles, who seek the heart (and some say the soul) of their crippled hosts vie with dream-death poison in an ongoing struggle to prove what hazard can cull the most adventurers from the dread interior of the Valashmai.

Worse, the jungle twists its shape, hides the sun, moves the stars—all as if the environment were actively working to thwart the navigational efforts of those who breach its borders. Natives claim these landscape-wrenching effects are leftover enchantments of the Valashmaians, used to inhibit organization among their many slaves. Even the most adept rangers lose their path among the killing trees and poisoned swamps of the Valashmai, and any they lead into the dense trees are all but doomed to die.

Goroyasa: This massive desolate island lies blanketed beneath a spore-riddled blight of strange fungus, the mere touch of which enslaves the mind of its hosts, while granting them terrifying physical prowess. Once a civilization of giants called Goroyasa home, and rumor has it their utopian cities are hidden beneath hundreds of feet of mossy fungal growth at the island's center. Sages who have flown above the interior claim that the living field of mold originates from a crater at the epicenter of this ancient cyclopean kingdom and that some botanical experiment gone awry is most likely the cause of the mind-corrupting fungal infection plaguing the entire island. Others claim the giant kingdom was once part of the peninsula, but when a strange meteor fell upon their capital and the evil-tainted fungus began to spread from its crater, the wizard-kings of the giants' higher-caste sundered their home from the peninsula and cast it into the wild sea. A few legends claim the meteor fall preceded the arrival of the Valashmaians, and was precipitated by the slavers to remove the giants, the only civilization capable of opposing their planned conquest of the peninsula. Any creature setting foot on the island risks infestation by the virulent fungal spores that coat every surface, and those who do not succumb to such mind-wiping horrors are subject to the deprivations of the foul inhabitants who call the island home—the giant near-mindless vegepygmy-like spore-slaves of Goroyasa who sacrifice anything that avoids the fungus to the demon lord Cyth-V'sug.

Kashang: The stepped temples of the ruined Valashmaian city of Kashang at the eastern foot of the Chenlun Mountains are haunted by the remnants of countless abandoned faiths—a host of foul gods worshipped by the myriad slaves of the reptilian overlords.

The old legends about this sprawling complex of interconnected temples speak of the strange gods the Valashmaians' slaves brought with them from their distant homeworlds and the lip service the Valashmaians paid them to keep their chattel docile. When the slaves eventually drove the Valashmaians from the jungles, it was here, in Kashang, where the first seeds of chaos took root, as the countless cults who worshiped here vied for control of the complex and the souls of those of other faiths. Today, silence and stillness haunt Kashang, and even the most predatory of jungle creatures avoid the region out of fear of the eldritch divine power locked within its dark stones. Each temple contains the lost knowledge of now forgotten faiths, including otherworldly guardians bound eternally to guard these secrets. Of the few mortal creatures to inhabit the dread temple city are a large tribe of mongrelmen who live amid the massive ruins and

Valashmai Jungle



beneath them in a series of labyrinthine caverns. Led by the high priest **Chalim Malgta** (NE female mongrelman oracle 15/hierophant 3), these savage mongrelmen exhibit both the physiological and cultural remnants of countless slave races, including catfolk, grippli, human, vanara, and others with no modern-day equivalent, the results of millennia of interbreeding in their isolated ruins, influenced by the teachings and divine hands of scores of nameless gods.

Sudisan Peaks: The Sudisan range is one of the most verdant expanses of Golarion, its lush greenery appearing as a dreamlike paradise from far off. The Sudisans served as a final stronghold to the withering empire of the Valashmaians, and the slave overlords created the plant life here as a last bastion against the fury of their rebelling servitors. Each species of tree, vine, flower and frond is a killer—here the terrifying arcane mysteries of a race of plane-hopping reptilian slavers have changed the very land itself. Their great works are dreadful indeed, and the Sudisans breed poisons feared across Golarion.

The most common dealer of demise on these mountainsides is the mumbalam tree. Animated garrote vines, razor sharp and able to sense living prey, hang from the branches of the mumbalam by the hundreds. Most intruders lose their heads to these dread reapers, and those whose natural defenses or armor saves them from instant decapitation are instead pulled skyward with tremendous force and pinioned on the impaling branches above. The magic-infused wood of the mumbalam pierces adamantite with ease. Skeletons dangle from the branches of the trees, which most adventurers mistakenly assume tribesfolk placed there as grisly warnings, not realizing until too late the horrifying truth of these predatory trees. Legend speaks of a mighty treant mumbalam called the **Old Executioner of the Mountains** (NE variant mythic treant druid 10) who leads an army of other mumbalams into battle against the agents of encroaching civilizations.

As if the poisons and murdering trees of the Sudisans weren't enough, a mythic tiger of unrivaled ferocity has roamed the mountainsides for hundreds of years. Old Ebon Claw, the One-Eyed Hatred, claims the Sudisan Peaks as his personal hunting ground. Every great hunter dreams of bringing down this stalking nightmare, but to date only the great titan Gallapherus has even managed to wound it. After claiming Old Ebon Claw's left eye as a trophy, Gallapherus found his triumph short lived, as the tiger laid the titan low and feasted on his guts.

Swamp of the Dark Brood: These dismal marshes of sucking mud, boiling pools of acid, and vicious predators are home to hundreds of tribes of lizardfolk, chief among them the Black-Tongue Biters, the Blood Stingers, and the Thickscapes. These tribes engage in nearly constant

warfare, slaughtering one another with a savagery born of hundreds of years of mounting hatred. Still, these fierce tribes wage their petty conflicts in the shadow of a far more dreadful threat.

One of the most dangerous races to serve the Valashmaian Empire—an ever-growing horde of xills—still hunts these marshes and the surrounding jungles. Taken from their extraplanar environs by the Valashmaians, the xills were forced to serve as assassins and task masters over the giants' other slave races. Eventually, the xills rallied around a strange immortal brood-mother, and overthrew their Valashmaian overlords, forcing them from the marshes after a decades long conflict of protracted strife on both sides.

The xill masters of these swamplands congregate around a tremendous mound of mud and dead trees, where their captives give birth to fresh levies for their expanding host. No one knows what dark designs these brutal alien monstrosities harbor for the rest of the peninsula, or even the continent. Some sages worry the xills are biding their time, building a host of unthinkable size with which to surge across Tian Xia—a blight born in a bygone age whose savage fury is destined to be spent on the innocent civilizations to the north.

The xills bow to a mutant brood-mother, rumored to be the same who led the rebellion against the Valashmaians ages ago. This brood-mother, named **Bodhjeva** (CN female xill sorcerer 12/archmage 6), is known as the Devourer Goddess, the Many-Horned Queen, and the Great Mother of Xills. Most of the time, she slumbers beneath the mile-wide mound of mud at the nexus of the xills' dominion, but on occasion she rises to hunt the enemies of her brood, rampaging across the swamplands and devouring whole tribes of lizardfolk.

Once per year, for a moon's turn the lizardfolk tribes cease hostilities during the Brood Hunt, when shadows come alive and members of each tribe vanish by the dozens, dragged into the trees by the xills, who always take prey alive to serve as agonized incubators for their ravenous young.

Thunderblood Peak: This towering volcanic mountain dwarfs the rest of the Chenlun Range surrounding its august peak. The Thunderblood is named for the potent earthquakes that rock the mountain's core, always threatening eruption. Thunderblood was once known as Thisskarshai, a powerful redoubt of the Valashmaian Empire, crowned with a stellar observatory used to chart dimensional travel. The reptilian slave-lords were pushed from the mountain by fierce bands of elementals from within the mountain—now believed to be the remnants of the previous elemental empire from before the dawn of time. The elementals themselves have retreated back into the heart of the mountain,



leaving the abandoned observatories and other cyclopean structures of Thisskarshai in ruins around the peak's caldera. Explorers of the peak may only gain access at the behest of **Bokashi, Lord of Burning Hearts** (CE male invincible fire yai fighter 8), who rules over the former city and its tribal fire giant inhabitants. If angered, he can augment his fire giant armies with legions of oni from the surrounding region, and is rumored to know the means of summoning the eldritch elemental forces that lie sequestered deep within the earth.

Suggested Mythic Trials

Few locations on Golarion present as much danger and potential to claim mythic power as the jungles of Valashmai. Below are just a few mythic trials to consider for characters who wish to tap into the ancient, eldritch power that suffuses the jungle.

Elemental History: While little is known today of the Valashmaians who ruled the jungle millennia ago, even less is known of the elemental empire said to have first inhabited this land at the dawn of time. It is said that knowledge is power, and in this case, such an axiom is true, for a party that uncovers the secrets of this long-lost

civilization would likely find such information sufficient to warrant a moment of ascension. Such secrets have eluded discovery for millennia, however, and are likely to be closely guarded by beings of incredible power.

The Secrets of Kashang: While some of the deities venerated in the temple complex of Kashang remain today, others have been forgotten to time, or perhaps never existed at all. Despite their mysterious origins, it's no secret that divine mythic power courses through the ancient cyclopean stones. Uncovering some of the lost lore of the Valashmaians' slaves' faiths could unlock great power in any who find it, though the same could be said for any of the ruins' gruesome inhabitants should the mongrelmen uncover the secrets first.

The Star Titan's Grave: One of the deadliest threats in the entire Valashmai is the mighty undead kaiju known as the Star Titan (see page 52). Designed by beings on another world to fight undead, the great four-armed monstrosity now inhabits the eastern jungle and terrorizes not only creatures that have risen from the grave, but any others that stumble across its territory. Defeating this mythic abomination is a task of truly epic proportions, and would easily herald a party's moment of ascension.

Yjae

“Look to the left of the sun. It looks like a speck, but I tell you, it’s a city in the sky! That is where the Sky Spirits dwell in their floating city Yjae, a remnant of a time when humans were great as gods. They scorned the earth in pride, using their magic to temper the abiding wind of the heavens. But twisted things make their home among its ruins. Only a fool would venture to Yjae, where nightmares walk and dreamers die. Best to keep your feet on the ground... for that is a long way to fall.”

—Vachir the Swiftheart, of the Mutabi-qi

YJAE

Flying City Overrun by Otherworldly Horrors

Location High above the deserts of Shaguang

Common Threats Denizens of Leng, errant traps and latent magical effects, oni

Notable Inhabitants Avalanche King, Loko, Musafti the Burning, Shebe, Yellow Harridan

Prominent Locations Crag of the Avalanche King, Dream Pools, Nine-Faceted Citadel, Tower of the Yellow Harridan

Yjae, the Windblown City, is all that remains of the height of human civilization in the earliest days of what those of the Inner Sea call the Age of Destiny. This last known Shory city is damaged beyond repair. A drifting phantom wandering the skies, Yjae is the lost soul of a once great empire. Its people are descended from greatness, but they have fallen into arrogance and decadence, and have allowed nightmares to lay siege to their floating sanctuary.

History

In the storied Age of Destiny, through the wisdom and the great magic of Old Mage Jatembe, passed down through the generations, men and women rose to literal heights unattained before or since. The aeromancers of the Shory empire created Kho, the first of many flying cities, in –2323 AR, employing a new magical principal called Aeromantic Infandibulum. The flying cities of Shory plied the skies over Garund for almost 2 millennia, but as with all great empires, they eventually declined, as the cities succumbed to disease, war, or monsters. Unlike for nations based firmly on the ground, the fall of Shory was much more literal than figurative, and one by one the flying cities of the once-great empire plummeted catastrophically to the ground.

Seeing their empire crumbling around them, the rulers of the city of Yjae sought to escape the fate of Kho, Ulduvai, and the other doomed cities of Shory. In an act of equal parts desperation and arrogance, the triune Sky Masters of Yjae abandoned their sister cities and fled east across the Obari Ocean, soaring high above the clouds along the upper edges of the habitable skies. While Kho and the other Shory cities fell one by one from the sky to crash into the Barrier Mountains of the Mwangi Expanse, Yjae made

an impossible journey to the Wall of Heaven in distant Tian Xia.

There the Sky Masters of Yjae faced an insurmountable barrier, for these mountain peaks stretched even higher than the Shory city could fly. The Sky Masters attempted a treacherous navigation of the lowest passes they could find, yet powerful winds and other, stranger influences that seemed to rise from eerie ruins on the stark mountain slopes seized the flying city and tossed it like a leaf in a typhoon. The city smashed against a mountainside—nearly a quarter of its towers and understructure was crushed and it almost spiraled into the ground. Worse, strange denizens of the high mountains invaded the city when it slipped through a thin barrier between reality and the terrifying realm of Leng.

With a quarter of the city in ruins, its magical method of propulsion irrevocably destroyed, and sinister denizens of a nightmare dimension seizing control of parts of the city’s understructure and damaged towers, Yjae’s three rulers managed, somehow, to maintain control. But the damage was done—while Yjae still floats, its ability to move on its own has been lost. The areas containing Yjae’s magical propulsion artifacts now fester with the warped energy of Leng, and its byways are home to terrors. Since that fateful crossing, Yjae has drifted with the winds, stuck forever in the eddies and rivers of air that churn miles above the deep desert of Shaguang below.

Since then the descendants of the Shory have fought a long campaign against the denizens of Leng and other grave threats that have arisen on the crippled floating city. Hanging on to the legacy of their forebears, nurturing vain hopes of someday regaining the districts lost to nightmare and repairing the city’s propulsion system, the Shory have persevered for thousands of years in the face of horror.

All the while, the desert-dwelling nomads of Shaguang venerate the Shory almost as gods, referring to them as Sky Spirits. Unaccustomed to such wonders of magic and technology, and interacting only rarely with the strange, dark-skinned people who descend from the heavens above as though walking on air, the people of the Mutabi-qi have elevated the Shory to the stuff of legends. Few possess true knowledge of the hapless city of Yjae far above them, for it

is often too distant to see from the ground, and even fewer possess the means to reach the city. Perhaps this is for the best, however, for the potential evil contained within Shory's overtaken districts is enough that the Sky Masters consider a quarantine of the entire sky city a reasonable isolation to maintain.

Region Gazetteer

Yjae is a city under siege. The descendants of the Shory, ruled by three seemingly immortal Sky Masters of the old empire, engage in pitched battles with the denizens of Leng across miles of ruined cityscape and shattered islands, where multitiered buildings of splendor and monuments of immaculate craftsmanship now stand largely in ruin. Most of the old districts are in shambles, and few Shory bother to use their ancient names any longer.

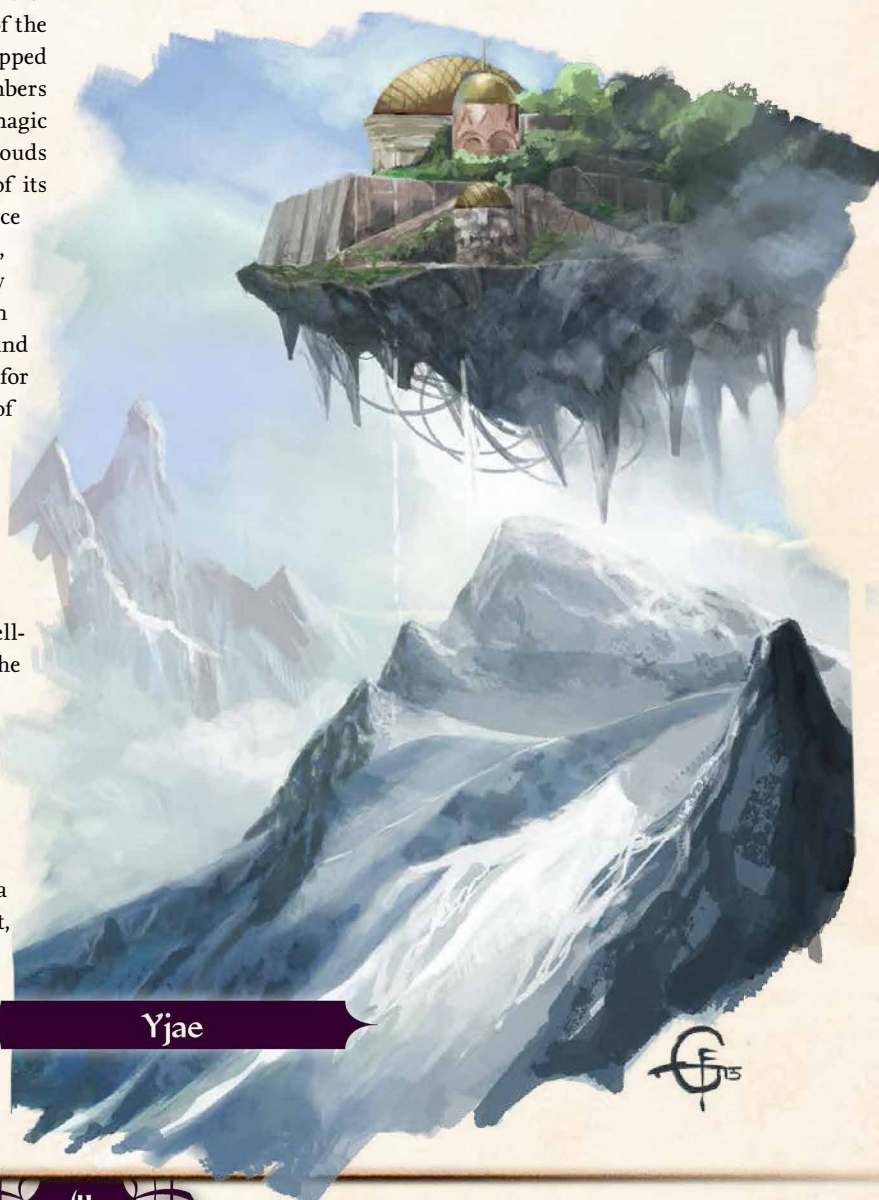
Aeromantic Maelstrom: This massive whirling vortex of multicolored magic vapors erupted from the bowels of Yjae shortly after its collision with the jagged peaks of the Wall of Heaven. A stone spur the size of a cathedral ripped into the bottom of the city, rupturing several vast chambers containing arcane-infused coolants and the wild magic seals that once allowed Yjae to command the very clouds and shape the surrounding weather to the whim of its masters. The maelstrom exploded forth with such force that the entire three districts above it—The Whelm, Wind Towers, and Sky Wave Heart—were completely obliterated. Thousands of Shory were atomized in an instant, their ashes swept up into the maelstrom and poured into the sky. Strange ashen snows fell on Yjae for the next 3 days, leaving its inhabitants with the taste of the melting essence of the spell-seared dead on the tips of their tongues. The Aeromantic Maelstrom has raged ever since, gushing a fountain of arcane power into the sky. On clear nights, the maelstrom is visible from the deserts below Yjae, appearing like a multi-hued comet frozen in the sky.

The maelstrom's whirling eldritch fires vaporize spell-tempered adamantine as easily as paper. Musafiti the Burning sees the Maelstrom as an opportunity more than a catastrophe. The Sky Master believes that if an expedition could be mounted into the damaged inner-workings from which the maelstrom roars, one might direct its torrent of destruction and turn its annihilating blast towards the Spire District where the denizens of Leng make their stronghold. Loko and Shebe continually forbid this dangerous gambit, believing the risk of accidentally misdirecting the maelstrom towards their own holdings, or worse detonating the entire city, is too great to wager on.

Crag of the Avalanche King: When Yjae crashed into the Wall of Heaven, the denizens of Leng weren't the only stowaways carried off by

the flying city. This peak of stone broke free from the mountains and landed on Spear District, crushing many of the city's military forces before they could battle the city's new enemies. Upon this broken peak, a terrifying void yai (*Pathfinder RPG Bestiary* 3 210), called the Avalanche King by the Shory, commanded a powerful city-state of oni and their yeti slaves. The Avalanche King is thorn in the Sky Masters' sides, and their efforts to destroy him and his tribe of evil spirits continue without success.

Deep below the Avalanche King's crag, buried under tons of stone, lie magically sealed vaults containing some of the Shory's most dangerous military innovations: great arcane cannons, capable of atomizing a great wyrm with a but grazing shot, and strange reality-warping lenses that can transport entire enemy armies to a distant plane of existence. The Sky Masters at once relish the thought of reclaiming these weapons of peerless might, and shudder



Yjae



at the thought of the Avalanche King discovering these buried caches for his own terrible use.

Dream Pools: Once this sprawling array of pools was the pride of Yjae's Pleasure Gardens district. Always filled with balmy, pure water and refreshed continually by potent magic, the pools attracted the rich and powerful of the city's oldest imperial families. These marbled glories seem untouched by the disasters of Yjae, but the subtle and insidious influence of Leng has perverted them. The pools are filled to the brim with a strange radiant purple fluid that sheds a mesmerizing glow. Any who touch these Leng-tainted waters are assaulted by the dreams and nightmares of a thousand sleepers all at once. With their minds reeling from an onslaught of fragmented visions and sensations ranging from the exultant to the erotic to the nightmarish, these dreamers usually surrender, gladly hurling themselves into the pool and drowning in the throes of an ecstasy far outstripping any drug, magic, or lover's embrace.

As the descendants of the Shory lose their faith over time, many come here to seek an ecstatic end to the misery of their lives. Also, the youth of Shory carefully extract drops of these dream-laden waters, using them as a potent narcotic, and some on Golarion who are aware of the water's effects would gladly pay exorbitant prices for even one drop of these purple waters.

Nine-Faceted Citadel: This towering cocoon of crystal crackles with arcane energy and thrums with the power of a thousand stars. The energies of the citadel course through its mithral-laced walls of crystal, directed inward toward its core where, subsumed within a diamond the size of a storm giant's fist, the essence of a mythic protector slumbers in a matrix of spells forgotten 5,000 years ago. The true nature of this protector is a mystery even to the Sky Masters, who are as hesitant to release the creature as they are to admit they need its help. Whatever it is, it's a creature of such power that Shory's first aeromancers felt confident tasking it with the protection of an entire flying city.

A regal solarium rests at the apex of the Nine-Faceted Citadel, its transparent walls offering the Sky Masters of Yjae an unbroken view of their beleaguered city. Here in three floating crystal thrones, the Sky Masters hold court, engage in petty feuds, and attempt to design new plans to hold and retake their city, each more elaborate and desperate than the last. With most of their subjects long dead or turned to wretched creatures by the sinister influence of Leng, the Sky Masters command their dwindling forces in desperate gambits to defeat their twisted foes.

While the protector held within the Nine-Faceted Citadel was meant to be released in Yjae's time of need, the Sky Masters were proud and arrogant and hold to this day that they are capable of saving the city from its fate. After centuries of bungles and bringing Yjae to the brink of destruction with their pride, the Sky Masters continue

to stumble on year after year, continually blaming one another for their collective failures, and watching their city crumble from the safety of their solarium.

Arguably the wisest and most powerful of the Sky Masters of Yjae, **Lokoa** (LN male human monk 15/guardian 4), is a mysterious man who always appears naked save a loincloth as white as snow, and a smooth, flawless ivory mask and matching gauntlets (which he never removes). His long-limbed body is honed to pure physical perfection. Some of his followers claim his gauntlets and mask are actually artifact-level magical prostheses that fully replace his flesh-and-blood hands and face, which were lost to the dread ministrations of a past enemy who inflicted wounds so dire they prevented his ruined appendages and features from regenerating even under the treatment of Shory's greatest healers.

Lokoa's rival Sky Master is **Shebe** (NG female human wizard 16/archmage 3) is a striking, tall, ebon-skinned queen bedecked in a skin-tight suit of shimmering silver scales and wearing an elemental cloak of white water that flows freely from magic shoulder clasps like a waterfall upon her back. Her command of magic is superior to that of her counterparts, and she rightfully boasts the strongest command of aeromancy among the Sky Masters. To this day she blames Lokoa's insistence on navigating through the passes of the Wall of Heaven for the disastrous crash that brought on all of Yjae's miseries.

The brashest of the Sky Masters is **Musafti the Burning** (CN male human fighter 18/champion 2), who is also the only one who harbors delusions of victory over the denizens of Leng. He is a fierce warrior who often leads bands of Shory into the Spire District, engaging in frantic battle with the Yellow Harridan's minions. Musafti's duels with the Avalanche King are the stuff of legend, and much of the ruination of the Broken Slums is the direct result of their titanic clashes. Musafti's features are unknown for he always appears sheathed in swirls of pure blue eldritch flame that obscure his true form. He carries a shield said to be crafted by Old Mage Jatembe, which visits wounds upon any who strike it equal to those they dealt. Musafti cannot fly Yjae at all, and is helpless in all matters of aeromancy, deferring to the other Sky Masters in these matters. Musafti supports Lokoa more often than Shebe out of spite, for Shebe has refused his romantic advances for thousands of years.

Tower of the Yellow Harridan: When Yjae crashed into the Wall of Heaven, the once-proud towers of the Spire District came crashing down, and thousands perished in a matter of moments. Within a day, some twisted influence of Leng invaded the district, and many of these ruins reformed as if shaped by the hand of a mad god into one sky-rending tower of impossible geometry, reaching upward for miles into a layer of swirling dark clouds that ever cling to its higher reaches.



Within, the spatial rules of reality hold no sway, and strange twisted perspectives and warped architecture unfolds. Here the denizens of Leng make their home, hidden in impossible angles and always hovering on the periphery of sight. Packs of hounds of Tindalos prowl shadows and pockets of interspace. Misshapen many-limbed nightmares lurch along cracked walls and ceilings, mewling pure madness into the night.

A creature known as the **Yellow Harridan** (CN female advanced mythic lamia harridan^{ROTR} oracle 10), a handmaiden of the High-Priest Not To Be Described, reigns over the denizens of Leng on Yjae, though her commands are inscrutable. The hordes under her control engage in all manner of horrifying predations, but seem to do so without any overarching strategy. As always, the interests of Leng prove too twisted for mortal minds to fathom, and each Sky Master maintains his or her own theory as to the designs of these dread foes. The Yellow Harridan has never been seen or faced in battle, but Loko believes she is the warped offspring of the High-Priest Not To Be Named and some lamia queen. With one foot in Leng and one on Golarion, she is capable of bridging the layer that separates this world from the sprawling, bone-ridden plains of nightmare.

Suggested Mythic Trials

Few locations present the potential for mythic ascension like an ancient flying city overwhelmed with malevolent creatures from a mysterious plane of existence. Below are two possible mythic trials GMs might use in a campaign involving Yjae.

The City Repaired: The destruction wrought upon the city of Yjae in its collision with the Wall of Heaven permeates nearly every structure of the metropolis. Nowhere is it as heavy as beneath the city, where the inner workings of the Aeromantic Infandibulum have been damaged beyond the survivors' ability to repair. Someone with enough resources and ambition could scour other Shory ruins to recover the requisite parts and repair the damaged navigational mechanism of Yjae through a complex arcane ritual.

Leng Exiled: The Sky Masters have enough on their hands with a broken city under their control, so efforts to repair the city have been delayed for millennia because of the denizens of Leng who corrupt the city from within. Even the amassed powers of the Sky Masters couldn't rid the city of this extraplanar influence, proving that such a task is truly in the realm of legend.



CHARACTERS

Pain and dread held not General Arnisant, for he stood in faith against Tar-Baphon. With the Shield of Aroden upon his arm, our commander defied the dark words of the Tyrant. The beast whispered blasphemies, mocking Arazni's sacrifice as meaningless, and the strength of his enchantments settled those words in our bones despite all knowing him to be a vile liar.

Then he did come to slay our general, to summon the very heart of Arnisant into his waiting hand. Every good knight witnessed as the Shield of Aroden shattered. Arnisant stood unharmed, but embedded in the Whispering Tyrant's hand, a sliver of the shield shone brilliant as the sun, and holy pain drove the beast to his knees. The terror among the crusaders broke, and a chorus of prayers and cries of joy drowned out all sounds of battle. For that moment, the lands shadowed by Gallowspire became a sacred place.

—from *Annals of the Shining Crusade*,
as compiled by the Knights of Ozem

Some of Golarion's legendary figures possess so much power that only mythic characters are capable of facing them. These include people who have ascended to become mythic, monsters that tap into mythic power, and non-mythic creatures that by their nature present superhuman challenges. Characters accomplish mythic trials as they either take the steps necessary to defeat these mythic figures, follow in their legendary footsteps, or fulfill the tasks they request.

The following entries give brief descriptions of the NPCs described in this chapter, along with potential related mythic trials.

Agmazar the Star Titan

A titanic kaiju from beyond the stars, Agmazar fell into the Valashmai Jungle of Golarion. After his destruction at the claws of the kaiju King Mogaro, Agmazar rose as an undead behemoth.

Clash of the Kaiju: The surest way to battle a kaiju is with another kaiju. Bringing forth Agmazar's old enemy King Mogaro or one of the other mighty beasts to battle the Star Titan is itself a harrowing task—and can be accomplished only by causing a great calamity or finding one of the few blessed people who can communicate with the kaiju.

Ahriman, Lord of All Divs

An evil as old as time, Ahriman would see reality fall to entropy. He leads the race of divs, fiends that hate mortals and drive them to destroy every edifice they've built.

Risen Ruins: Ancient monuments fallen long ago form the building blocks of Ahriman's mountaintop domain in Abaddon, symbolizing his goal: the demise of civilization. Restoring these ruins to their former glory or calling on the souls of the people who dwelled there could undermine Ahriman's power.

Arazni

Once the virtuous herald of the god Aroden, the wizard Arazni was raised as a lich by the necromancer Geb. The corrupted herald now rules as Geb's queen.

Turning the Bloodstones: Arazni's organs were removed and preserved in canopic jars. Though she has recovered most of these relics, she still hunts for the final four—the *Bloodstones of Arazni*. Recovering all four and finding a way to use them against Arazni may well free her soul.

Jarl Gnargorak

A jarl in the Tusk Mountains, Gnargorak boasts that he rules all frost giants. Spurred on by his intelligent sword, *Winter's Heart*, his ambition grows by the day.

Trial by Combat: Despite Gnargorak's claims, his sovereignty over the frost giant tribes isn't absolute. Traveling from tribe to tribe and defeating every

chieftain in an unarmed duel could unite them under a different rule and bring a new age to their kind.

Kortash Khain

The Priest-King of Nemret Noktoria, Kortash Khain is a ghoulish lich devoted to the demon lord Kabriri. His ghoulish armies terrorize his neighbors in the Darklands of Osirion.

Last Meal: Despite his station, Kortash Khain is still a ghoulish being with an insatiable hunger for human flesh. He could be weakened if he were tricked into eating the flesh of certain powerful good outsiders, or that of a perfectly crafted construct or simulacrum that has good-aligned power hidden inside it or is instilled with a *mythic contingency* spell. Securing holy power or such a sacrifice will require a great act to prove the heroes' worth.

Old-Mage Jatembe

An arcane pioneer, Jatembe brought the world out of the darkness after Earthfall. The arcane techniques he developed and the places of learning he founded—like the famed Magaambya—still fill wizards with wonder. He has since disappeared from Golarion and is presumed dead, but things are rarely so simple for such icons.

Reforging the Ring: Jatembe forged the artifact called the *Ring of Nine Facets* to aid his Ten Magic Warriors when he left Golarion, and used their blood to give it its power. However, one of them secretly withheld his blood. Finding this Magic Warrior, gaining the gift of his essence, and altering the ring to unlock the powers Jatembe intended it to have would constitute a mythic trial.

Oliphant of Jandelay

A being of inconceivable power from an unknown land, the Oliphant of Jandelay was called to Golarion only once, and left incredible destruction in its wake.

Trials of the Oliphant: Bringing the Oliphant back to Golarion is so daunting a task that many of the steps to calling it are trials in and of themselves: unlocking the power of the Spindlehorn, learning the obscure language of Jandelay, and communicating with the long-dead souls who knew the secrets of the Oliphant's conjuration.

Whispering Tyrant

Slain by a god and risen as a lich, the devastating force known as Whispering Tyrant can never be killed, only imprisoned—and then only at great cost. The threat of his return haunts Golarion to this day.

The Missing Phylactery: The Whispering Tyrant may have struck a bargain with Urgathoa to hide his phylactery somewhere even the other gods can't find it. No magic is able to locate it or discern the means to destroy it. Only by recovering this treasure can the good people of Golarion finally hope to put an end to the Whispering Tyrant.

Agmazar the Star Titan

Stony segments cover this towering colossus like armor plates. Though it looks lifeless, its four arms move with supple grace.

AGMAZAR THE STAR TITAN

CR 26

XP 2,457,600

NE Colossal undead (cold, kaiju)

Init +5; **Senses** creaturesense, see in darkness; Perception +49

Aura frightful presence (300 ft., DC 39), suffocation (60 ft.)

DEFENSE

AC 40, touch 22, flat-footed 35 (+15 deflection, +5 Dex, +18 natural, -8 size)

hp 615 (30d8+480); fast healing 30

Fort +25, **Ref** +15, **Will** +27

Defensive Abilities channel resistance +4, force field, freedom of movement; **DR** 20/epic; **Immune** ability damage, ability drain, cold, death effects, disease, energy drain, fear, undead traits; **Resist** acid 30, electricity 30, fire 30, negative energy 30, sonic 30

Weaknesses vulnerable to fire

OFFENSE

Speed 100 ft., climb 50 ft.

Melee 4 slams +33 (4d12+27/19-20/×3 plus energy drain)

Space 60 ft.; **Reach** 60 ft.

Special Attacks channel negative energy (10d6, DC 35, 18/day), energy drain (1 level, DC 40), gravitic control, hurl foe, serpent arms, trample (4d6+27, DC 43)

Spell-Like Abilities (CL 20th; concentration +35)

Constant—*freedom of movement*

3/day—quicken *circle of death* (DC 31), empowered *horrid wilting* (DC 33), *waves of exhaustion*

STATISTICS

Str 47, **Dex** 21, **Con** —, **Int** 6, **Wis** 31, **Cha** 40

Base Atk +22; **CMB** +48; **CMD** 86

Feats Bleeding Critical, Blind-Fight, Critical Focus, Defensive Combat Training, Empower Spell-Like Ability (*horrid wilting*), Improved Critical (slam), Power Attack, Quick Channel, Quicken Spell-Like Ability (*circle of death*), Sickening Critical, Skill Focus (Perception), Snatch, Thanatopic Spell^{UM}, Toughness, Weapon Focus (slam)

Skills Climb +30, Intimidate +36, Knowledge (religion) +10, Perception +49, Swim +20

Languages Draconic (can't speak)

SQ kaiju traits^{BA}, massive, powerful blows, recovery

SPECIAL ABILITIES

Aura of Suffocation (Su) Agmazar's alien presence breaks down the atmosphere around it, causing the air to become thin and nearly unbreathable. Within 1 mile of Agmazar, breathing creatures are subject to fatigue and altitude

sickness as if at high peak altitude (*Pathfinder RPG Core Rulebook* 430). Creatures within 60 feet of Agmazar must hold their breath or begin to suffocate (*Core Rulebook* 445).

Channel Negative Energy (Su) Agmazar can channel negative energy as a 20th-level evil cleric. This ability requires no divine focus.

Creaturesense (Ex) Agmazar has lifesense up to 120 feet. In addition, it can sense the presence and position of undead creatures within 1,200 feet as if it had blindsense.

Force Field (Su) Agmazar is surrounded by a field of force that grants it a deflection bonus to AC equal to its Charisma bonus and resistance 30 against force effects. Its natural weapons are treated as force effects for dealing damage to incorporeal or ethereal targets. The first time each round Agmazar is targeted with a ranged attack, there's a 75% chance that attack is deflected by the force field, with a 50% chance of it being reflected back upon its originator and a 50% chance of it being deflected toward a random creature within 60 feet of Agmazar (or deflected harmlessly if no creature is within this range). This deflected attack uses the same attack roll result, caster level, and save DC as the original attack.

Gravitic Control (Su) Agmazar can radically alter the effect of gravity, bending or even inverting gravity to suit its will. As a standard action, it can alter gravity for 2d6 rounds, choosing one of five effects (with effective caster level 20). Only one type of gravitic control can be in effect at a time. Involuntary movement forced by gravitic control doesn't provoke attacks of opportunity. Agmazar and its serpent arms are immune to its gravitic control, except for gravitic deceleration. The save DCs are Charisma-based.

- **Gravitic Acceleration:** This ability functions as *telekinesis* (CMB +35, Will DC 40).
- **Gravitic Attraction:** This ability functions as *repulsion* but in reverse; any creature that fails its saving throw (Will DC 40) can't move away from Agmazar. Each round it doesn't spend a move action resisting the attraction, it is pulled 1d6 × 5 feet toward Agmazar.
- **Gravitic Deceleration:** All creatures within 30 feet are affected as by *feather fall*. Flying creatures in this radius move at half speed, and a creature making a ranged weapon attack targeting a creature in the radius takes a -2 penalty on the attack roll.
- **Gravitic Inversion:** This ability functions as *reverse gravity* (Reflex DC 40), but Agmazar can concentrate on the spell. Each round it continues to do so, the radius of the effect doubles.
- **Gravitic Repulsion:** This ability functions as *repulsion*, but a creature that fails its saving throw (Will DC 40) not only can't move toward Agmazar, but is also pushed 1d6 × 5 feet away from the kaiju each round it doesn't spend a move action resisting the gravitic repulsion.

Powerful Blows (Ex) Agmazar adds 1-1/2 times its Strength bonus on damage rolls with slam attacks.

Serpent Arms (Su) As a full-round action, Agmazar can detach and release one or two of the lower arms from its body, revealing that the joints buried into its torso are alien serpent heads. The arms move and fight independently as hollow serpents (*Pathfinder RPG Bestiary 3* 149), beginning on the round they're detached. For each arm it detaches, Agmazar takes 25 points of damage that can't be reduced.

When a hollow serpent uses channel negative energy or a spell-like ability, it counts against Agmazar's uses of that ability. While its arms are detached, Agmazar's fast healing is reduced by 10 for each missing arm, and it can make slam attacks only with the arms still attached. If a hollow serpent is destroyed while separated, Agmazar can regrow its missing arm in 1 hour. Reattaching one or both lower arms is a full-round action and restores Agmazar's fast healing to the normal rate (though does not regain the hit points lost from detaching).

Agmazar the Star Titan is a kaiju whose origins lie far from Golarion. It plummeted from the sky in 2456 by the Imperial Calendar (-44 AR) into the trackless green of the eastern Valashmai Jungles. Though many have searched for Agmazar's landing place, none have found it and survived with sufficient strength or sanity to report precisely where it is.

However, Agmazar's entrance into the world hardly went unnoticed. In fact, its meteoric advent drew the attention of the great kaiju King Mogaru, who claimed the jungles at that time. In a cataclysmic battle that wiped out every living creature for miles, King Mogaru slew the invader from the stars and left the body burned and broken, after which he returned to his deep lake lair for a long rest.

King Mogaru, however, didn't know the alien powers engrafted within the Star Titan—fail-safes created long ago by the Balance, its makers upon the planet Verces, who created it as an ultimate weapon against undead invaders from Eox. If Agmazar were killed, these unholy energies would raise it, not to life that might once again be snuffed out by the undead, but to titanic unlife that would make it an invincible weapon.

After Agmazar had great victories, its overambitious creators launched it into space to take the fight to Eox itself. But the kaiju was intercepted in transit—a cabal of lichs used a disguised interplanetary portal to shift Agmazar's trajectory from planetfall on Eox to instead land on Golarion.

Confused by the richness of life on the planet and unable to escape Golarion's gravity, Agmazar was taken by surprise by Mogaru's onslaught. Its death activated its fail-safe programming, but it found few undead within range of its senses. Though the kaiju destroyed undead wherever it found them, once it had exterminated all that it could find, it grew frustrated and its heart turned bitter.

Agmazar now lies in wait most of the time, but lashes out even at the living if they disturb its watchful reverie. If a great necromantic power arises anywhere near Agmazar, it senses the threat and departs immediately to destroy it, treading a path of devastation as it seeks to fulfill the purpose it was given so long ago.



Ahriman, Lord of All Divs

This humanoid creature has the head of a ravening, horned lion. A chorus of anguished screams echoes from his gaping maw.

AHRIMAN **CR 26**

XP 2,457,600

NE Huge outsider (div, evil, extraplanar)

Init +20; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +43

Aura hopelessness (30 ft., DC 38), frightful presence (60 ft., DC 38)

DEFENSE

AC 46, touch 21, flat-footed 37 (+8 Dex, +1 dodge, +15 natural, +14 profane, -2 size)

hp 610 (33d10+429); regeneration 20 (mythic and epic or good)

Fort +24, **Ref** +26, **Will** +25

Defensive Abilities freeing chains, skin of serpents; **DR** 20/cold iron, epic, and good; **Immune** ability damage and drain, charm and compulsion effects, death effects, energy drain, fire, petrification, poison; **Resist** acid 30, electricity 30; **SR** 37 (41 vs. good)

OFFENSE

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

Melee Ahriman's scourge +47/+42/+37/+32 (3d6+16/19-20/x3), bite +45 (3d6+8/19-20 plus grab and bottomless maw), claw +45 (1d8+8), gore +45 (2d6+8 plus crown of fourfold curses), 2 talons +45 (1d8+8)

Space 15 ft.; **Reach** 10 ft. (15 ft. with Ahriman's scourge)

Special Attacks bleed (2d6), bottomless maw, consume essence, pounce, rend (2 claws, 1d8+24), shake faith, symbolic prison

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

Constant—*arcane sight*, *true seeing*

At will—*greater teleport*, *speak with dead* (DC 25), *unhallow*, *unholy blight* (DC 26)

3/day—*horrid wilting* (DC 30), *implosion* (DC 31), *maze*, *plane shift* (DC 29), *summon* (level 9, see below), *wish*

1/day—*demand* (DC 30), *symbol of fear* (DC 28), *symbol of persuasion* (DC 28), *symbol of stunning* (DC 29), *symbol of weakness* (DC 29)

STATISTICS

Str 43, **Dex** 26, **Con** 36, **Int** 19, **Wis** 24, **Cha** 35

Base Atk +33; **CMB** +51 (+53 bull rush, +55 grapple); **CMD** 74 (76 vs. bull rush)

Feats Awesome Blow, Bleeding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Improved Bull Rush, Improved Critical (Ahriman's scourge), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack

Skills Bluff +48, Diplomacy +48, Fly +12, Intimidate +48, Knowledge (arcana, religion) +32, Knowledge (engineering,

history, nature) +14, Knowledge (planes) +40, Linguistics +9, Perception +43, Sense Motive +43, Spellcraft +37, Stealth +17

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 300 ft.

SQ Ahriman's scourge, Lord of All Divs, slaughtered slave

SPECIAL ABILITIES

Ahriman's Scourge (Su) Ahriman's Huge scourge is made from the spines of genies. It deals 3d6 points of damage, and gains the *bane* weapon special ability when used it to attack a genie. The scourge only functions for Ahriman. If his scourge is lost or destroyed, Ahriman can magically create a new one from the skeletons of four genies.

Aura of Hopelessness (Su) Any creature that comes within 30 feet of Ahriman must succeed at a DC 38 Will save or take a -4 penalty on attack rolls, saving throws, skill checks, and ability checks. The save DC is Charisma-based.

Bottomless Maw (Su) When Ahriman bites a creature and successfully grabs it, he magically banishes the creature to an extraplanar bottomless pit. Ahriman can't swallow a creature that has the good subtype or is affected by *holy aura*.

A swallowed creature takes 2d8+12 points of sonic damage each round as it plummets endlessly through Ahriman's cacophonous interior—a repulsive, lightless pit where heresies and praises to Ahriman are screamed in all languages at once. The creature must also succeed at a DC 39 Will save each round or be dominated, as *dominate monster*, for 1 day. Ahriman knows when a creature becomes dominated, and can expel any creature as a move action, causing it to appear in any adjacent square. The save DC is Constitution-based.

A swallowed creature can't cut its way out. Any creature in the area of *silence* or a similar affect is unaffected by the sonic damage and domination. A swallowed creature can escape by using *plane shift* or similar magic. The Lord of All Divs is stunned for 1 round and forced to expel all creatures in his stomach if a creature in his stomach casts *holy aura* or summons a creature with the good subtype, or if a creature either inside or out of his stomach casts *atonement*, *freedom*, *holy word*, *limited wish*, *miracle*, or *wish*.

Consume Essence (Su) Ahriman's soul-rending savagery erodes the fundamental essence of his victims. When he confirms a critical hit with a natural weapon, the target takes 1d6 points of ability drain to a random ability score (Fortitude DC 39 half). The save DC is Constitution-based.

Crown of Fourfold Curses (Su) The ancient curses graven on the horns crowning Ahriman's head grant him a +14 profane bonus to AC and a +4 profane bonus to spell resistance against spells or spell-like abilities with the good descriptor or those cast by good creatures. If Ahriman confirms a critical hit with his gore attack, the target is stricken with *bestow curse* (DC 36). The save DC is Charisma-based.

Freeing Chains (Su) Multiple chains wrap around Ahriman's body, and three select links can free him if he's bound. Ahriman can break one of these links to gain the benefits of

freedom. He can do this as an immediate action to negate an applicable effect being cast on him.

Lord of All Divs Ahriman gains a suite of traits as Lord of the Divs.

- **Regeneration (Ex)** Only epic and good damage, good damage from a mythic source, or damage from a creature of equal or greater power (such as an archdevil, deity, or demon lord) interrupts Ahriman's regeneration.
- Immunity to ability damage and drain, charm and compulsion effects, death effects, energy drain, and petrification.
- Resistance to acid 30 and electricity 30.
- **Resurrection (Ex)** Ahriman's power is rooted in his domain in Abaddon. If he is slain, his body collapses into a mass of writhing snakes and is restored to life (as *true resurrection*) at the foot of his mountain. Once this occurs, Ahriman can't use this ability until a full year has passed; if slain again before that time, he is forever destroyed.
- **Frightful Presence (Su)** Ahriman can activate his frightful presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud.
- **Summon Divs (Sp)** Three times per day as a swift action, Ahriman can summon any div or combination of divs whose total combined CR is 20 or lower, or summon a unique div of his choice. This otherwise works like the summon universal monster rule, with a 100% chance of success, and counts as a 9th-level spell effect.
- Telepathy 300 feet.
- Ahriman's natural weapons and any weapons he wields are treated as epic and evil for the purpose of overcoming damage reduction.
- Ahriman can grant spells to his worshipers as if he were a deity. His domains are Darkness, Death, Destruction, and Evil. His favored weapon is the whip.

Shake Faith (Su) When Ahriman strikes a divine spellcaster with a melee attack, the target is shaken for 1d4 rounds (Will DC 38 reduces the duration to 1 round). On a critical hit, the target is frightened instead of shaken for the same duration. The save DC is Charisma-based.

Skin of Serpents (Su) Ahriman's flesh writhes with countless vipers, embodiments of ancient and forgotten evils. Any creature striking Ahriman in melee (unless using a reach weapon) must succeed at a DC 38 Fortitude save or take 1d6 points of Strength drain. The save DC is Charisma-based. If the creature fails its save, Ahriman gains 5 temporary hit points.

Slaughtered Slave (Su) Any humanoid slain by Ahriman becomes a cairn wight (or brute wight if it was a giant) in 1d4 rounds. A genie killed by Ahriman instead rises as a ghul

in 1d4 rounds. The creature is enslaved to Ahriman's will and loses all abilities and memories it had in life.

Symbolic Prison (Su) When Ahriman entraps a creature in his bottomless maw or in a *maze* spell, he can use one of his symbol spell-like abilities as a swift action. The *symbol* affects all creatures within the prison, and ends when all creatures have escaped the maw or *maze*.

Ahriman sprang from the darkest shadows of the elements at the birth of the genie races. Though he towers nearly 20 feet tall and weighs 7,000 pounds, Ahriman moves with uncanny swiftness. Ahriman's rampages leave legions of undead in his wake that, alongside nihilistic Usij cultists, tear down life, culture, and civilization. To the Lord of All Divs, suffering and pain are meat and drink, corruption and murder useful tools, and the end of all things the only worthwhile goal.



Arazni

This gray-skinned woman wears a royal gown that exposes the top of a jagged incision down the middle of her chest.

ARAZNI

CR 26/MR 8

XP 2,457,600

Female human lich wizard 20/marshal 8 (*Pathfinder RPG*

Bestiary 188, *Pathfinder RPG Mythic Adventures* 38)

NE Medium undead (human)

Init +18; **Senses** darkvision 60 ft.; Perception +40

Aura fear (60 ft., DC 30)

DEFENSE

AC 44, touch 22, flat-footed 38 (+6 armor, +5 deflection, +6 Dex, +1 insight, +10 natural, +6 shield)

hp 379 (20d6+307)

Fort +23, **Ref** +21, **Will** +25

Defensive Abilities channel resistance +4, fortification (50%), *freedom of movement*, hard to kill, mythic saving throws, rejuvenation, unstoppable; **DR** 15/bludgeoning and magic;

Immune cold, electricity, undead traits; **SR** 23

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee +5 *conductive dancing keen rapier* +23/+18

(1d6+12/15–20), touch +13 (1d8+10 plus paralyzing touch)

Ranged ray +16 (ranged touch)

Special Attacks abundant casting, arcane metamastery (2 spell slots), archmage arcane (arcane surge), hand of the apprentice (17/day), inspire minions, marshal's order (advance), metamagic mastery (7/day), mythic power (18/day, surge +1d10), paralyzing touch (DC 30), surge of inspiration, words of valor

Wizard Spells Prepared (CL 20th; concentration +34)

9th—*gate*, *overwhelming presence*^{UM} (DC 36), *power word kill*^M (2), *time stop*^M, *wish*

8th—quicken *charm monster*, *horrid wilting* (2, DC 32), *mass charm monster* (2, DC 34), *prediction of failure*^{UM} (DC 32)

7th—*finger of death*^M (DC 32), quicken *invisibility sphere*, *mass fly*, *power word blind*, *spell turning*, *waves of ecstasy* (DC 34)

6th—*antimagic field*^M, *circle of death* (DC 31), *disintegrate* (DC 30), *greater dispel magic*, *greater heroism*, *mass eagle's splendor*, *mass suggestion* (DC 33)

5th—*dominate person* (2, DC 32), *feeblemind* (DC 32), *overland flight* (already cast), quicken *true strike* (3)

4th—*detect scrying* (already cast), *dimension door*, *fear* (DC 29), *greater invisibility*, *phantasmal killer* (2, DC 29), *terrible remorse* (DC 31)

3rd—*fireball*^M (DC 27), *fly*, *greater magic weapon* (already cast), *haste*^M (2), *heroism*^M, *stinking cloud* (DC 27)

2nd—*detect thoughts* (DC 26), *false life* (already cast), *mirror image* (2), *resist energy* (2), *see invisibility*, *spectral hand*

1st—*disguise self*, *feather fall*, *mage armor*^M, *ray of enfeeblement* (DC 26), *shield*, *true strike*, *vanish* (2)

0 (at will)—*detect magic*, *ghost sound* (DC 25), *mage hand*, *open/close*

M mythic spell

TACTICS

Before Combat Every day, Arazni casts *detect scrying*, *false life*, *greater magic weapon*, *mythic mage armor* (cast from her staff of the magi), and *overland flight* on herself, using her arcane metamastery path ability to gain the benefit of Extended Spell with each. The effects of these spells and the use of mythic power already expended are reflected in Arazni's statistics.

STATISTICS

Str 24, **Dex** 22, **Con** —, **Int** 39, **Wis** 18, **Cha** 31

Base Atk +10; **CMB** +17; **CMD** 39

Feats Arcane Strike^M, Craft Wondrous Item, Dual Path^M, Empower Spell, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Mythic Spell Lore^M, Quicken Spell, Persistent Spell^{APG}, Scribe Scroll, Spell Focus^M (enchantment), Spell Focus (necromancy), Spell Perfection^{APG} (*fireball*), Toughness

Skills Appraise +18, Bluff +11, Craft (alchemy) +18, Diplomacy +31, Disguise +24, Fly +19, Handle Animal +11, Intimidate +33, Knowledge (arcana, dungeoneering, engineering, history, local, nobility, planes, religion) +38, Knowledge (geography, nature) +32, Linguistics +27, Perception +40, Sense Motive +17, Spellcraft +37, Stealth +35, Use Magic Device +31; **Racial**

Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Ancient Osiriani, Aquan, Auran, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Kelish, Orc, Osiriani, Sylvan, Terran, Undercommon

SQ amazing initiative, arcane bond (rapier), divine source (Evil, Nobility [Leadership subdomain], Protection [Defense subdomain]), exceptional resources, permanent spells, recuperation

Combat Gear *Arazni's staff of the magi*, *Harlot's Kiss*, *lesser maximize metamagic rod*, *pearls of power* (2, 3rd level), *scroll of greater scrying*, *scroll of teleport*, *scroll of tongues*, *wand of inflict light wounds* (50 charges); **Other Gear** +5 *arrow deflection mithral buckler*, *amulet of natural armor* +5, *belt of physical might* +6 (Str, Dex), *cloak of resistance* +5, *dusty rose prism ioun stone*, *eyes of the eagle*, *handy haversack*, *headband of mental superiority* +6, *pale green ioun stone*, *ring of freedom of movement*, *ring of protection* +5, *spellbook* (includes all sorcerer/wizard spells, plus unique spells Arazni personally researched), diamond worth 25,000 gp

SPECIAL ABILITIES

Exceptional Resources (Ex) Arazni has the wealth of a 20th-level PC, rather than an NPC. This increases her CR by 1. She used some of this wealth to create and read the following books to gain inherent bonuses to her ability scores: *manual of gainful exercise* +5, *manual of quickness in action* +4, *tome of clear thought* +5, and *tome of leadership and influence* +5.

Permanent Spells Using *permanency*, Arazni gave herself the constant effects of *arcane sight*, *resistance*, and *see invisibility*. She is under the effect of a *contingency* that casts *harm* on her if she's brought below 100 hit points.

Arazni was once a demigod and herald to Aroden. As the Red Crusader, she rode into battle during the Shining Crusade. Yet her bravery and might were of no avail against the Whispering Tyrant, who humiliated her before torturing her to death, throwing her broken form amid the ranks of her army to dishearten them. But even in death Arazni found no comfort. She lay in rest only 67 years before the overzealous Knights of Ozem provoked the witch-king Geb, who raised some of the fallen knights as grave knights and sent them to bring Arazni's revered remains to him. Not content with her corpse, he infused deathless vitality into her and bound her spirit up in her bones, making her his Harlot Queen. She rules still in his stead.

Arazni's onetime disciples in the Knights of Ozem have resolved to lay her finally to rest. The knights possess the *Bloodstones of Arazni* (*Pathfinder Campaign Setting: Artifacts & Legends* 13): four of her organs kept in funerary jars, which they recovered from Geb. They believe those bearing these jars have the protection of both *holy aura* and *mind blank* against Arazni's magic (in addition to an ability unique to each jar). But whether the jars hold the key to truly destroying her has not yet been proven. The Harlot Queen plots in secret to destroy—or recover, if possible—all the remaining jars. Her graveknight bodyguards monitor for any sign of the Bloodstones. It's said that Arazni senses the location of a jar when it's used, but no one can be sure whether this is true or a rumor the Harlot Queen has spread to keep those relics from being used.

Arazni's Staff of the Magi (Minor Artifact): Arazni possesses an unusual *staff of the magi* that Geb recovered from a nameless pharaoh's tomb and offered his newly risen bride. This *staff of the magi* uses its wielder's caster level, Intelligence modifier, and feats when determining its spells' saving throws, rather than the set save DCs of a typical *staff of the magi*. In addition, if the wielder knows the mythic version of one of the staff's spells, she can expend uses of mythic power to cast or augment that spell as if she were casting it normally. If the wielder doesn't know the mythic version of a spell, she can use the mythic version of that spell by expending one use of mythic power per 2 levels of the spell (rounding up); a mythic spell cast this way can't be augmented. The wielder can use metamagic feats in conjunction with spells cast from her staff if she has a way to apply the feats on the spot without increasing the spells' caster

levels (such as Arazni's arcane metamastery path ability, a *metamagic rod*, or the Spell Perfection feat).

Arazni's *staff of the magi* can create unique *fireballs*, which cost 2 charges to cast. These fireballs begin as eruptions of black fire, but coalesce into explosive waves of freezing darkness. These fireballs can deal fire damage, cold damage, or half cold and half fire. Creatures failing their saving throws against such a *fireball* are staggered for 1 round by the force of the explosion. In addition, the area of the *fireball* is treated as *deeper darkness* until the end of the wielder's next turn. Any creature or object that enters the darkness during this time takes damage as if it had been in the area when the *fireball* was cast. This power replaces *telekinesis*.

Harlot's Kiss (Minor Artifact): Arazni's scarlet-hilted rapier is a relic of her days as the Red Crusader. Her blade acts as a +1 *conductive dancing keen rapier*, and its *conductive* property can be used once per round even while it is dancing.

The blade has two abilities only Arazni can use. If she hurls *Harlot's Kiss* using the hand of the apprentice ability, it can perform a full attack against a single target rather than a single attack, instantly returning to Arazni at the end of her turn. However, she can't use hand of the apprentice on the rapier while it's dancing. If Arazni expends one use of mythic power when commanding the weapon to dance, the weapon's attacks use her caster level as the base attack bonus (effectively gaining a +10 bonus on attack rolls) for as long as it dances.



Jarl Gnargorak

Clad in mithral and furs and armed with a glowing sword made of ice, this towering, blue-skinned humanoid has a regal presence.

JARL GNARGORAK CR 25/MR 8

XP 1,638,400

Male frost giant ranger 12/marshal 8 (*Pathfinder RPG Mythic Adventures* 38)

CE Large humanoid (cold, giant)

Init +19; **Senses** low-light vision; Perception +33

DEFENSE

AC 43, touch 19, flat-footed 38 (+10 armor, +5 deflection, +5 Dex, +14 natural, -1 size)

hp 485 (26 HD; 14d8+12d10+356)

Fort +34, **Ref** +26, **Will** +19; +2 vs. fire-based effects

Defensive Abilities evasion, hard to kill, mythic saving throws, rock catching, unstoppable; **Resist** electricity 20, fire 30

OFFENSE

Speed 30 ft.

Melee *Winter's Heart* +41/+36/+31/+26 (2d8+25/17-20 plus 1d6 cold)

Ranged +5 *seeking composite longbow* +33/+28/+23/+18 (2d6+18/19-20/x3) or rock +28 (1d8+19)

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

Special Attacks favored enemy (animals +4, evil outsiders +2, humans +4), fight on, inspiring assault, marshal's order (advance, decisive strike), menacing presence, mythic bond, mythic presence, press the advantage, rock throwing (120 ft.)

Ranger Spells Prepared (CL 9th; concentration +13)
 3rd—*fickle winds*^{UM}, *water walk*
 2nd—*barkskin* (already cast), *versatile weapon*^{APG}, *wind wall*
 1st—*horn of pursuit*^{UM}, *pass without trace*, *resist energy* (already cast)

STATISTICS

Str 37, **Dex** 24, **Con** 34, **Int** 12, **Wis** 18, **Cha** 18

Base Atk +22; **CMB** +36 (+38 bull rush); **CMD** 58 (60 vs. bull rush)

Feats Awesome Blow, Deadly Aim^M, Endurance, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Critical^M (bastard sword), Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Iron Will, Leadership, Lightning Reflexes, Pinpoint Targeting, Point-Blank Shot, Power Attack^M, Precise Shot, Rapid Shot^M

Skills Intimidate +33, Knowledge (geography, nature) +13, Perception +33, Sense Motive +14, Stealth +25 (+29 in snow), Survival +33; **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant, Hallit

SQ additional order, amazing initiative, camouflage, evasion, exceptional wealth, favored terrain (cold +4, mountain +2), hunter's bond (companions), pierce the darkness, quarry, recuperation, swift tracker, track +6, wild empathy +16, woodland stride

Combat Gear *boots of speed*, +1 *brilliant energy arrows* (10), *potions of cure serious wounds* (4), +1 *demon bane arrows* (10), +1 *dragon bane arrows* (10), +1 *flaming burst arrows* (10), +1 *human bane arrows* (20), *efficient quiver*, *glove of storing*, *greater horn of blasting*, *staff of journeys*^{UE} (50 charges); **Other Gear** +4 *improved shadow mithral breastplate*, +5 *seeking composite longbow* (+14 Str) with 30 arrows, *Winter's Heart* (see below), *amulet of natural armor* +5, *belt of physical perfection* +6, *cloak of resistance* +5, *greater bracers of archery*, *greater ring of fire resistance*, *headband of mental prowess* +4 (Wis, Cha), *portable hole*, *ring of protection* +5, *stormlord's helm*, spell component pouch, platinum and sapphire necklace (worth 12,500 gp), platinum symbol of Thremyr (worth 500 gp), sapphires (10, worth 5,000 gp each)

SPECIAL ABILITIES

Exceptional Wealth (Ex) Jarl Gnargorak has the wealth of a 20th-level PC, rather than an NPC. This increases his CR by 1.

WINTER'S HEART			MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 12 lbs.	
AURA strong evocation			
ALIGNMENT chaotic neutral		SENSES 120 ft., blindsight	
INTELLIGENCE 14	WISDOM 12	CHARISMA 19	EGO 28
LANGUAGE telepathy (Common, Giant, Hallit, Skald, and Tien)			

Carved long ago from the ice at the heart of an ancient glacier and infused with a cold and unstoppable drive, this +5 *icy burst quenching bastard sword* (*Pathfinder RPG Ultimate Equipment* 146) changes size to match its wielder. Spell-like abilities used by *Winter's Heart* receive the benefits of Greater Spell Focus (evocation).

As a standard action, the wielder of *Winter's Heart* can dispel fire effects as a *frost brand*. Alternatively, as a standard action, the wielder can quench a Huge or smaller nonmagical fire by touching it with the sword.

The sword commands the following spell-like abilities:

3/day—*heroism* (on its wielder only)

1/day—empowered *cone of cold* (DC 21), maximized widened *detonate*^{APG} (cold only, DC 20), *word of recall*

The DC for *detonate* is determined as if it were an 8th-level spell. If *detonate* is cast on a creature with the cold subtype, it also acts as *heal*; if cast on a creature with the fire subtype, it also acts as *harm*.

Winter's Heart has the special purpose of uniting the lands of the north under one iron rule. When pursuing this purpose, it surrounds its wielder in icy armor that combines the protection of *stoneskin* and *fire shield* (cold flames). If the protection of the *stoneskin* is exhausted, both protections are lost and the sword can't reestablish them for 10 minutes.

DESTRUCTION

Winter's Heart can be destroyed only if it's hurled into the center of a cataclysmic volcanic eruption. Even a normal volcano's heat is insufficient to melt the blade, and immersing it in magma merely solidifies the magma into rock.

The ambitious Gnargorak always hungered for power and status, but he didn't aspire to be Jarl of all Jarls until *Winter's Heart* came into his grasp. The sword whispered dreams of greatness to Gnargorak, of lordship over all frost giants. The first obstacle to establishing his regime was the ancient silver dragon Lanargix, long a thorn in the side of frost giants throughout the Tusk Mountains. Jarl Gnargorak filled her hide with a dozen arrows before meeting her in melee, sword to claw. With the dead dragon's horns adorning his staff, Gnargorak proclaimed himself the chosen of Thremyr and high jarl of all frost giants, in the Tusk Mountains and beyond. Now, a full score of Tusk Mountain jarls openly swear fealty to Gnargorak. Others placate him, lest they draw his wrath. Only the jarl's lack of focus and unceasing need to conquer keeps him from uniting the remaining giants of the Tusks under one banner.

The skulls of those who dared dispute his sovereignty line the path to his mountain fortress of Bos-Phargrumm (see page 33). He rarely sets foot in this ice castle, as raiding the hated Mammoth Lords brings him far more pleasure than consolidating his rule. The towering citadel that reaches into the clouds stays busy even without its ostensible owner sitting upon its massive, ornate throne. Jarl Gnargorak's cloud giant harem lives there, serving as his advisors, maintaining the treasuries, collecting taxes from lands Gnargorak has claimed, and negotiating with the tribes on the jarl's behalf. They grow tired of this work, as the jarl is far more interested in conquering new territory than in ruling over that which he holds.

Winter's Heart also grows weary of Gnargorak's lack of dedication to building a true empire. Of late, the sword has denied the jarl its greater powers except in times of dire need. It constantly searches for another potential leader to bear it and use it to impose rule over the north. Of course, the jarl never lets *Winter's Heart* leave his presence, so the sword's options are limited. The artifact is unattended only while the jarl is in his personal chambers, where he feels he's safe. But one of his harem has communicated with the sword and sympathizes with its goals. She watches for the best candidates, and invites them to Bos-Phargrumm on false pretenses so she can weigh their acumen. She and *Winter's Heart* haven't found a suitable leader among the frost giants; there's no shortage of ambition among their kind, but no tribal leader has half the experience or cunning Gnargorak does.

Though other frost giants admire and fear Jarl Gnargorak's prowess in battle, they view his harem of cloud giants with private derision and a touch of envy. Even given the jarl's imposing 16-foot stature, his brides all stand noticeably taller than he. Gnargorak prizes his exotic harem, and eagerly anticipates the birth of a son surely destined to be the mightiest frost giant in all the Tusks. Yet despite his many brides, the jarl's seed has yet to bear fruit. His displeasure over this continued lack of an heir drives him to ever more brutal raids against the Mammoth Lords so that he can at least leave a legacy of conquest and make a mark for all to see in the histories of the north—even if there would be no one of his own blood to take over his domain.

Jarl Gnargorak leads a veritable army, but because he started out as a hunter, not a soldier, he uses his forces in unconventional ways that suit the tactics he learned in the wild. Rather than simply leading an overwhelming force directly into battle against the Mammoth Lords, he draws the warriors' attention away from the safety of their followings and into his snares and ambushes. Only when a group is weakened does he sweep in to destroy them.



Kortash Khain

This withered humanoid wears sooty, fire-blackened robes and a headdress of black and gold.

KORTASH KHAIN

CR 23/MR 6

XP 819,200

Male ghoul cleric of Kabriiri 5/sorcerer (wildblooded) 5/mystic theurge 10/hierophant 6 (*Pathfinder RPG Mythic Adventures* 32, *Pathfinder RPG Ultimate Magic* 70)

CE Medium undead

Init +11; **Senses** darkvision 60 ft., deathwatch 30 ft., true seeing; Perception +11

DEFENSE

AC 39, touch 22, flat-footed 34 (+5 armor, +5 deflection, +5 Dex, +2 luck, +7 natural, +5 shield)

hp 391 (22 HD; 2d8+5d8+5d6+10d6+308)

Fort +25, **Ref** +17, **Will** +34

Defensive Abilities channel resistance +2, contingencies, hard to kill, *mind blank*, mythic saving throws; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +12 (1d6+1 plus disease and paralysis), 2 claws +12 (1d4+1 plus paralysis), *staff of power* +14/+9/+4 (1d6+3)

Ranged ray +17 (by spell/19–20)

Special Attacks alter channel, the blood is the life^{UM} (13/day), channel negative energy 15/day (DC 22, 3d6), death's kiss (2 rounds, 14/day), disease, divine surge (inspired spell), eldritch breach, enduring blessing (1 minute/level), faith's reach, lore keeper, mythic power (15/day, surge +1d8), paralysis (1d4+1 rounds, DC 21, elves are immune to this effect), spell synthesis

Spell-Like Abilities (CL 22nd)

2/day—*ghoul touch*

1/day—undead minion^{BO1D2}

Cleric Spells Prepared (CL 15th; concentration +26)

8th—*fire storm*^M (DC 29), *mind blank*^D (already cast), *unholy aura*

7th—*destruction*^D (2, DC 29), empowered *flame strike* (2), *repulsion* (DC 28)

6th—*create undead*^D, greater *dispel magic*, *harm*^M (2, DC 29), *plague storm*, *word of recall*

5th—*plane shift*^M (DC 26), *scrying* (DC 26), *slay living*^D (3, DC 27), *steal power*^{MA} (DC 28), *true seeing* (already cast)

4th—*aura of doom*, *blessing of fervor*^{APG}, *dismissal* (DC 25), *divine power*, *enervation*^{D, M} (2), *freedom of movement*

3rd—*bestow curse* (3, DC 25), *dispel magic*, *magic vestment* (already cast), *prayer*^M (2), *seek thoughts*^{APG, D}

2nd—*darkness*^M, *ghoul touch*^D (DC 25), *remove paralysis*, *resist energy* (2), *silence*^M (2, DC 23), *spiritual weapon*

1st—*comprehend languages*^D, *divine favor*, *entropic shield*, *protection from good* (3), *shield of faith*^M (2)

0 (at will)—*detect magic*, *guidance*, *light*, *mending*

D domain spell; **Domains** Death (Undead subdomain^{APG}), Knowledge (Thought subdomain^{APG}); **M** mythic spell

Sorcerer Spells Known (CL 15th; concentration +25)

7th (5/day)—*finger of death*^M, (DC 29), *power word blind*, *prismatic spray*^M

6th (8/day)—*contagious flame*^{APG}, *contingency*^M, *greater dispel magic*, *undeath to death* (DC 28)

5th (8/day)—*cone of cold* (DC 25), *dominate person*^M (DC 25), *mage's private sanctum*, *teleport*, *waves of fatigue*

4th (8/day)—*animate dead*, *bestow curse* (DC 26), *charm monster* (DC 24), *enervation*^M, *fire shield*

3rd (8/day)—*fly*, *hold person* (DC 23), *magic circle against good*, *nondetection*, *vampiric touch*^M

2nd (9/day, 8 remaining)—*command undead* (DC 23), *false life* (cast once), *mirror image*, *resist energy*, *scorching ray*, *spider climb*^M

1st (9/day)—*chill touch* (DC 23), *expeditious retreat*, *feather fall*, *ray of enfeeblement* (DC 23), *silent image* (DC 21), *vanish*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *ghost sound* (DC 20), *mage hand*, *message*, *prestidigitation*, *read magic*, *tough of fatigue*

Bloodline undead (sanguine^{UM}); **M** mythic spell

STATISTICS

Str 13, **Dex** 21, **Con** —, **Int** 17, **Wis** 32, **Cha** 31

Base Atk +11; **CMB** +12; **CMD** 32

Feats Accursed Critical^{UM}, Craft Wondrous Item, Demonic Obedience^{BO1D2}, Empower Spell, Eschew Materials, Extra Channel, Improved Critical (ray), Mythic Spell Lore, Spell Focus^M (necromancy), Thanatopic Spell^{UM}, Toughness^M, Weapon Focus (ray)

Skills Intimidate +32, Knowledge (arcana, planes, religion) +28, Spellcraft +28, Use Magic Device +24

Languages Common

SQ amazing initiative, aura, bloodline arcana (+1 caster level with necromancy spells), combined spells (5th), exceptional wealth, ghoulish apotheosis (+4 Charisma), mythic spellcasting, recuperation

Combat Gear *crown of conquest*^{UE}, *extend metamagic rod*, *greater strand of prayer beads*, *ring of spell turning*, *scroll of tongues*, *staff of necromancy*, *staff of power*; **Other Gear** +4 mithral buckler, *amulet of natural armor* +5, *belt of incredible dexterity* +6, *cloak of resistance* +5, *darks skull (invisibility purge)*, *deathwatch eyes*, *headband of mental prowess* +6 (Wis, Cha), *ring of protection* +5, *eye ointment* (worth 250 gp), gold and platinum holy symbol (worth 1,000 gp)

SPECIAL ABILITIES

Contingencies Kortash Khain is under the effect of the following *mythic contingencies*: *resist energy* when he's affected by an acid, cold, electricity, fire, or sonic effect dealing more than 10 points of damage; *teleport* when he's brought below 50 hit points or unable to take actions

for 1 full round; and both empowered *mirror image* and *mythic shield of faith* when he's targeted with an attack that requires an attack roll.

Disease (Su) *Ghoul Fever*. Bite—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight; a humanoid with 4 Hit Dice or more rises as a ghast.

Exceptional Wealth (Ex) Kortash Khain has the wealth of a 20th-level PC, rather than an NPC. This increases his CR by 1.

Kortash Khain is the high priest on Golarion of the demon lord Kabriri, the Lord of Everglut. He rules as Priest-King of Nemret Noktoria, a city of bone-white towers where ghouls dwell. His city lies deep in the vaults of Sekamina in the Darklands below Osirion. Kabriri rules over the Abyssal city of Everglut, a cyclopean necropolis inhabited by ghouls and riddled with tunnels. All Kortash Khain's immortal thought is bent on replicating his master's dead city within the living world.

Though Khain has sent ambassadors to Thuvia, Osirion, and their neighbors to conduct trade negotiations, thoughts of war, insurrection, and murder are never far from his mind. Much of his wrath has been turned against the nearby inhabitants of the Darklands—his purges have largely depopulated Sekamina in the vicinity of his city. A fortunate few are merely dead and devoured—all of the rest have been absorbed into Khain's ever-growing ghoul army.

Not even the genies of Garund have escaped the Priest-King's capture squads. Many have been defeated and converted by the powers of death into great ghuls, often serving in positions of prominence as atamans, beys, and pashas under Khain's dominion. The most powerful of these are four great ghul oracles called the Quadrant Pillars, each formed from the undead remnant of a genie twisted into serving in death the element that was its opposite in life. A few renegade shaitans have been converted to the worship of Kabriri, and serve Kortash Khain as architects, engineers, and builders in his city. This so-called Blackstone Brotherhood is held in high esteem in Nemret Noktoria not only for its architectural creations but also for its members' prowess as hunters. They infiltrate their genie brethren and lure them into ambushes.

Kortash Khain and any other clerics or oracles worshiping Kabriri gain several unique options when summoning or creating undead to serve them. They add the following creatures to their *summon monster* lists: I—fiendish human zombie (standard or fast

zombie); II—fiendish ghoul, fiendish plague zombie; III—fiendish ghast; IV—giant fiendish ghast; V—ghul; VI—fiendish ghul, great ghul; VII—fiendish great ghul, fiendish shaitan; VIII—black jinni; IX—fiendish black jinni. When using *create undead*, a cleric or oracle of Kabriri can create a ghul or great ghul from the corpse of a genie rather than creating a mummy (minimum caster level 15th). When creating a ghoul, ghast, ghul, or great ghul with this spell, a cleric or oracle of Kabriri can also apply the fiendish template to that creature. This requires the caster to double the normal material component cost or sacrifice a living humanoid as an additional material component of casting the spell.



Old-Mage Jatembe

This gray-haired man with a short, wiry beard wears a nondescript robe festooned with satchels and decorations.

OLD-MAGE JATEMBE CR 24/MR 6

XP 819,200

Male old human wizard 20/archmage 6

NG Medium humanoid (human)

Init +13; **Senses** *arcane sight*, darkvision 60 ft., see *invisibility*; Perception +28

DEFENSE

AC 32, touch 19, flat-footed 29 (+8 armor, +5 deflection, +3 Dex, +1 insight, +5 natural)

hp 210 (20d6+138); regeneration 1

Fort +16, **Ref** +15, **Will** +25; +8 vs. mind-affecting

Defensive Abilities hard to kill, *mind blank*, mythic saving throws; **DR** 10/epic

OFFENSE

Speed 30 ft.

Melee *staff of the planes* +13/+8 (1d6+3)

Special Attacks abundant casting, archmage *arcana* (wild *arcana*), hand of the apprentice (18/day), metamagic mastery (7/day), mythic spellpower, permanent *shapechange*, rapid preparation

Wizard Spells Prepared (CL 20th; concentration +35)

- 9th—*ascension*^M, *gate*, *mage's disjunction*, *meteor swarm*, *time stop*^M, empty slot*
- 8th—maximized *cone of cold*, *maze*^M, *polymorph any object* (DC 33), *power word stun*, *summon monster VIII*, empty slot*
- 7th—quicken *fireball*^M (2, DC 32), *forcecage* (DC 33), *mage's sword*, *mass invisibility*, *summon monster VII*, empty slot*
- 6th—*chain lightning*^M (DC 32), *globe of invulnerability*^M, *mislead*^M (DC 31), quicken *scorching ray*^M, *summon monster VI*, *true seeing*, empty slot*
- 5th—*baleful polymorph* (DC 30), *cloudkill* (DC 31), *communal stonesskin*^{UC}, quicken *entangle*^M (DC 30), *mage's faithful hound*, *overland flight*, empty slot*
- 4th—*communal protection from energy*^{UC} (DC 29), *dimension door*, *enervation*, *mass enlarge person* (DC 29), maximized *magic missile*^M, *wall of fire*, empty slot*
- 3rd—*call lightning*^M (2, DC 29), *communal resist energy*^{UC} (DC 28), *fireball*^M (DC 29), *haste*^M (2), *lightning bolt* (DC 29), empty slot*
- 2nd—*barkskin*, *blur*, *communal protection from evil*^{UC}, *forest friend*^{UC}, *glitterdust* (DC 28), *mirror image* (2), empty slot*
- 1st—*entangle*^M (2, DC 26), *expeditious retreat*, *feather fall*, *magic missile*^M, *obscuring mist*^M, *true strike*, empty slot*
- 0 (at will)—*ghost sound* (DC 25), *light*, *mage hand*, *prestidigitation*

M mythic spells

* Jatembe has one unprepared slot at each level for his rapid preparation archmage path ability.

STATISTICS

Str 14, **Dex** 16, **Con** 18, **Int** 41, **Wis** 24, **Cha** 22

Base Atk +10; **CMB** +12; **CMD** 31

Feats Augment Summoning, Extend Spell, Fast Learner^{ARG}, Greater Spell Penetration, Heighten Spell, Improved Initiative, Maximize Spell, Mythic Spell Lore (2), Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (conjuration), Spell Focus (evocation), Spell Penetration^M, Still Spell, Toughness

Skills Bluff +30, Diplomacy +30, Fly +27, Handle Animal +30, Heal +28, Intimidate +30, Knowledge (arcana, dungeoneering, geography, history, nature, planes, religion) +39, Perception +28, Perform (oratory) +30, Sense Motive +28, Spellcraft +39, Stealth +5, Survival +28, Use Magic Device +30

Languages Abyssal, Aklo, Ancient Osiriani, Azlanti, Celestial, Common, Cyclops, Draconic, Druidic, Elven, Infernal, Polyglot, Protean, Sylvan, Treant, Undercommon

SQ amazing initiative, arcane bond (*ring of continuation*), crafting mastery, exceptional wealth, gifts of the teachers, immortality arcane discovery^{UM}, Jatembe's divine knowledge, perfect preparation, permanent spells, recuperation

Combat Gear *bag of tricks* (tan), *beacon of true faith*, *cloak of ethereality*, *dryad sandals*^{UE}, *greater book of extended summoning*^{UE} (good), *robe of gates*^{UE}, *staff of the planes*^{UE}, *wand of cure critical wounds* (CL 20th, 50 charges), *wand of restoration* (50 charges); **Other Gear** *belt of physical perfection* +6, *bracers of armor* +8, *cloak of resistance* +5, *headband of mental superiority* +6, *ring of protection* +5, *amulet of the planes*, *circlet of persuasion*, *dusty rose prism ioun stone*, *gloves of shaping*, *handy haversack*, *polymorphic pouch*^{UE}, *ring of regeneration*, *stone of good luck*, eye ointment for *true seeing* (worth 1,000 gp), granite and diamond dust for *communal stonesskin* (worth 10,000 gp), miniature platinum sword for *mage's sword* (worth 250 gp), rare herbs and gems for *ascension* (worth 10,000 gp), ruby dust for *forcecage* (worth 1,500 gp)

SPECIAL ABILITIES

Exceptional Wealth Jatembe has the wealth of a 20th-level PC, rather than an NPC. This increases his CR by 1.

Gifts of the Teachers (Ex) Old-Mage Jatembe sought the knowledge and assistance of many great powers—from angels to demons to gods—so he could help his people. Among the gifts they bestowed on him were permanent versions of augmented *mythic barkskin*, *mind blank*, and *shapechange*, plus the knowledge and power that allowed him to develop his enhanced divine knowledge ability. These increase his CR by 1.

Jatembe's Divine Knowledge (Ex) Jatembe has a much stronger version of the divine knowledge archmage path ability (*Pathfinder RPG Mythic Adventures* 19). He has the following spells on his list of spells known: *barkskin*, *call lightning*, *entangle*, *forest friend*^{UC}, *lesser restoration*, *plant growth*, *speak with animals*, and *speak with plants*.

Perfect Preparation (Ex) Jatembe no longer needs a spellbook to prepare spells. He knows and can prepare any wizard spell from the *Pathfinder RPG Core Rulebook* that doesn't have the evil descriptor, any spell from pages 28 and 29 of *Pathfinder Player Companion: Faiths & Philosophies* (casting these as though they were wizard spells of the highest level listed in their descriptions), and possibly others as well, including unique ones he's researched.

Permanent Spells Through the use of *permanency*, Jatembe is constantly under the effects of the following spells: *arcane sight*, *darkvision*, *see invisibility*, and *telepathic bond* (once with each of his Ten Magic Warriors). He is under the effect of a *contingency* that causes *dimension door* to come into effect if he's brought below 80 hit points.

No character looms larger in the myths of the Mwangi tribes than Old-Mage Jatembe. Jatembe rose to prominence in the Age of Anguish, a time when mankind was just beginning to recover from the devastation caused by Earthfall and the destruction of Azlant. Jatembe was the first among humanity to rediscover the art of wizardry and written magic, and did much to redeem these arts in the eyes of a superstitious people. Jatembe worked tirelessly to stem the tide of barbarism left in the wake of the Age of Darkness, and preserve the learning and culture of his people. He is remembered as a folk hero among the Mwangi, and as a beacon of hope in a darkest of times.

Little is known about Jatembe's origins. Even in the earliest of myths, he's described as an old man. Some scholars point out parallels between Jatembe's ageless nature and the immortal masters of the lost city of Ird, suggesting that fabled city as his birthplace, though the decadent and cruel lords of Ird have little else in common with him. Later accounts claim Jatembe and his disciples destroyed the city of Ird to punish it for its wickedness, casting doubt on this theory. Other myths connect Jatembe with the druids of the Mwangi Expanse, some even claiming he was an ex-druid himself. True or not,

Jatembe did have an affinity for druidic magic, and the magical school he founded—the Magaambya—continues to teach druid spells to this day.

The details of Jatembe's ascension are similarly occluded by millennia of myth and legend. One popular tale holds that Jatembe learned the deepest mysteries of magic from the severed head of Ydersius before sewing the serpent-god's lips shut. Others claim he gained mythic knowledge from sources among the planes, for many tales tell of his dealings with angels, demons, and other outsiders while in search of ways to protect his people. Still more stories say that Jatembe found some potent artifact amid the ruins of the Mwangi that awakened his mythic potential, and that he departed Golarion once the strength of this artifact had faded.

Prior to his mysterious departure, Jatembe performed many astonishing deeds. The first of these was the gathering of his disciples, the Ten Magic Warriors. These men and women were known only by the golden animal masks they wore, having forsaken their identities in service to Jatembe and his quest. With their help, Jatembe explored the ancient ruins that dot the Mwangi Expanse, uncovering ancient magical secrets and treasures. He founded the city of Nantambu and the Magaambya arcane academy to preserve and share knowledge and wealth with future generations, and to protect the Expanse from further devastation such as that wrought by the Earthfall. In later days, Jatembe fought and defeated the twisted sorcerer known as the King of Biting Ants, who claimed to possess a weapon that would allow him to eat the sun and cast the world into darkness.

For reasons unknown, Jatembe departed Golarion; if anyone knows where he left to, they're silent on the matter. Some believe he left to fulfill obligations to the beings who granted him mythic power, and others think a magnificent spell took him. He left his Ten Magic Warriors behind to rule in his place, and forged the *Ring of Nine Facets* (*Artifacts and Legends* 40) to aid them in his absence. He has created and used other artifacts in his travels, but gave them all away to allies, keeping only the *beacon of true faith* that one of his patrons gave him.





Oliphant of Jandelay

The elephantine creature is titanic in scale. Curving tusks frame its flexing, muscular trunk and its canyon of a mouth.

OLIPHAUNT OF JANDELAY **CR 30**

XP 9,830,400

CN Colossal outsider (chaotic, extraplanar)

Init +8; **Senses** darkvision 60 ft., *true seeing*; Perception +52

Aura *dimensional lock* (500 ft., DC 41)

DEFENSE

AC 50, touch 30, flat-footed 42 (+20 deflection, +8 Dex, +20 natural, -8 size)

hp 740 (40d10+520); regeneration 35 (acid from a mythic spell or item)

Fort +37, **Ref** +21, **Will** +27

Defensive Abilities guardian of Jandelay, ward against command, wards of Jandelay; **DR** 20/epic; **Immune** ability damage, disease, energy drain, paralysis, petrification, poison, polymorph; **SR** 41

OFFENSE

Speed 120 ft., *air walk*

Melee bite +49 (4d10+17/19-20 plus grab), 4 gores +49 (4d10+17/19-20), 2 slams +50 (4d10+17/19-20), trunk +47 (4d8+8 plus grab)

Space 80 ft.; **Reach** 80 ft.

Special Attacks constrict (4d8+25), ruinous tusks, swallow whole (4d10+17 damage, AC 20, 74 hp), trample (4d10+25, DC 47), weather sphere

Spell-Like Abilities (CL 40th; concentration +51)

Constant—*air walk*, *freedom*, *true seeing*

At will—*greater shout* (DC 29)

3/day—*transmute rock to mud*

STATISTICS

Str 44, **Dex** 27, **Con** 37, **Int** 14, **Wis** 17, **Cha** 32

Base Atk +40; **CMB** +65 (+69 grapple or sunder); **CMD** 103 (105 vs. sunder, 107 vs. grapple or trip)

Feats Ability Focus (*greater shout*), Cleave, Combat Expertise, Critical Focus, Empower Spell-Like Ability (*greater shout*), Great Cleave, Great Fortitude, Greater Sunder, Improved Critical (bite), Improved Critical (gore), Improved Critical (slam), Improved Sunder, Iron Will, Multiattack, Power Attack, Run, Skill Focus (Perception), Staggering Critical, Stunning Critical, Weapon Focus (slam)

Skills Climb +37, Diplomacy +51, Intimidate +54, Knowledge (arcana, religion) +25, Knowledge (planes) +45, Perception +52, Sense Motive +46, Spellcraft +45, Swim +37

Languages Celestial, Jandelayan

SQ massive

SPECIAL ABILITIES

Guardian of Jandelay (Su) The Oliphant was created to live in Jandelay, and attempting to remove it from the place is almost impossible. The Oliphant can prevent a *gate* or similar effect

from opening inside Jandelay's borders unless the effect was created by an artifact or cast by a mythic character. If brought outside Jandelay, the Oliphant attempts a Will saving throw each day to return. The DC is equal to the DC of the spell that transported it, or the DC that spell would have if it allowed a saving throw. The return of the Oliphant triggers a magical punishment on those that stole it, laying waste to people and land. Centered on the point from which the Oliphant just departed, the ward triggers a *mass hold monster* spell targeting all creatures in a 5-mile radius. Then, that area is affected by an *earthquake* and *storm of vengeance* that last 1d12 months. While in Jandelay, the Oliphant's *dimensional lock* aura extends to protect the entire realm.

Massive (Ex) The Oliphant is so enormous in scale that it gains the benefits of a kaiju's massive ability (see *Pathfinder RPG Bestiary 4*).

Ruinous Tusks (Ex) The Oliphant's gore attacks are treated as adamantite, and any creature hit by one is affected by a targeted *greater dispel magic* spell.

Ward against Command (Su) The Oliphant is immune to any mind-affecting spell or effect unless the Oliphant has line of sight to the caster. Even then, all mind-affecting spells and effects gain the language-dependent descriptor. Magical means of translation such as *tongues* do not bypass this restriction.

Wards of Jandelay (Su) Ancient protective magic was bound into the essence of the Oliphant. The wards give it a +20 deflection bonus to AC, spell resistance 41, and a constant *freedom* effect.

Weather Sphere (Su) The Oliphant can continuously change the environment around it, as *control weather* with a 5-mile radius. The Oliphant can change the weather to that of any season, and the effects manifest 1 round thereafter. If the Oliphant creates stormy weather, it can call down one lightning bolt per round as a free action, as if using *call lightning storm*.

Only once did the Oliphant of Jandelay set foot on Golarion. A runelord of Thassilon, a precursor of Karzoug, had the knowledge to call the creature, and the ambition and ego to do so despite the risks. He erected the Spindleshorn, a slender tower of dark slate thousands of feet tall, in the Wyvern Mountains simply so he could look the Oliphant in the eye and attempt to control it. And control it he did.

The Oliphant caused the carnage the runelord intended, destroying an invading army from Azlant. Black clouds sprang from a clear sky around the mountain of a creature, and lightning and hail shot down on the amassed troops. Every impact of the thing's foot shook the ground, and the thunder of the Oliphant's march through the armies drowned out even the screams of the dying thousands. A massive valley marked the path

where the Oliphaunt trod, with entire cities lying buried underneath the earth by the crushing footfalls.

But even a runelord couldn't control such power forever, and the wards protecting the Oliphaunt continued to draw it back to its home realm of Jandelay. The legion following the runelord's ally, Runelord Xanderghul, suffered the parting punishment when the Oliphaunt vanished, torn back to Jandelay. A quarter of Xanderghul's legion froze still in their tracks, then were ripped apart by chaotic, bloody storms and repeated earthquakes left in the Oliphaunt's wake.

In spite of the repercussions of calling the Oliphaunt of Jandelay, spellcasters of great influence and arrogance still attempt to recreate the singular feat of calling it to Golarion. Desperation drives most who try, most notably the Runelord Alaznist, who was prepared to call the beast down upon Karzoug as he prepared to finally march on her territory. Only Earthfall cut Alaznist's plans short.

Since the fall of the runelords and Thassilon, lore about the Oliphaunt and Jandelay has become much harder to come by—but it's far from forgotten. Ancient lichs still work away in secluded laboratories to recreate the complicated means that once before called forth the great Oliphaunt, meticulously reconstructing what few scraps of ancient records they can find. Speculators collect all sorts of relics purported to be chunks of tusk that sloughed off the beast, vials of water collected from lakes formed by the Oliphaunt's tears, and all manner of other curiosities. Few eyewitness accounts remain, since most who saw the Oliphaunt died.

Few alive on Golarion even know about the Oliphaunt, but even fewer understand what Jandelay itself is. Some believe it's the name of the person who first scribed a tale of the Oliphaunt, others think it's an even greater progenitor beast that spawned the creature. Those who've deeply researched to topic found only a few hints. The most compelling of these are within the epic poem *Jandelay*, as inscribed at the base of the Spindlehorn. The poem tells of the Oliphaunt's rampage and the other legendary acts of the runelord who summoned it (though lacking specific details of how the runelord pulled off this feat). However, within the poem is a cipher that when translated reveals these words:

*Jandelay, proof against the Maelstrom,
Jandelay, of green fields and faultless spires;
No sane soul born dares trespass fair Jandelay
For the Oliphaunt guards you always.*



Raskineya, the Dark Comet

This spined dragon has black scales that pulse with green light. Her tattered wings show a starscape that whirls in mad patterns.

RASKINEYA CR 16/MR 6

XP 76,800

Female adult void dragon (see *Pathfinder RPG Bestiary 4*)
CE Huge dragon (mythic)

Init +11^M; **Senses** dragon senses, see in darkness; Perception +22

Aura alien presence (180 ft., DC 23, sickened or nauseated 5d6 rounds)

DEFENSE

AC 35, touch 9, flat-footed 34 (+1 Dex, +26 natural, -2 size)

hp 260 (16d12+156)

Fort +16, **Ref** +11, **Will** +15

Defensive Abilities dragon blood (1d8 cold), **DR** 10/epic and magic; **Immune** cold, confusion, dragon traits, insanity effects, paralysis, sleep; **SR** 30

OFFENSE

Speed 40 ft., fly 200 ft. (good), starflight

Melee bite +26 (2d8+15/19-20 plus 2d6 obliteration plus grab), 2 claws +24 (2d6+10), tail slap +22 (2d6+15), 2 wings +22 (1d8+5)

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

Special Attacks breath weapon (50-ft. cone, 12d8 cold, Reflex DC 24 half, usable every 1d4 rounds), crush, dual breath, dragon fury (1d8 cold), fast swallow, gaze of the void (DC 23), mythic power (6/day, surge +1d8), obliteration (DC 23), suffocating breath (DC 23), swallow whole (2d8 cold damage plus suffocating void, AC 23, 26 hp)

Spell-Like Abilities (CL 16th; concentration +21)

At will—*asral gloom*, *blur*, *ray of enfeeblement* (DC 16), *ray of exhaustion* (DC 18)

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5)—*dispel magic*, *rage*

2nd (7)—*darkness*, *shatter*, *touch of idiocy*

1st (8)—*cause fear* (DC 16), *hypnotism* (DC 16), *mage armor*, *obscuring mist*, *true strike*

STATISTICS

Str 31, **Dex** 12, **Con** 23, **Int** 20, **Wis** 17, **Cha** 20

Base Atk +16; **CMB** +28 (+32 grapple); **CMD** 37 (41 vs. grapple or trip)

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative^M, Iron Will^M, Multiattack, Weapon Focus^M (bite), Wingover

Skills Acrobatics +17 (+21 when jumping), Bluff +24, Fly +20, Intimidate +24, Knowledge (arcana, planes) +24, Perception +22, Sense Motive +22, Spellcraft +24, Stealth +20, Use Magic Device +24; **Racial Modifiers** +4 Acrobatics when jumping, +8 Stealth

Languages Abyssal, Aklo, Celestial, Draconic, Infernal
SQ agile, breathless

SPECIAL ABILITIES

Astral Gloom (Sp) Raskineya can expend one use of mythic power to cast *deeper darkness*. Her caster level for this ability is equal to her Hit Dice. This darkness doesn't interfere with her alien presence or gaze of the void abilities.

Dual Breath (Su) Raskineya can expend one use of mythic power to use both her breath weapon and her suffocating breath simultaneously as a standard action. Both breath weapons affect the same 50-foot cone, and creatures caught in the cone must save separately against each effect.

Suffocating Void (Su) Creatures swallowed whole by Raskineya are exposed to the cold vacuum of space. In addition to the listed damage, the first time a creature begins its turn swallowed whole by Raskineya, it must succeed at a Fortitude save or begin to suffocate (as her suffocating breath ability). Even if it succeeds at this save, the creature can't breathe, speak, or cast spells with verbal components while it remains swallowed.

Void dragons are a cursed race, born on the boundary between rational space and the vast unknowable nothingness that lurks between the stars. They are not typically evil, but few escape the notice of the unnamable beings that dwell within that distant void. The fortunate ones resist the fell influence of the Dark Tapestry and survive with their minds intact.

Raskineya was not one of the fortunate ones. The taint of the void shattered her mind, driving her to mindless violence and destruction. In her madness she sought out the inner planets of Golarion's solar system, plunging into the gravity wells of the inhabited worlds to feed and raze before fleeing back to the stars and plotting her next attack.

This urge to destroy is what brought her to the attention of the cult of Rovagug. Priests of the Rough Beast often enslave powerful creatures to serve as proxies for their shackled god and guardians for their hidden temples, and Raskineya's savagery and madness made her an excellent prospect. The priests called to the stars, whispering promises of blood to the dragon to lure her into their waiting clutches. In her unthinking madness, she was no match for the cunning priests, and soon she was subdued, shackled, and locked in a cavern hidden deep within the earth.

Raskineya languished at first, longing to once again fly to the stars and seek exotic new prey. Yet the priests had not lied to her when they promised her blood. She was given sacrifices and allowed to hunt and feed within her underground prison. With each such sacrifice, she not only grew stronger and more focused, but also found began to understand the prayers given to her. This world

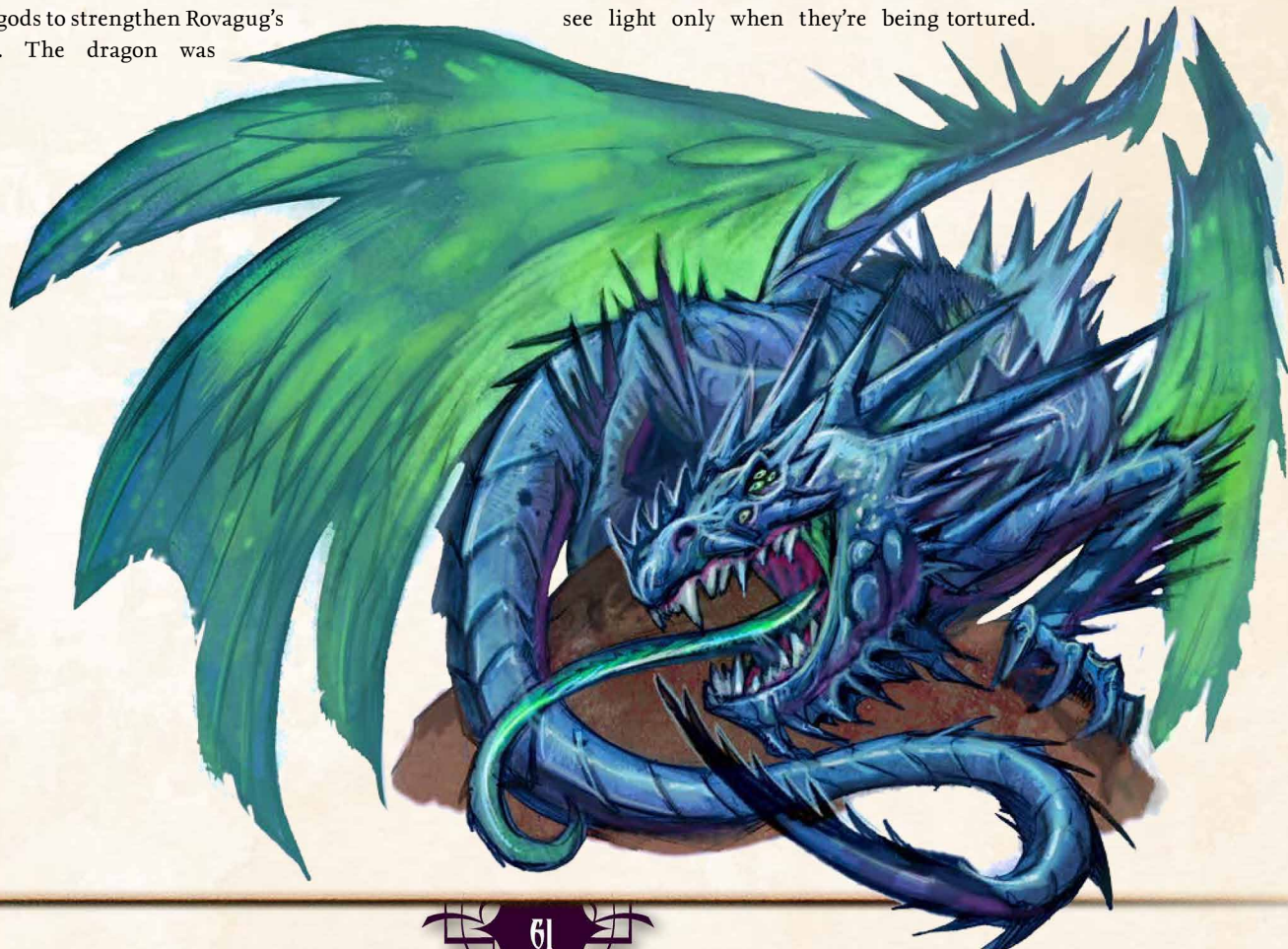
was promised to Rovagug, and he would have it. All worlds were promised to him, and he would destroy them all. Even the gods themselves would fall to his power, and in his wake only nothingness would remain. Raskineya found in Rovagug something she had not realized she was searching for: someone to champion. If she could but release this Unmaker, she could at long last have vengeance upon this existence, and upon the nameless ones who drew her here. All that would be left in his wake would be nothingness, and to nothingness her heart longed to return.

With her newfound sense of purpose, Raskineya turned upon her captors. Her mind intact for the first time in centuries, she quickly overpowered them. First, she swallowed the high priest alive, consuming his life and essence to fuel her ascension. Then she enslaved the priests, and commanded them to find her a way to unleash their god upon the world once more. From them she learned of a prophecy, set down by the oracles of the brimstone haruspex, that a dark comet would herald the return of Gormuz—the first and most powerful of Rovagug's spawn—who would in turn unleash the Rough Beast himself. Raskineya sees herself as this dark comet, and demands all those who address her to call her by that name (with a slow death awaiting to those who do not).

In the years since her ascension, Raskineya first scoured the world searching for the Star Towers—artifacts created by the gods to strengthen Rovagug's prison. The dragon was

certain that if she could locate the first of these towers and destroy it, the rest will fall like dominoes, weakening the foundations of Rovagug's prison enough to allow his escape. She moved from Star Tower to Star Tower, searching for clues as to the location of the original. She last conquered the Star Tower of Vekheen, winning it from a paladin of Sarenrae named Dazma the Bright, who had learned of the dragon's design on the tower and marshaled an army to defend it. Raskineya vanquished Dazma and her army by dragging meteors from the sky to drop on the Sarenites. Those who survived the initial bombardment were savaged by akatas carried within the meteors, leaving the remainder easy pickings for the dragon.

Though it seemed she was getting closer to her goal, Raskineya's devotion to Rovagug made her actions unpredictable. Just as she conquered the Star Tower of Vekheen, she heard a pressing call she believed came from Rovagug himself. She flew to the Pit of Gormuz, where she made a den in the Crater of Carnal Joining in anticipation of the Rough Beast's arrival. There she waits, conducting horrific rituals to attract his attention. She brought with her the Sarenite survivors of the raid on the Star Tower, who she keeps alive as subjects for her rites. Once noble soldiers, they're now maimed and driven mad, kept in perpetual darkness within a small cave in Raskineya's lair. The warriors of the Maimed Legion, as she calls them, see light only when they're being tortured.



The Whispering Tyrant

Clad in ancient leather and bronze and a great horned helm, this withered gray figure is surrounded by a palpable aura of death.

WHISPERING TYRANT

CR 26/MR 10

XP 2,457,600

Human mythic lich necromancer 20 (*Pathfinder RPG Mythic Adventures* 206)

NE Medium undead (augmented humanoid, human, mythic)

Init +18^M; **Senses** darkvision 60 ft., see in darkness, spell perception; Perception +33

Aura absolute terror (60-ft. radius, DC 39)

DEFENSE

AC 46, touch 19, flat-footed 42 (+8 armor, +5 deflection, +4 Dex, +19 natural)

hp 392 (20d6+320)

Fort +21, **Ref** +16, **Will** +22

Defensive Abilities channel resistance +12, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** acid, channel energy from non-mythic sources, cold, electricity, undead traits;

Resist half damage from positive energy; **SR** 42

OFFENSE

Speed 30 ft.

Melee +2 *keen wounding dagger* +15/+10 (1d4+5/19–20), touch +8 (1d8+10 plus 5d6 negative energy plus paralysis)

Special Attacks animate touch, channel negative energy (DC 29, 16/day), immediate counterspell, mythic power (12/day, surge +1d12), mythic spells (2/day), paralyzing touch (DC 39), wild arcana

Arcane School Spell-Like Abilities (CL 20th; concentration +33) 16/day—grave touch (10 rounds)

Necromancer Spells Prepared (CL 20th; concentration +39)
9th—*energy drain* (DC 36), *foresight*, *mage's disjunction*^M, *meteor swarm*^M (DC 32), *time stop*^M, *wail of the banshee* (DC 36), *wish*^M

8th—empowered *disintegrate*^M, *horrid wilting* (DC 35), *maze*^M, *moment of prescience*, *power word stun*, *protection from spells*, *trap the soul*

7th—*finger of death*^M (2, DC 34), *force cage*, *greater scrying* (DC 30), *limited wish*, quickened *fireball*^M, *spell turning*

6th—*acid fog*, *disintegrate*^M (DC 29), *greater dispel magic* (2), *repulsion* (DC 29), *true seeing*, empowered *vampiric touch*^M

5th—*cone of cold* (DC 28), silent *dimension door*, *dismissal* (DC 28), *dominate person* (DC 28), quickened *magic missile* (2), *wall of force*^M, *waves of fatigue*

4th—*black tentacles*, *detect scrying*, *dimension door*, *enervation* (2), *greater invisibility*, empowered *scorching ray*, *stoneskin*

3rd—*dispel magic* (2), *displacement*, *fireball*^M (DC 26), *fly*, *haste*, *vampiric touch*^M (2)

2nd—*detect thoughts* (DC 25), *false life* (2), *resist energy* (3), extended *shield* (2)

1st—*expeditious retreat*, *grease*, *magic missile* (3), *ray of enfeeblement* (2, DC 28), *true strike* (2)

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

Opposition Schools enchantment, illusion

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** 36, **Wis** 14, **Cha** 28

Base Atk +10; **CMB** +12; **CMD** 19

Feats Command Undead, Craft Construct, Craft Wondrous Item, Empower Spell, Eschew Materials^M, Extend Spell, Extra Mythic Power^M, Greater Spell Focus (necromancy), Improved Initiative^M, Improved Iron Will, Iron Will, Mythic Spell Lore^B, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (necromancy)^M, Spell Penetration, Still Spell, Toughness^M

Skills Acrobatics +25, Bluff +30, Diplomacy +30, Escape Artist +25, Fly +28, Intimidate +33, Knowledge (arcana, dungeoneering, history, planes, religion) +37, Perception +34, Sense Motive +34, Spellcraft +37, Stealth +36, Use Magic Device +30; **Racial**

Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal, Orc, Undercommon

SQ arcane bond (amulet), life sight (40 feet, 20 rounds/day), mythic phylactery, perfect necromancer

Combat Gear *greater silent metamagic rod*, *maximize metamagic rod*, *quicken metamagic rod*, *scrolls (contingency, discern location, gate, greater teleport, harm [2], mage's disjunction, mass charm monster, project image, soul bind, time stop, and wish)*, *wand of inflict critical wounds*; **Other Gear** +2 *keen wounding dagger*, *amulet of natural armor +4*, *belt of physical might +4* (Str, Dex), *boots of teleportation*, *bracers of armor +8*, *cloak of resistance +5*, *gloves of the shortened path*^{UE}, *headband of mental prowess +6* (Int, Cha), *Horns of Naraga*^{UE}, *lavender and green ellipsoid ioun stone*, *pale green prism ioun stone*, *ring of protection +5*, *robe of the archmagi* (black), *tyrant's ring* (minor artifact, acts as a *ring of freedom of movement* and a *ring of greater spell storing* containing *antilife shell* and *spell immunity*), *unfettered shirt*^{UE}

SPECIAL ABILITIES

Animate Touch (Su) As a standard action, the Whispering Tyrant can touch a dead creature and animate it as a skeleton or zombie, as if using *animate dead*. He can expend one use of mythic power when using this ability to animate the body as a different type of undead, as if using *greater create undead*. The Whispering Tyrant treats his total Hit Dice as his caster level for these effects. Undead created in this way are automatically under his control. The Whispering Tyrant does not need to expend any material components when using this ability. This ability replaces the creeping paralysis mythic lich ability.

Aura of Absolute Terror (Su) Living creatures within 60 feet of the Whispering Tyrant are paralyzed by absolute terror for 1d4 rounds, after which they are shaken as long as they remain within his aura. Once a creature has been paralyzed by this aura, it is immune for 24 hours. Mythic creatures

receive a DC 29 Will save to negate the paralysis, but are still shaken as long as they remain within the aura. This is a mind-affecting fear effect. This ability replaces the formidable animation mythic lich ability.

Perfect Necromancer (Ex) The Whispering Tyrant can prepare spells from his opposition schools without needing to expend an additional spell slot. He always succeeds at concentration checks to cast spells. He can have any number of undead under his control, and he is not limited by the total Hit Dice of those undead. This ability replaces the enhanced spellcasting mythic lich ability.

The Whispering Tyrant was perhaps the greatest threat that the people of the Inner Sea have ever known. Even after his defeat atop Gallowspire, he wasn't finished. The forces that brought him low had no choice but to seal him within the tower that was once his capital.

Before becoming a lich, the Whispering Tyrant was a powerful necromancer by the name Tar-Baphon. Though his origins are lost to time, it's thought that he grew up on the shores of Lake Encarthan, where he first studied the necromantic arts. As his power grew, so did his ambition, eventually leading him to the Cenotaph, the resting place of the slumbering runelord of gluttony. After unlocking the powers of Zutha, Tar-Baphon gained power beyond that of mortals. He realized then that true greatness required bringing the world itself under his control—alive or dead, all would serve him.

His campaign was brutal. Enlisting nearby orcs and undead, he quickly conquered Ustalav and began a conquest that consumed most of central Avistan. He set down stones on the Isle of Terror, intent upon making it his capital. His actions drew the attention of Aroden, the Last Azlanti, who knew what destruction the runelords had caused, and refused to allow the world to return to those ancient ways. The two met on the Isle of Terror in 896 AR. The battle raged for days and leveled the entire surface of the island. Tar-Baphon's broken form lay among the rubble, and Aroden buried him there, thinking that was the end of the threat.

However, Tar-Baphon had intended to die by Aroden's hand all along. His studies had revealed to him that his only true path to immortality lay in undeath. For Tar-Baphon's last step in becoming a lich beyond compare, he needed to be killed by a god, and Aroden served this purpose. The process sparked by Aroden took time, however, and for 2,307 years Tar-Baphon's body laid dead in the ground before he returned to grim unlife. The Whispering Tyrant was born.

He soon reestablished his power, animating thousands of dead. For centuries, the forces of the living were unable to resist the tide of the dead—with Aroden gone, nothing could stop the Whispering Tyrant. Only the Shining Crusade had a chance to end his threat. Bearing the *Shield of Aroden*, General Arnisant faced the lich, but when the Whispering Tyrant used a *wish* to summon the general's heart to his waiting claw, the symbol of Aroden flared to life, the shield shattered, and the lich's body was destroyed. Without a means to locate the Tyrant's phylactery, let alone destroy it, the crusaders instead sealed him away in his tower, where their descendants remain ever watchful for his return.



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