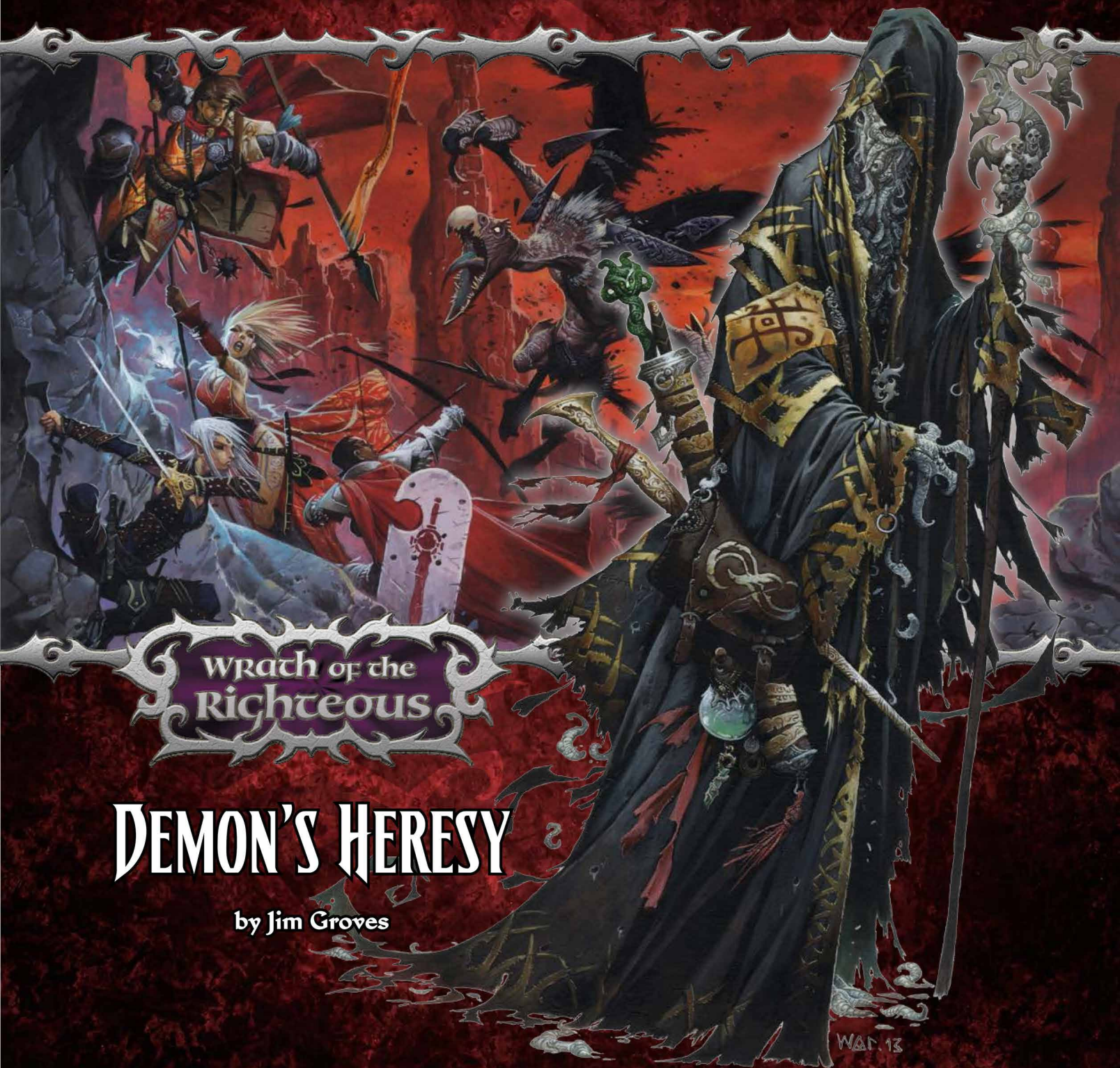


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Wrath of the
Righteous

DEMON'S HERESY

by Jim Groves

WAP 13



Anevia Tirabade
Spymaster of Drezen

With the city of Drezen liberated and her wife placed in charge of its restoration, Anevia volunteers to serve as the city's spymaster. She spends this adventure patrolling the city incognito, keeping an eye and ear out for any signs of demonic infiltration and treachery.



Aravashnial
Riftwarden of Drezen

With the Riftwardens of Kenabres essentially destroyed, Aravashnial sees the city of Drezen as a fresh opportunity. He spends this adventure rebuilding the group's holdings, but also helps oversee the development of Drezen's magical defenses.

Horgus Gworm
Foul-Tempered Treasurer

Although his Kenabres home was among those spared devastation, Horgus has accepted Irabeth's request to aid her in rebuilding Drezen. Now serving as the city's treasurer, he's rising to the challenge, establishing himself as one of the city's key suppliers and organizers.



Irabeth Tirabade
Leader of Drezen

Although some part of her aches for the glory of the crusade, Irabeth knows that Drezen needs her more. Her appointment as the standing ruler by Queen Galfrey came as a shock, but she swiftly proves herself to be a just, capable ruler in the days and weeks to come.



Queen Galfrey
Ruler of Mendev

After sending the heroes north to liberate Drezen, Queen Galfrey entrusts Irabeth to rule while she gives a much more dangerous mission to the heroes—exploring the northeastern Worldwound in the hope of finding intelligence that will aid in the war effort.



Sosiel vaenic
High Priest of Drezen

Sosiel now sees to the spiritual needs of Drezen, and is transforming an old cathedral there into a multid denominational temple. His faith in Shelyn continues to bolster him, and he is soon regarded as a beloved member of the city's defenders.

Aron Kir
Warden of Drezen

Now recovered from his recent relapse into drug abuse, in no small part through the support of his lover Sosiel, Aron Kir has accepted the post of Warden of Drezen. In this role, he serves as the captain of the guard and helps to see to the rebuilding of the city's physical defenses and infrastructure.



Arueshalae
Risen Succubus of Desna

After her escape from the dungeons below Drezen, the redeemed succubus Arueshalae takes shelter in an old Desnan fortress in the wilds east of the city, now besieged by a demon-worshipping hag. She's destined to become one of the heroes' most powerful allies.



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ADVENTURE PATH  PART 3 OF 6

DEMON'S HERESY



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Personalizing the Worldwound

So we're trying a few different things this time around. *Pathfinder RPG Ultimate Campaign's* been out for months now, so folks should have had time to look through the numerous new rules and options therein—in “Demon’s Heresy,” your players’ characters will have opportunities to take advantage of the downtime rules from that book. While it’s easy to get caught up in the excitement of demon hunting and seeking out new quests and adventures, remember that it can get exhausting if every single game session focuses on fight after fight.

The PCs in *Wrath of the Righteous* are legends—or at the very least, they’re well on their way to becoming such. And they should have the chance to feel like legends. Giving the PCs time to develop idolizing followers, found groups and cults of personality, launch businesses, create magic items, and otherwise leave a lasting mark on the newly revitalized city of Drezen not only helps to break up the stress of

crusading in a demon-haunted wasteland; as the *Adventure Path* wraps up in “City of Locusts,” it also helps the PCs to be much more invested in Drezen’s fate when the marilith Aponavicius decides she wants “her” city back!

PERSONALIZED QUESTS

There’s more to “Demon’s Heresy” than downtime and demons, though. In this adventure, every one of the player characters should have a chance to follow up on some loose end from her childhood or character background. This adventure assumes you’re using the campaign traits found in the *Wrath of the Righteous Player’s Guide* (free online at paizo.com). Each of these traits not only grants the PCs a few abilities and perks and offers a reason for why they of all the crusaders were fated to become heroes, but also introduces some mystery or unexplained event. Why does one PC feel such a close bond to a specific deity? What was the purpose

of the vile ritual another PC was exposed to as a child? What really happened to a third PC's Riftwarden parents? These questions and more should be at the backs of your players' minds for the past few adventures, and in "Demon's Heresy," they'll get a chance to learn some answers.

When possible, the quest to find answers for each player's personal mystery should drive much of this adventure's exploration of the Worldwound. Some are directly tied to events and locations that play into the overall plot, but others are not as closely tied in to the greater storyline. This should not result in those players' personal stories being any less satisfying and important to your game, though!

When a PC solves her personal mystery, she completes a mythic trial. This adventure assumes that each PC eventually completes five mythic trials, but the personal nature of these quests means that individual characters will arrive at these points in different times during the adventure. This means the PCs may not all reach 4th tier at the same time—but by the end of the adventure, all of the PCs should be of the same tier. A summary of the five mythic trials the PCs should complete during the course of this adventure are listed below. If the PCs miss one, either adjust things so they'll encounter it soon or replace it with a similar trial of your own design.

Trial 1: Defeat the woundwyrms.

Trial 2: Rescue and ally with Arueshalae.

Trial 3: Complete personal mystery.

Trial 4: Shut down the Ivory Sanctum.

Trial 5: Defeat Xanthir Vang.

NON-MYTHIC HERESY

"Demon's Heresy" assumes that its PCs begin at 3rd tier, and that during the course of the adventure they'll advance to 5th tier. Regardless of whether you use *Pathfinder RPG Mythic Adventures*, *Wrath of the Righteous* is a high-powered campaign, and there are a lot of ways you can adapt the adventure so it still works for a non-mythic group. Listed below are some tips on how to adjust your game so that you can run "Demon's Heresy" for a non-mythic group, but also check out the messageboards at paizo.com, where plenty of other gamers and I will be around to offer advice.

Ad-Hoc Experience: The encounters in this adventure generally fall into a CR range of 9 to 14. It's thus best if you start this adventure with 10th-level PCs, and you should run them on the fast XP track. When the PCs would earn their second mythic trial, award them enough XP to advance them a level. It might be easier to just inform the PCs that they can level up to 11th level after they've defeated three of the encounters in the Marchlands, to 12th level once they rescue Arueshalae, to 13th level once they finish all of the optional quests in the Marchlands, and to 14th level at the end.

More Characters: Consider giving each PC Leadership as a bonus feat, so that each has a cohort to help support

on the cover

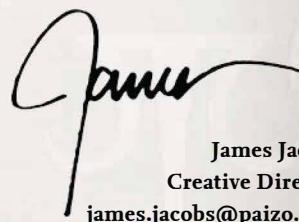
The slithery villain Xanthir Vang, one of the masterminds behind the events that plague the good guys during "Wrath of the Righteous," appears on our cover this month—courtesy of Wayne Reynolds—along with a scene in the Worldwound wherein our iconics run afoul of the locals.

her in battle. Note that including a large number of cohorts can quickly cause play to grow cumbersome, so if these cohorts are NPCs with supporting roles, such as healing or item crafting, they can stay out of combat and still help to bolster their leaders. In addition, you should consider having NPCs come along to help the PCs anyway—certainly having Arueshalae's help in Part 4 could spell the difference between victory and utter doom.

Hero Points: Consider using the hero point mechanic from the *Pathfinder RPG Advanced Player's Guide* as well—this helps the PCs take control of their fates and adjust the flow of the story in a way that aids them in accomplishing normally impossible tasks. If you use hero points, each time you reach a point when the PCs would normally gain a mythic tier, they should earn a number of hero points equal to the tier they would have gained (4 hero points after 2 mythic trials, 5 hero points after 3 more trials). Of course, alter these hero point awards as you see fit.

Extra Supplies: Keep an eye on the difficulty of the adventure. As the adventure progresses, add more support treasures in the form of healing potions, *scrolls of raise dead*, or increasingly powerful magic items that will help the PCs survive. A lot of treasure has been lost in the Worldwound, after all, be it Sarkorian magic lost during the initial opening of the Worldwound or the gear of the countless fallen crusaders over the past hundred years.

Adjust Statistics: Finally, take some time to look ahead, and if you see a particularly difficult encounter, you should adjust the difficulty downward to something that you feel the PCs can tackle. You can still run mythic monsters against non-mythic players, of course—just keep an eye on the CR regardless of whether a creature is mythic or not! If you absolutely don't want to use the mythic rules in your game, you'll need to rebuild the mythic monsters and NPCs to hit their target CR using the non-mythic rules.



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Demon's Heresy

PART 1: REBUILDING DREZEN

PAGE 7

The PCs begin the task of rebuilding Drezen and transforming it into a bulwark against the demonic hordes.

PART 2: INTO THE WOUNDED LANDS

PAGE 10

The PCs head into the Worldwound to do reconnaissance, seek out intelligence on the enemy, and follow up on numerous intriguing quests.

PART 3: THE DEMON'S REDOUBT

PAGE 34

The PCs must come to the rescue of a succubus—one who not only possesses valuable information about the enemy, but is also striving to abandon her evil ways.

PART 4: THE IVORY SANCTUM

PAGE 41

The PCs strike against the Templars of the Ivory Labyrinth in an attempt to sever their leadership and disrupt their plans.

Advancement Track

"Demon's Heresy" is designed for four characters and uses the medium XP track.

- 19** The PCs should begin the adventure at 9th level/3rd tier.
- L10** The PCs become 10th level during the exploration of the Marchlands, before they start Part 3.
- T4** The PCs should be 4th tier before starting Part 4.
- L11** The PCs should be 11th level before attacking the Ivory Sanctum.
- L12** The PCs should reach 12th level at some point in the Ivory Sanctum, preferably before the final battle.
- T5** The PCs should be 5th tier at the adventure's end.

Adventure Background

The Templars of the Ivory Labyrinth joined the demonic forces of the Worldwound in 4660 AR, soon after Deskari recruited the Templars' lord, Baphomet, to the cause with promises of prime picks of Golarion to carve away and add to his Abyssal Realm once the war had been won. Experts in infiltration, the Templars were largely responsible for instigating the Kenabres "witch burnings" of 4665, but they had long before this become established in the region, working as mercenaries for Deskari's generals or even as unaffiliated bounty hunters in the borderlands. In those early days, Templar efforts were orchestrated by none other than Baphomet's own daughter, a half-fiend nephilim named Hepzamirah, but as the organization grew, she increasingly relied on assistance. Without question, her favorite and most loyal minion was a man named Xanthir Vang, an accomplished conjurer and influential member of another vile group, the Blackfire Adepts. With Xanthir's aid, and with the arcane support granted by Blackfire Adepts loyal to him, the fortunes of the Templars of the Ivory Labyrinth rose. By the time Deskari officially recruited the group and their unholy lord, Hepzamirah had already returned to the Abyss to serve her father in different ways, leaving Xanthir Vang in charge of the operation in the Worldwound.

Xanthir was slain during the Third Crusade, during one of the few military operations carried out with aplomb and efficiency by the crusaders during that otherwise disastrous crusade, but he did not stay dead long. The combination of the fell influence of the Worldwound and Deskari's will conspired to remake Xanthir from the very worms that crawled in the diseased earth of the battlefield where he lay, and he rose from death as a worm that walks, his power greater than ever. Xanthir took his revenge, single-handedly slaughtering those exhausted and wounded crusaders that had killed him. Indebted to Deskari for the gift of this second life, Xanthir took control of the Templars of the Ivory Labyrinth and chose their base of operations, the Ivory Sanctum (a complex hidden in the northeastern Wounded Lands), as his own.

As the leader of the Templars, Xanthir rules through a combination of fear and strength. The Templars would rather serve a mortal who worshiped Baphomet, but know better than to cross the powerful worm that walks—especially since it appears Baphomet has no issues with the conjurer leading the group. Xanthir mostly leaves the Templars to operate as they always have, giving them a fair degree of autonomy, and only periodically requiring their assistance in his experiments. That these experiments generally turn the tides of the war effort is another reason he is so favored by the demonic commanders. In fact, Xanthir (working with Areelu Vorlesh and Hepzamirah) developed the method for refining *Nahyndrian crystals* into potent

elixirs capable of infusing creatures with mythic power. He was also involved in crafting the potent chisel made of pure Nahyndrian that was then used to further damage Kenabres's *wardstone* in preparation for Khorramzadeh's attack during "The Worldwound Incursion."

Today, Xanthir continues to use the Ivory Sanctum as his personal laboratory, but the site has increasingly become a staging area for the distribution of *Nahyndrian elixir* to those few demons and villains chosen by command for mythic ascension. The process of refining is torturously slow and inefficient, and Xanthir grows increasingly frustrated with the demands of his demonic masters, who continually commanded him to step up production of the elixirs. The conjurer is sure that he's on the precipice of a breakthrough that will allow him to produce the potent elixirs much more quickly, and this has him feeling more anxious than ever.

And Xanthir is right to be concerned, for the liberation of Drezen has nearly put the enemy on his doorstep. The Ivory Sanctum lies about 66 miles from Drezen, and while the Worldwound's demonic commanders are little concerned about this threat—as focused as they are on the southern war—Xanthir fears that time is running out. He's sent his own agents into the region to try to stall the PCs while simultaneously keeping the Sanctum's location hidden, but word of a succubus who has abandoned her demonic roots and who may well know the location of the Sanctum has forced him to push harder on his research. If he completes his refinements, the process of transferring a *Nahyndrian crystal's* mythic power into a living creature will become swift and efficient, and he can abandon the Ivory Sanctum while simultaneously enhancing the most dangerous of the demons' resources. All he needs to complete this task is a little more time.

Part 1: Rebuilding Drezen

If any one thing can be blamed for the disastrous results of the Second Crusade, it was underestimation. The crusaders assumed that Deskari's demonic armies were disorganized, aimless, and cowardly, and that the first surge through the Worldwound was the crusaders' best shot at victory. In fact, given powerful enough leaders, demonic armies can be extremely focused—at least for a limited time, and 7 years was all the demons needed to smash the defenses of the crusaders, break their spirits, and drive them back to the river borders.

But now it's the demons who underestimate the crusaders—or more precisely, the crusade's greatest band of heroes. Not only did the heroes turn the plan for using the *wardstones* as devastating weapons against the crusaders back on the demons in a backlash of power, but they soon thereafter reclaimed the city of Drezen and the legendary banner, the *Sword of Valor*. The demons

To the Heroes of Drezen—

Words cannot convey my gratitude for what you have done. I wish that I could say the worst is over, but as you must surely know, the liberation of Drezen is but the first of many steps. You are poised to serve in a way that no others among the crusaders can match. Use Drezen as a base of operations. Set out to explore the Wounded Lands to the south and west for anything else we can use against the demons. You, being on the front lines, doubtless have already isolated several possible leads to investigate, but do not hesitate to consult those I have sent north with you. Sosiel, Aron, Irabeth, and the rest know much of the region's history and legends.

Word of your success and Drezen's liberation has already started to spread, and already I see the results in the faces of my soldiers. They fight with renewed morale. Our increased tenacity along the southern borders should keep the eye of Deskari turned away from you, affording you time to explore and investigate behind enemy lines. With your aid, I now feel that victory is finally something we can hope for.

Galfrey

HANDOUT #1

also underestimated the surge of morale and pride such an event would produce—as this adventure begins, the crusaders have gained newfound energies and hope. The sieges along the southern and eastern borders begin to fail, and in places, the crusaders are even pushing back into the Worldwound. In no small part due to the PCs' actions in "Sword of Valor," the demons are no longer entirely on the offensive, and the time is right for these heroes to begin exploring behind enemy lines, searching for methods to further cripple and damage Deskari's demonic host.

Word of the liberation of Drezen travels swiftly back to Queen Galfrey, who wastes no time in dispatching a contingent of paladins and crusaders north to aid in holding, rebuilding, and fortifying the city. The crusaders don't come alone—trailing behind is a small army of laborers and artisans, as well as caravans bearing food and other supplies. These crusaders bear with them a note to the PCs from Queen Galfrey, reproduced above as Handout #1.

DREZEN

Drezen is a large town, but it's suffered decades of occupation by demonic forces and now an invasion, so rebuilding its economy will take time. The PCs can certainly sell treasures and gear they find during their

adventures here, but the town's base value for purchasing new items begins somewhat lower than expected. Of course, teleporting to larger cities like Nerosyan can give the PCs opportunities to buy more expensive gear, but they can also increase Drezen's base value, as well as the various items available for purchase, by relying more on significant NPCs to manage the city or using some of their downtime to bolster the city's economy.

DREZEN

LG large town

Corruption -2; **Crime** -4, **Economy** -5; **Law** +3; **Lore** +0;
Society -1

Qualities holy site, strategic location, tenacious

Danger +5

Disadvantages ruined

DEMOGRAPHICS

Government overlord

Population 2,150 (1,860 humans, 170 dwarves, 35 half-elves, 20 elves, 20 halflings, 15 aasimars, 10 gnomes, 10 half-orcs, 10 other)

Notable NPCs

High Priest Sosiel Vaenic (NG male human cleric of Shelyn 7)

Irabeth Tirabade, Commander of Drezen (LG female half-orc paladin 7)

Riftwarden Aravashnial (CG male elf conjurer 5/riftwarden 3)

Spymaster Anevia Tirabade (NG female human rogue 7)

Treasurer Horgus Gwerm (LN male human aristocrat 4/rogue 2)

Warden Aron Kir (N male human rogue 5/low templar 2)

MARKETPLACE

Base Value 2,200 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 5th
Minor Items 3d4; **Medium Items** 1d6

NOTES

Ruined Decades of demonic rule, combined with recent mass combat, has ruined the city—most of its buildings bear damage, and it doesn't currently have enough citizens to function at full capacity. (Economy -6; reduce purchase limit by 50%; reduce spellcasting by 2 levels; reduce available magic items in number to small town level [3d4 minor and 1d6 medium items])

Tenacious Despite its devastation, Drezen is now a bastion for law and goodness. (Corruption -2; Crime -2)

DOWNTIME IN DREZEN

"Demon's Heresy" takes place after the Fifth Crusade begins, but as with most wars, the fighting can stretch out into years. Nevertheless, the longer the PCs take to explore the Wounded Lands south of Drezen, and the longer they take before they defeat Xanthir Vang, the more dangerous things become. If the PCs take too long, the demons should eventually turn their attention to them or the city of Drezen itself, and attacks on the city's outlying areas or

even the city itself should grow more and more common. The Retaliation section on the next page presents several ideas on how the Worldwound's commanders might react if the PCs take too long to take care of things, but as a basic rule, you should assume the PCs have at least a couple months before things get this bad.

How the PCs spend their downtime is up to them, but *Pathfinder RPG Ultimate Campaign* presents a detailed system by which the PCs can retrain, craft items, build structures, establish groups, gather information, and more. Downtime activities typically consume capital in the form of Goods, Influence, Labor, Magic, and of course time—the PCs have likely already earned some Goods in the previous adventure, and several encounters in this adventure award them more capital. If you're not interested in using the downtime system in your game, simply ignore references in the adventure to rewards of Goods, Influence, Labor, and Magic.

DEMON'S HERESY NPCs

Additional orders arrive with the crusaders, along with several new appointments for NPCs who have traveled with the PCs. This adventure assumes that the significant NPCs listed below all choose to accept positions among Drezen's rulers and administrators, thus ending their travels at the PCs' side. If the PCs have become particularly fond of any of these NPCs, at your discretion some or even all of them could choose to continue adventuring with the PCs, but the PCs are now 3rd-tier mythic heroes, and the challenges ahead will be increasingly deadly to their non-mythic allies. The best place for these NPCs may well be back in Drezen, helping to provide support to the PCs' efforts in the field.

Each of the following six NPCs provides a Downtime Boon—ignore these boons if you're not using the rules for downtime (see Downtime in Drezen on page 8).

Additionally, you can assume these NPCs have gained a few levels since they joined the PCs; their current levels are listed in the Drezen city stat block on page 8.

Anevia Tirabade: When her wife Irabeth takes command of Drezen, Anevia volunteers to serve as the city's spymaster. She spends much of her time in disguise, patrolling the city for signs of demonic influence or treason. *Downtime Boon:* Grants a +4 bonus on all checks made to gather information or research facts and lore.

Aravashnial: With the Riftwardens of Kenabres essentially destroyed, Aravashnial wastes no time in establishing a new Riftwarden safe house in Drezen. In addition to rebuilding the group's membership and holdings, he also helps oversee the magical defenses of Drezen. *Downtime Boon:* Reduces cost or time needed to craft magic items by 5%.

Aron Kir: While Aron is skilled at reconnaissance, his knowledge of tactics makes him an excellent candidate to serve as Drezen's warden. Acting partially as a captain of the guard and partially as chief engineer for the rebuilding

DREZEN RECOVERY POINTS

Activity	Recovery Point (RP) Award
Construct building	1 RP per 500 gp value of completed building
Craft magic/mundane item	1 RP per 1,000 gp value of finished item*
Donating gold	1 RP per 2,000 gp
Heal others	1 RP per day spent doing so
Recruit for organization	1 RP per 500 gp value of completed organization

* Only if item crafted is then donated to the city for its defense.

of Drezen's defenses, Aron fits into the role of warden with ease. *Downtime Boon:* Generates 5 units of Labor per day.

Horgus Gworm: Horgus sees an opportunity in Drezen, and sets to the task of organizing the logistics of supplying the town with the resources it needs. Whether it's his association with the PCs or simply a long-delayed chance to show his true colors, Horgus finally starts to become more personable in his new role as Drezen's treasurer. *Downtime Boon:* Generates 5 units of Goods per day.

Irabeth Tirabade: Queen Galfrey appoints Irabeth Tirabade as the standing ruler of Drezen, and after getting over the shock at the promotion, Irabeth swiftly proves to be a capable and just ruler. *Downtime Boon:* Generates 3 units of Influence per day.

Sosiel Vaenic: Sosiel is put in charge of ensuring that the spiritual needs of Drezen are met. Though he worships Shelyn, Sosiel turns an old cathedral on Paradise Hill into a multi-denominational temple where crusaders can worship a number of deities and faiths. *Downtime Boon:* Generates 1 unit of Magic per day.

Other NPCs: At your discretion, other NPCs the PCs may have grown fond of or who have played unexpectedly important roles in your Wrath of the Righteous campaign may join these six and offer additional benefits to the PCs.

RESTORING DREZEN'S ECONOMY

Drezen begins this adventure with the ruined disadvantage, and its economy suffers as a result. The PCs won't be able to sell their more expensive items at Drezen at full price, and the number of magic items for sale is diminished.

Fortunately, the PCs can work to remove the city's ruined disadvantage by completing certain downtime activities. The above table lists Recovery Points earned by these activities—these points are earned at the end of the day on which the activity is successfully completed. Once Drezen reaches 60 Recovery Points, it loses the ruined disadvantage; adjust its city statistics as appropriate.

Note that the starting magic items available for sale in Drezen should cycle every game month—reroll new magic items at these times in order to get new options for the PCs to purchase. Note that once the ruined disadvantage

is removed, this number jumps up to 3d4 minor, 2d4 medium, and 1d4 major items.

Story Award: If the PCs restore Drezen's economy, award them 6,400 XP.

REDEEMING THE CORRUPTION FORGE

When the PCs defeated Staunton Vhane's armies and took Drezen, they also gained control of a powerful magical forge built by the demons in the citadel dungeon. The *corruption forge* was used to transform holy magic items into unholy magic items that could then be utilized by the demonic forces, but with a bit of work, the forge can be exorcised and realigned so that it instead can "redeem" evil magic items, which allows them to be used by good characters.

A successful DC 35 Knowledge (arcana or religion) check is required to even devise a method by which to redeem the *corruption forge*—using the extensive notes about the creation and use of the forge from Staunton Vhane's journal grants a +10 bonus on this check. If the PCs don't hit on the idea, one of their NPC allies might.

Once work begins on redeeming the forge, its actual redemption is handled similarly to the construction of a magic item. At least one person involved in the redemption must have Craft Magic Arms and Armor, Craft Wondrous Item, or Master Craftsman, and the process requires the casting of a *hallow* spell each day. At the end of a day, the redeemer attempts a DC 35 Spellcraft or Knowledge (religion) check—on a success, the *corruption forge* is redeemed and becomes a *purity forge*. On a failure, that day's efforts are unrewarded, but the next attempt's skill check gains a cumulative +1 bonus. Up to four others can aid another on the Spellcraft or Knowledge (religion) check.

Once the forge is redeemed, it can be used to rework evil magic items into good magic items. An unholy weapon can be made into a holy weapon, for example, or a *wand of unholy blight* can be transformed into a *wand of holy smite*. However, some evil magic items, such as a *nine lives stealer* or a *darkskull*, don't have an obvious good analogue. In such cases, you should pick an appropriate oppositional item for the magic item to be redeemed into.

To redeem a magic item, the redeemer must work as if he were crafting the item from scratch, yet the forge supplies much of the magic and energy for the process. Ignore any spell or cost requirements for crafting the redeemed item, and the time required to complete the task is 1/4 the time it would normally take to craft the final item from scratch. At the end of the redemption process, the redeemer must succeed at a Spellcraft or Knowledge (religion) check (DC = 5 + the item's caster level) to redeem the item—if the redeemer fails this check, the item is not redeemed; this can be attempted again, starting the process anew.

Story Award: Award the PCs 9,600 XP for redeeming the corruption forge.

PART 2: INTO THE MARCHLANDS

The PCs are left to determine the right time to begin their exploration of the Wounded Lands. The note delivered by Queen Galfrey suggests that the PCs begin exploring the region to the south and west of Drezen for new information and resources to use in the army, and while the PCs can certainly just head out into the Worldwound to explore, they likely learned of two additional points of interest in the region in the last adventure—the escaped succubus Arueshalae and the stronghold of the Templars of the Ivory Labyrinth. These are associated with the two most significant encounter areas in this adventure, and each of them (as well as the methods of discovering their locations) are detailed in their own parts. This part of the adventure focuses on the numerous opportunities and dangers the PCs can encounter in the Worldwound, in a region once known as the Marchlands.

RETALIATION

When this adventure begins, the demonic rulers of the Worldwound know that they've lost Drezen and that a group of heroes is active in the region, but initially they do little to address this concern, as they are focused on matters to the south. The longer the PCs take to play through "Demon's Heresy," and thus the longer they continue to be active in the area, the more attention they'll draw. Listed below are a few ideas for how the demons might begin to react to the PCs' growing fame. Feel free to use these encounters as you see fit if you feel that the PCs are taking too long to progress through the adventure, but at least for the first 3–4 weeks, Drezen should be relatively unmolested by demons.

Drake Riders: At this point, it becomes obvious to the demons that the PCs are the primary threat. A drake rider (an incubus mounted on a rift drake) seeks out the PCs, swooping down to attack them. The drake rider fights to the death. This attack can take place anywhere, but you should time it so that the demons and their drakes attack the PCs when the PCs are all in close proximity.

DRAKE RIDER CR 9

XP 6,400

Incubus fighter (roughrider) 3 (*Pathfinder RPG Bestiary* 3 73, *Pathfinder RPG Advanced Player's Guide* 106)

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

Init +7; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +6 natural)

hp 129 (11d10+69)

Fort +15, **Ref** +6, **Will** +9

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

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

Demon's Heresy

Melee +1 shocking lance +20/+15/+10 (1d8+11/19–20/x3) or 2 slams +18 (1d4+7)

Special Attacks pain redoubled (DC 20)

Spell-Like Abilities (CL 8th; concentration +14)

Constant—*tongues*

At will—*charm person* (DC 17), *detect thoughts* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 19)
1/day—*crushing despair* (DC 20), *summon* (level 3, 2 schirs 40%)

STATISTICS

Str 24, **Dex** 17, **Con** 22, **Int** 14, **Wis** 15, **Cha** 23

Base Atk +11; **CMB** +18; **CMD** 31

Feats Improved Critical (lance), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Unseat, Weapon Focus (lance)

Skills Fly +17, Intimidate +28, Perception +24, Ride +17, Sense Motive +16, Stealth +16, Survival +16; **Racial Modifiers** +8 Intimidate, +8 Perception

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

SQ armored charger, change shape (Small or Medium humanoid; *alter self*), steadfast mount +1

Other Gear +1 studded leather, +1 shocking lance

RIFT DRAKE

CR 9

XP 6,400

hp 126 (*Pathfinder RPG Bestiary* 3 106)

Abduction: At this point, Xanthir Vang becomes involved in the “Drezen problem.” He sends one of his retrievers north to abduct NPCs—the creatures should take NPCs the PCs have grown fond of, if possible. This attack should happen when the PCs aren't in Drezen, so unless they've arranged ways for their allies back home to contact them, they won't learn of the abductions until later. Xanthir leaves behind a message in the form of a giggling quasit who gleefully says that those taken away are but the first, and that if Drezen is not abandoned by the crusaders within a few weeks, the next visitation will be much more destructive.

All-Out Assault: Eventually, Xanthir Vang realizes that the PCs and Drezen must be dealt with. At this point, an all-out assault on Drezen takes place, with armies of demons attacking the city. You can play this out as you wish, either with mass battles where the PCs pit their armies against forces of demons, or as battles within the city as the PCs must face several waves of demons who have found their way inside the city walls. The *Sword of Valor* can certainly aid in these battles, but they should still test the PCs' mettle—three to four back-to-back battles, each with a CR equal to the Average Party Level + 2 should

do the trick. If the PCs defeat the all-out assault, another occurs every few weeks until the PCs finally break the spirit of the northeastern demonic forces by defeating Xanthir Vang himself.

MARCHLANDS ENCOUNTERS

While the PCs can certainly seek out some of the encounter areas in the Marchlands after learning of them from quests, some of these locations can only be discovered via exploration. “Demon's Heresy” presents an area over

Drake Rider



The Marchlands

1 HEX = 12 MILES



6,000 square miles in which the PCs can explore in any way they wish. In order to help focus the players on this region rather than allowing them to wander “out of bounds,” you should prepare a mostly blank hex map on which they can track their exploration. This map should show the West Sellen River, the Ahari Riverbed, and all of the locations along these features up to and including Drezen (but not those west of Drezen).

Detailed rules for hex-based exploration appear on pages 154–159 of *Ultimate Campaign*. Each hex on the Marchlands map is 12 miles across, as measured from corner to opposite corner. The terrain in the Worldwound is trackless at best, and its rugged nature slows travel and exploration time as appropriate—a party moving at a speed of 30 feet can traverse a hex in a day of walking. Flight, magic, mounts, and other methods of travel can certainly speed up this rate.

As the PCs explore the Marchlands, you can liven things up with random encounters generated from the table on page 83 of this book. There’s a 5% chance of a random encounter occurring each time the PCs enter a hex, and a 15% chance per day or night spent exploring or camping. Take care not to overwhelm the PCs with encounters. It’s usually good to limit encounters to one per day.

Merely traveling through a hex does not count as exploration. It takes 2 days to explore a hex. Once a hex is explored, the party earns 200 XP for the effort. This is twice the normal amount of XP awarded for hex exploration, to reflect the inherent danger of exploring the Worldwound.

Note that many canyons and cliffs riddle the Marchlands. Travel and exploration times in a hex that contains canyons or cliffs are doubled unless the entire party has climb or fly speeds.

A. DREZEN

The reclaimed town of Drezen sits here along the banks of the dry Ahari riverbed. Details on Drezen appear in Part 1 of this adventure.

B. ABANDONED SWARM CAVERNS

In the previous adventure, the PCs encountered a vescavor queen in the caverns under the dry riverbed. At your discretion, a new creature might move into these caverns, forcing the PCs to return to defeat the latest occupant.

C. LOST CHAPEL

In the previous adventure, the PCs had a chance to explore and perhaps even reclaim this lost chapel—if they skipped

that encounter then, they can return here now to drive out the Kabriri worshipers who dwell here. If the PCs defeated those cultists but didn't restore the chapel, new foes might claim the lost chapel. If the PCs also restored the chapel, it's instead tended by a small group of devout priests, and this location gains the Allied type.

D. KEEPER'S CANYON

As work proceeds on restoring Drezen, so is the smaller town of Keeper's Canyon being rebuilt—though at a slower pace. For the course of this adventure, the armies camped here don't constitute a proper settlement with an economy and the like, but they do offer the PCs a safe place to rest.

E. VILARETH FORD

A new army of crusaders is now posted here at Vilareth Ford, watching over the northernmost crossing of the West Sellen from Mendev into the Worldwound.

F. EAGLE ROCK (CR 10)

The ruined remnants of five towers give the top of this escarpment the look of broken fingers jutting into the sky. Below the ruins, the face of the rocky cliff looks almost like the profile of a bird of prey.

A successful DC 20 Knowledge (local) check is enough to identify this unusual rock formation as Eagle Rock, and the ruins above as an abandoned crusader fort built just inside the edge of the Worldwound. Eagle Rock was held throughout the Second and Third crusades, but early in the Fourth Crusade in 4693 AR, the fortress finally fell after a long and harrowing siege by demons and wormlike grimslakes (marrow-eating monsters often found in battlefields in the Worldwound—see page 36). This history is known to anyone who succeeds at a DC 20 Knowledge (history) check, as is the rumor that the ruins atop Eagle Rock remain a place where demons cavort and torment victims snatched from the borderlands.

Creature: The rumors about demons living at Eagle Rock are, in part, true—a climb up to the ruins reveals a few bones scattered here and there, and also attracts the attention of a single derakni that's been lurking in the area. Also known as locust demons, deraknis are horse-sized demons with scorpion tails, insectoid bodies, and almost humanoid faces. This derakni buzzes out to attack as soon as it sees intruders approaching its lair.

DERAKNI

CR 10

XP 9,600

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

Init +10; **Senses** darkvision 60 ft., scent; Perception +25

DEFENSE

AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)

hp 126 (11d10+66)

Fort +13, **Ref** +13, **Will** +8

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

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

Melee bite +18 (1d4+8 plus poison), 2 claws +18 (1d4+8), sting +18 (1d8+8/19–20 plus poison)

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

Special Attacks drone, poison

Spell-Like Abilities (CL 12th; concentration +15)

At will—*contagion* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*

3/day—*enervation*, quickened *summon swarm*

1/day—*insect plague*, *summon* (level 4, 1 derakni or 1d4 vescavor swarms 40%)

TACTICS

Before Combat The derakni attempts to summon another derakni before entering combat.

During Combat The derakni casts *insect plague* and quickened *summon swarm* on the first round of combat. It hopes to throw the PCs into chaos so it can swoop around the edges of the swarms to attack lone heroes who stagger out of the swarm, staying in flight and using Flyby attacks with its sting while keeping its drone effect going as long as possible.

Morale The derakni teleports away and does not return if it's reduced to fewer than 20 hit points.

STATISTICS

Str 26, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +20; **CMD** 36 (44 vs. trip)

Feats Flyby Attack, Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quickened Spell-Like Ability (*summon swarm*)

Skills Acrobatics +20, Fly +22, Perception +25, Stealth +16, Survival +17

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Drone (Su) The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as part of a move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or be confused for 1d4 rounds. A creature that succeeds at this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

Poison (Ex) Bite or sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

G. DELAMERE'S TOMB

Before the Worldwound opened, a complex series of crypts and vaults sacred to a sub-cult of Erastil was hidden here. Today, a rift has destroyed much of the complex, leaving behind only a relatively small cavern through which flows a river of molten rock. Jesker Helton, possessed by a shachath (see page 84), hopes to lure the PCs into this complex and send them to their dooms.

If the PCs are asked by Irabeth to look into the nature of the desecration of the chapel of Erastil and Jesker's disappearance, they may wish to do a bit of preparatory investigation in Drezen before seeking out this site.

Investigating Jesker Helton

News of the desecration of the shrine of Erastil and the vanishing of its sole tender, Jesker Helton, has demoralized the crusaders and put them on edge. An investigation of Jesker himself in Drezen can uncover several clues, as determined by the result of a Diplomacy check made to gather information.

DC 10: Helton was a relatively young, handsome cleric who joined the Crusade because of his interest in the old Sarkorian worship of Erastil. He recently was mourning the loss of a precious heirloom: his mother's wedding ring.

DC 15: There aren't a lot of Erastil worshipers in Drezen, but those who are here all mention that the consecration of the shrine after so many years in demonic hands has been going slowly. Holy symbols often have become lost or damaged and mud stains have appeared on prayer books. Once during a sermon, a longbow hanging over the altar fell and broke. Jesker took these events in stride, noting that the shrine had spent many years in demonic lands, and that a few "unquiet echoes" were bound to remain.

DC 20: A few worshipers confess to encounters with Jesker that bordered on flirtatious in an inappropriate way. These few parishioners describe Jesker as charming and kind—but then report feeling very uncomfortable about the encounter afterward. Other witnesses describe recent moodiness and depression. By all accounts this is a change, not Jesker's normal behavior.

DC 30: Over the days leading up to his disappearance and the shrine's desecration, Jesker was increasingly relying upon wands and scrolls to aid and heal the needy. He explained that he needed his magic to work a few final benedictions on the shrine to fully consecrate it. At the time, those he tended were too grateful for the free healing to question him.

Investigating the Desecration

If the PCs wish to investigate Helton's shrine, they can with ease. The building is a humble wooden chapel with a stone foundation. Within, there are two rooms: a larger temple and a small personal chamber for Helton. Animal blood has been splashed about the shrine and its altar, and

messages in Abyssal have been scratched into the shrine's wooden walls. These messages are blasphemies and insults against Erastil, while smeared in blood across the altar's front is the phrase "Just as Delamere now weeps tears of fire, so shall those who follow go to the pyre!" The statue of Erastil has been smashed to rubble. The entire shrine is under the effects of an *unhallow* spell (CL 9th), to which a *cause fear* effect has been tied—nothing to vex the PCs, but it certainly poses a challenge to less powerful visitors to the building. (Jesker used a few illegally procured scrolls to work these spell effects soon before he fled.)

With a successful DC 30 Knowledge (history or religion) check, a PC recognizes "Delamere" as the name of an old Sarkorian priestess of Erastil. A successful DC 20 Perception check turns up a well-read and filthy book among the rubble in the shrine, called *The Stag King's Bride*—a near-heretical Erastilian holy book bound in green leather. It's an account of a priestess of Erastil named Delamere who taught that cities were among the greatest blights humanity had ever conceived, and that any settlement of more than 53 citizens was inherently evil. According to Delamere's bizarre and nigh-incomprehensible teachings, the fifty-fourth person in any settlement has an unusually high chance to be a traitor to a family, based in part on the theory that a family of five lies at the center of six families of five—grandparents, cousins, and nieces and nephews. The fifty-fourth person, therefore, would be outside of the family, and thus a danger. Delamere's teachings were controversial, but in the smaller towns of northeastern Sarkoris they gained enough popularity that when she died, she was buried in a sizable tomb. Since that time, the families of those who follow her teachings were each assured a place in the large tomb as well. According to the final pages of the book (or to the successful Knowledge check mentioned above), the tomb itself was located in a place of geothermal activity called the Weeping Hills, some 24 miles south of Drezen. Of note in these last pages is a single short message written in ink: "Delamere has the right of it—Drezen is too big for its own good. A trip to her tomb to search for more of her teachings may be in order."

Treasure: *The Stag King's Bride* is a somewhat rare book, and is worth 200 gp.

Delamere's Tomb (CR 11)

The entrance to what little remains of Delamere's Tomb is hidden at the bottom of a 200-foot-deep chasm. To find it, a PC must descend the chasm, a task made more difficult by the fact that cascades of lava weep from deep Abyssal rifts in the ground to form a river of molten rock that flows southwest to area I. Once at the bottom, a successful DC 35 Perception check reveals the large entrance around one of these rivers of lava, which leads to all that remains of the tomb. If the PCs learn of the location of Delamere's Tomb

from *The Stag King's Bride* or otherwise know of its location, they gain a +15 bonus on this Perception check.

The tunnel opens into a large cavern, through which a bubbling river of lava flows lazily between a number of gaping pits. A small ledge sits near the center; upon the ledge lies a slab of smoky crystal inside of which a faint humanoid form is visible.

The molten rock illuminates the cavern well. The roof is 30 feet high, and is covered in cracks through which a lot of the gas from the vents seeps. Even so, the cavern is uncomfortably hot—the temperature in this chamber hovers at about 135 °F, filling the area with severe heat (*Pathfinder RPG Core Rulebook* 444). The lava river itself is only 5 feet deep, save at the pool that forms in the southeastern corner, where it's 20 feet deep. The lava flows are not natural geothermal events—they're as much fueled by a thinness between this world and the Abyss as it is by geology. The pits in the chamber are all 100 feet deep. The lava's ability to navigate between the pits is almost supernatural; it never flows into the pits unless physically diverted. A successful DC 20 Climb check is needed to scale the walls of one of these pits.

The slab of crystal is all that remains of Delamere's Tomb—her body lies within the crystal, protected from the Abyssal upheavals that destroyed the rest of her tomb. A permanent *protection from chaos* effect suffuses the crystal—in addition, its magical wards enhance its durability (see *Treasure* on page 16).

Creatures: The source of Jesker Helton's troubles is a shachath named Quinarch. This blasphemous demon has been haunting the Marchlands since the Second Crusade, and has possessed and ruined hundreds of priests and paladins in this time—Jesker is but the latest of the demon's projects. Quinarch had been lurking among the tieflings and cultists stationed at Drezen until recently, when the PCs defeated the demons and reclaimed the city for their own. Ever since, Quinarch has plotted and schemed for a chance to lure the PCs away from Drezen and the protection of their allies and the *Sword of Valor*, hoping to tempt them into a trap so she can ambush them and present their corpses to gain a fine reward from Aponavicius.

The possession of Jesker Helton is Quinarch's plan—not only does she get to foul a good priest's reputation and work, but the demon knows a group of heroes would never be able to resist coming to the aid of someone in such a plight. Still, Quinarch had to stage her trap carefully—leaving behind just enough clues to point the PCs in this direction without, she hopes, arousing their suspicion.

Unfortunately for Jesker, he was a perfect choice as an agent for this plan. With no friends or family in Drezen and without experienced Erastilians to seek out, Jesker had no one to turn to for advice and spiritual counseling. With her subtle demonic powers, the shachath found it easy

Quest: Desecration of the Father

A desecration of a small chapel of Erastil leads the PCs to track down a possessed priest.

Task: Irabeth asks the PCs to investigate the disappearance of a local priest of Erastil named Jesker.

Reward: If the PCs solve the mystery and return with the solution to Drezen, they earn 6,400 XP and 400 pp. If they manage to exorcise Jesker and return with him alive to Drezen, these awards increase to 12,800 XP and 700 pp.

to isolate him and damage his faith and his reputation. Worse, as soon as Jesker left Drezen, the demon desecrated his shrine to confuse and undermine the town's entire faith community. Now, as a servant of the Demon Lord Sifkesh, Quinarch pushes for her ultimate triumph—Jesker's "suicide" at the hands of the city's liberators. Even if her plan to trap and slay the PCs fails, she hopes that the cleric's death will gnaw at them for a good long time.

When the PCs arrive, Quinarch is still merged with Jesker's body, and sits atop the crystal "coffin" containing Delamere's body, protected from the heat by *endure elements*. Jesker appears to be in a dire state—the front of his armor is caked in vomit and his eyes are filled with exhaustion.

As soon as the possessed cleric notices the PCs, he stands up and faces them, speaking in a rasping voice: "I've only brought shame upon my family, my god, and all the people who loved and trusted me. You've come here to save me, but you're too late. I'm done with this failure of a life, and now that you're here to witness my end..."

Jesker trails off, at this point. A successful DC 15 Sense Motive check reveals he seems ready to throw himself into the lava, but a successful DC 25 Sense Motive check suggests he's not fully in control of his actions. If the PCs immediately try to talk Jesker out of his suicidal urges, a successful DC 30 Bluff, Diplomacy, or Intimidate check breaks through the demon's control, granting Jesker a new one-time Will save to throw off Quinarch's control and force the demon to leave his body. Otherwise, combat begins with the possessed Jesker taking the drastic actions described below in his tactics.

JESKER HELTON

CR 5

XP 1,600

Male human ex-cleric of Erastil 6

CE Medium humanoid (human)

Init -1; Senses detect good; Perception +4

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 48 (6d8+18)

Fort +6, Ref +3, Will +9

OFFENSE

Speed 30 ft.

Melee dagger +5 (1d4+1/19–20)

Ranged +1 *composite longbow* +4 (1d8+2/×3)

Special Attacks channel negative energy 7/day (DC 15, 3d6)

Shachath Spell-Like Abilities (CL 13th; concentration +15)

Constant—*detect good, misdirection*

At will—*detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

3/day—*chaos hammer* (DC 19), *desecrate*, *greater invisibility*, *major image* (DC 18), *suggestion* (DC 18)

1/day—*blasphemy* (DC 22), *scrying* (DC 19), *summon* (level 3, 1 succubus or incubus 65%)

1/week—*unhallow* (only one such effect can be active at a time)

Domain Spell-Like Abilities

(CL 6th; concentration +10)

7/day—*calming touch* (1d6+6), *touch of evil* (3 rounds)

Cleric Spells Prepared (CL 6th;

concentration +10)

3rd—*create food and water*, *dispel magic*, *prayer*⁰, *protection from energy*

2nd—*align weapon*⁰ (evil only), *cure moderate wounds* (2), *hold person* (DC 16), *spiritual weapon*

1st—*bless*⁰, *command* (DC 15), *cure light wounds*, *endure elements*, *shield of faith*

0 (at will)—*create water*, *light*, *mending*, *purify food and drink*

D domain spell; **Domains** Community, Evil

TACTICS

Before Combat Jesker casts *endure elements* and *create food and water* daily to survive while he waits for the PCs to arrive.

During Combat Jesker's first action in combat (one he takes in the surprise round if none of the PCs succeeds at a Sense Motive check as detailed above) is to simply step forward and fall into the river of lava; as he does so, the demon abandons his host as an immediate action, appearing in the flesh on the lava's edge. If the PCs work to prevent Jesker's suicide, Jesker fights back with his spells for a few rounds—the demon would greatly prefer for Jesker's death to be at the hands of the PCs, if possible. If the PCs manage to separate Jesker from his demonic controller, he becomes an ex-cleric and drops to his knees in shame. See Development below for further implications.

Morale While possessed, Jesker fights to the death.

STATISTICS

Str 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 14

Feats Combat Casting, Extra Channel, Lightning Reflexes, Toughness

Skills Diplomacy +11, Knowledge (religion) +9, Survival +10

Languages Common

Combat Gear +1 *vermin-bone arrows* (8); **Other Gear** +1

studded leather, dagger, +1 *composite longbow* (+1 Str) with 12 arrows, silver holy symbol of Erastil worth 25 gp, 21 gp

QUINARCH

CR 11

XP 12,800

Female shachath (see page 84)

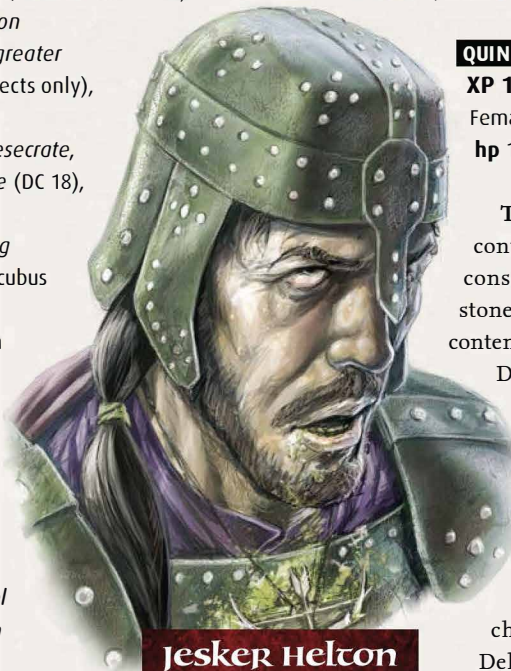
hp 148

Treasure: The crystalline “coffin” containing Delamere's remains is considered magically treated unworked stone for the purposes of getting to its contents (hardness 16, hp 1,800, break DC 85). Delamere's body is mummified, little more than a leathery skeleton, but it still wears a suit of *celestial armor* and clutches a +2 *composite longbow* (+4 Str) against its body. Yet the body's greatest treasure lies draped around the neck—a *talisman of pure good* with only one charge remaining.

Delamere's remains are under Erastil's protection, and a party that simply smashes open the coffin to loot her body finds that the three magic items become cursed. They appear to be the same items as listed above, but the chainmail causes its user to become stunned for 1d4 rounds at the start of every combat, the longbow functions as a –4 *composite longbow*, and the *talisman of pure good* functions as a *necklace of strangulation*.

Development: If Jesker dies without *atonement*, his soul fares poorly before Pharasma at judgment and is sent on to the Abyss—this is what Quinarch wants. The PCs can prevent this fate by casting *atonement* on Jesker's remains within 1 minute of his death, or by bringing him back to life after he's killed. If he's restored to life, or even better, if rescued from the demon, the man remains chaotic evil as a result of his time spent as the demon's puppet. An *atonement* spell will reverse his alignment change immediately; barring that, several weeks or perhaps even months of penance are required to undo the damage the demon did to his soul. Jesker wants to atone, but unless the PCs support him in the days immediately following his rescue, he loses even this shred of faith and slips away into the Worldwound to seek out the cult of Baphomet. If this happens, the PCs could encounter him later as a fully unrepentant cleric of the demon lord.

If Jesker survives this encounter, the treasures sealed within Delamere's coffin do not become cursed if the



Jesker Helton

PCs liberate them. If the PCs manage to restore Jesker's alignment with an *atonement* spell, the crystal coffin crumbles away into dust, as if Erastil himself were offering the treasures as a reward—if the PCs don't arrange for Jesker's atonement until later, they should receive visions of this event so they know they can return here to claim their reward.

For his own part, Jesker insists on gifting the party his magical arms and armor in thanks and to aid their fight against evil. He now plans on to depart and seek atonement from his church back in his homeland of Molthune, but the PCs can convince him to stay on in Drezen with very little trouble. He can continue on in your game as a friend, companion, cohort, or lover of a PC.

H. WINTERSUN HALL

Many Sarkorians fled their homeland when the Worldwound opened, abandoning their lands to save their lives. Marhevok Grunhuld-Wintersun (see page 21) is the descendant of Corag Grunhuld-Wintersun, a clanliege who initially made the choice to stay behind and resist the first wave of demons. This wave was eventually driven back by the First Crusade, and Corag's family commended him for his bravery. When the Second Crusade failed to do the same against the larger, more organized attack, the Grunhuld-Wintersuns finally had to flee into Mendev. But when they did so, they brought with them an unwanted and unexpected presence. For in staying stubbornly behind at first, old Corag Grunhuld-Wintersun allowed the exposure of demonic energies to infect his family, and ever since, children born to the clan have suffered. In the least unfortunate circumstances, a babe might be born with a vestigial tail or a deformed foot, while in the worst what was born was a snapping, hissing demonic monstrosity distraught mothers were always quick to put down.

Marhevok Grunhuld-Wintersun, Corag's great-great-grandson, did not escape his family's curse, although when he was first born it seemed that he had. It wasn't until he helped defend his family from a demonic attack that the sinister nature of his Abyssal influence manifested itself. Marhevok had followed in his parents footsteps, becoming a barbarian upon coming of age, and his barbaric rage and power saved his family from destruction at the hands of a pack of babaus. After being gravely injured in that fight, Marhevok thereafter found that whenever he entered a rage, his body twisted and deformed into that of a fiendish brute. The touch of a demon's claw was all that was needed to unlock his inner demonic nature, and as his power grew, so did madness. His three brothers once tried to remove him from power; when he slaughtered them, the rest of his clan fell meekly into line.

Marhevok soon realized Mendev was no longer a home for him, and led his frightened but cowed family west,

Quest: Stopping the Raids

The PCs help make the road along the border safer for traders and armies to travel by defeating two dangerous foes.

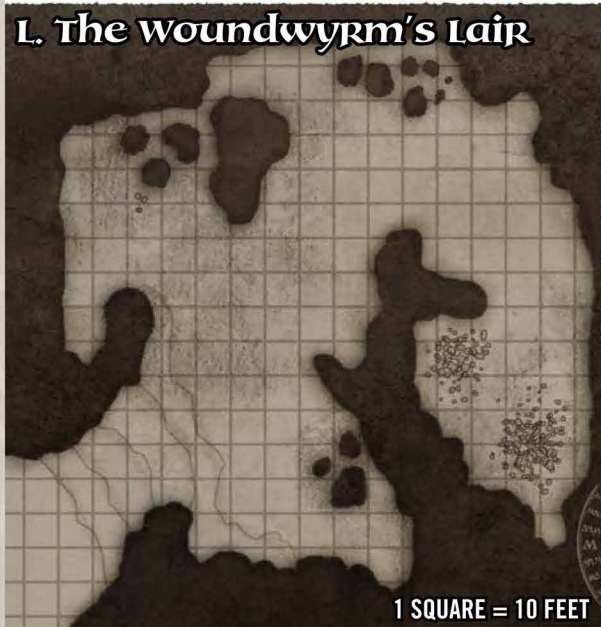
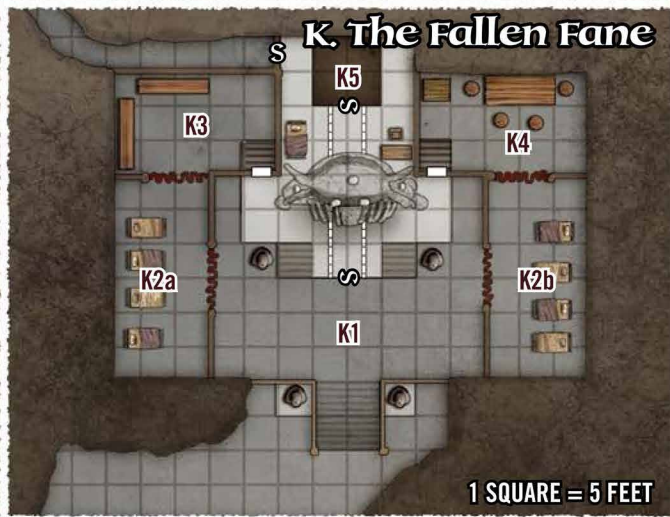
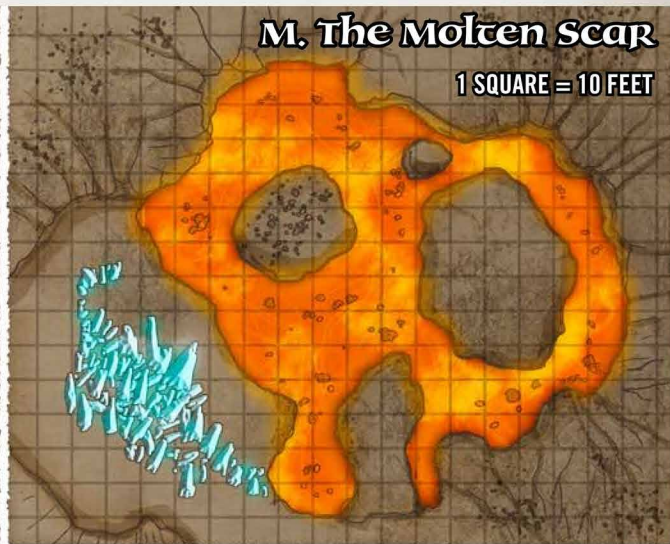
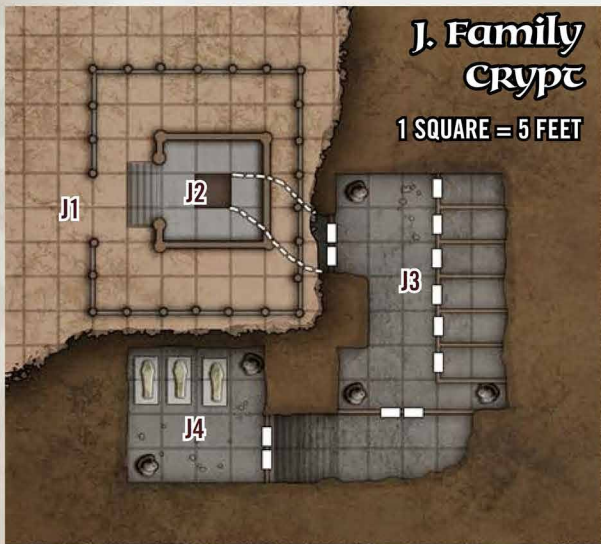
Task: Stories of raids by a blind, six-legged dragon or a group of barbarians led by what's been described as a bellowing half-demon are growing more common. The barbarians seem to be based in a place called Wintersun Hall, while the dragon sounds like it's a dangerous local predator called a woundwurm. Irabeth asks the PCs to stop both raids. As the PCs draw near to Wintersun Hall, any PC who has the Exposed to Awfulness trait grows strangely nervous as the site of his old demon-inflicted wound aches and itches.

Reward: 9,600 XP, plus 8,000 gp paid out by Mendev's government via Drezen. Any character who possesses the Exposed to Awfulness campaign trait completes a mythic trial, as she realizes the connection between her experiences and the condition that afflicts the leader of Wintersun Hall.

back into the Worldwound, to reclaim their ancestral home not 2 months before the siege of Kenabres began. Many of his kin have died since, but Marhevok has worked to keep his minions' numbers up by enslaving crusaders captured through an increasing number of raids on the borders. His followers hate and fear him, but they've come to learn that as long as they do as their bestial lord commands, they can avoid the gruesome deaths he has grown so fond of inflicting to keep his clan in line.

When the PCs arrive at the stronghold, they find the Wintersun clan a depressed and hopeless people. Adults carry on their work with a tired, haunted expression, or stare at the PCs warily. The children are silent and solemn. There is nothing carefree or light in this place, and all encountered here are fearful of their overbearing clanliege.

The area immediately surrounding Wintersun Hall has been cleared by axe for an additional 50 feet from the building's edges. The building itself is a stone structure—fragmented foundations remain here and there in the area, but this stone hall is all that survived from the Grunhuld-Wintersun buildings the clan abandoned decades ago. The building itself is a squat structure with a peaked roof. A large mound of broken weapons and armor, body parts, and other refuse from their raids and dinners lies in a heap to the east of the hall, swarming with foul but harmless vermin and diseased-looking scavengers. These cowardly creatures shriek, flop, and fly away upon seeing anyone approaching the hall—this noise is enough to alert the occupants of trespassers, and the Grunhuld-Wintersuns have taken to relying entirely on this method of early warning. These scavengers gain a +12 bonus on Perception checks. If the PCs attack the hall but then retreat,



further attempts to attack find the place more carefully watched by surviving Grunhuld-Wintersuns, either posted on the roofs or in the surrounding woods.

The hall itself was built with defense in mind. There are no windows, and only small vents for air flow and smoke exist near the roofline. The only entrance into the bunker-like hall is a pair of heavy wooden doors (hardness 5; hp 20; break DC 25) that are kept barred from the inside.

H1. Entry Hall (CR 5)

The walls of this entryway are painted with scenes depicting beautiful landscapes—vistas of forests, lakes, and abundant wildlife in which several proud-looking Kellids stand, clad in hides and wielding bows or spears. Two looming stuffed creatures stand guard in alcoves to either side of the southern doors—a rearing bear to the west and a golden eagle mounted on a tree-shaped stand to the east.

The secret door behind the eagle to the east can be located with a successful DC 20 Perception check, but the eagle itself is precariously balanced (as anyone who succeeds at a DC 30 Perception check immediately notes). Anyone moving through the square with the eagle must succeed at a DC 20 Escape Artist check or knock the entire display over—the resulting crash will alert the complex.

Creatures: Two of the Grunhuld-Wintersuns stand guard here at all times, commanded to keep watch by Marhevok. If the PCs have the decency to knock on the door before entering, the one of the two opens the door a crack and demands to know who they are and what the purpose of their visit is. A successful DC 34 Diplomacy check, DC 15 Intimidate check, or Bluff check opposed by their Sense Motive check (paired with some appropriate roleplaying) is enough to secure an audience with Marhevok. In this case, the two guards escort the PCs to area H6, picking up the barbarians from area H2 along the way.

If the PCs smash down the door or otherwise attack, the two guards fight as detailed in their tactics below.

GRUNHULD-WINTERSUN BARBARIANS (2) CR 3

XP 800 each

Human barbarian 4

CN Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 17, touch 10, flat-footed 15 (+5 armor, +2 Dex, -2 rage, +2 shield)

hp 47 each (4d12+16)

Fort +7, **Ref** +3, **Will** +4; +1 vs. traps

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +11 (1d8+6/x3)

Ranged mwk composite longbow +7 (1d8+6/x3)

Special Attacks rage (11 rounds/day), rage powers (no escape, scent)

TACTICS

During Combat The guards both rage, but make a fighting retreat to area H2 to join the other guards there. The barbarians otherwise normally focus their initial attacks on obvious healers, but are particularly hateful toward worshipers of Iomedae and single them out first.

Morale Afraid to anger their clanliege with reports of failure, the barbarians fight to the death.

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +10; **CMD** 20

Feats Cleave, Improved Initiative, Power Attack

Skills Intimidate +6, Perception +8, Sense Motive +5, Stealth +2, Survival +8

Languages Common, Hallit

SQ fast movement, trap sense +1

Gear +1 *hide armor*, heavy wooden shield, mwk battleaxe, mwk composite longbow (+4 Str) with 20 arrows

H2. Communal Chamber (CR 7)

A simple fire pit sits in the middle of the room, and a few tattered bearskins lie on the floor nearby. To the north slumps an old wooden shelf heaped with weapons and pieces of hide armor. The walls are decorated with partially defaced murals depicting men and women in some sort of ceremonial fight.

The murals on the walls here depict a sort of clan history of the Grunhuld-Wintersuns. A successful DC 20 Knowledge (history or local) check reveals that many of the Sarkorian clans who dwelled in the Marchlands practiced a form of election by combat, wherein at any time a member of any clan could challenge the current leader to combat. If the challenger won the fight, the current leader was ousted, but if the challenger lost, he had to submit to any punishment the leader desired. Traditionally, this punishment is the challenger's death, along with the death of his brothers, sisters, and children. The Grunhuld-Wintersuns were obviously followers of this brutal tradition, and the murals proudly make clear their clanlieges were never defeated in such a manner by someone outside of the clan.

Creatures: This room once served as a waiting room for visitors until they were granted an audience with the clanliege, but now, most of the clan sleeps here. Attrition has reduced the family to a mere nine members (including Marhevok)—six of those sleep here, although usually only four members are present. These four barbarians do their best to relax here when not called into service for raids, but if the alarm is raised, they immediately prepare for battle. Only if the PCs enter this room escorted by the

guards from area H1 do these four allow intruders to pass without a fight.

GRUNHULD-WINTERSUN BARBARIANS (4)

CR 3

XP 800 each

hp 47 each (see page 19)

H3. Feast Hall

This room is empty save for a stout and well-worn wooden table surrounded by chairs. The table is filthy and cluttered with broken bones, dented tankards, chipped wooden trenchers, and unwashed utensils.

This is where the elders of the Wintersun clan once met to discuss matters with the clanliege, but today it's where they feast. An examination of the grisly remains proves that the Wintersuns have been practicing cannibalism. The barbarians still carry a bit of shame about this, but with each meal they grow more and more inured to the taboo. Drinking water is provided via the magic decanter Marhevok carries—his control over the food and water is yet another way he maintains control over the family.

H4. Clanliege's Chambers

An enormous bed occupies the southern portion of this room, while a bearskin lies on the floor to the north. Large mounds of weapons, coins, and other objects lie in a mound to the south of the bed.

The secret door to the southwest can be located with a successful DC 25 Perception check.

Creatures: Two desperate-looking barbarians—Marhevok's consorts—dwell here. They're both battered and bruised (reflected in their lowered hit points), but rise up with battle cries to defend their clanliege's bedroom if the place is intruded upon. They immediately surrender if they realize their abusive lord is captured or dead; otherwise, they fight to the death.

GRUNHULD-WINTERSUN BARBARIANS (2)

CR 3

XP 800 each

hp 30 each (normally 47 each, see page 19)

Treasure: Unlike the scraps kept on the shelves in area H2, the objects mounded beyond the bed in this chamber are still usable. The treasure is mostly unremarkable loot from numerous raids, and as a whole weighs several hundred pounds, but it's worth 15 points of Goods for downtime activities back in Drezen. Among the treasure is an empty *bag of holding* (type II), overlooked by the barbarians so far.

Development: When not out raiding, Marhevok spends the bulk of his time here. If the PCs make it this far into the hall without raising an alarm, they find the clanliege here instead of in area H5.

H5. Great Hall (CR 11)

A one-foot-high ledge runs around the length of this room, upon which stand columns carved to resemble men and women, gazing down into the room in silent judgment. To the southeast, a raised dais supports a fur-covered stone throne, while to the west of this throne sits a pool of water on which a thin rime of ice glitters.

The pool of water is 5 feet deep. Once used for relaxation, it's now the den of Marhevok's pet, the presence of which keeps the waters just shy of freezing solid.

Creatures: This chamber is where the clanliege of the Grunhuld-Wintersuns once held court—and it serves in this capacity today, although Marhevok's "court" is a travesty and a cruel parody of the family's legacy. As soon as the alarm is raised, Marhevok relocates to his throne here, ready to receive prisoners and pronounce their death sentences. His pet frost drake, named Beverach, lounges in the nearby pool of water.

When not raging, Marhevok is a tall, muscular, and deeply tanned man with lanky black hair, gray eyes, and a curt expression. When he rages, his body contorts and expands, growing even more powerfully built as great horns burst from his brow, spikes grow from his flesh, and his visage takes on a demonic leer. His clan believes that he has simply been particularly unfortunate in shouldering the curse of the family line; in fact, Marhevok has fully embraced his condition and has been an avid worshiper of Baphomet for years. Indeed, it was one of the leaders of the Templars of the Ivory Labyrinth, a glabrezu named Jerribeth (whom Marhevok still believes to be a beautiful elven woman), who convinced him to return to the old family steading. He found the place in ruins save for this one clan hall, which was in remarkably good repair, and while the clan's numbers have dwindled with each month of raiding, Marhevok's zeal and obsession with his growing demonic power has only increased. Jerribeth has promised Marhevok that soon there will be a place for him as a leader of her armies, but until then she's asked him to raid along the eastern border. In truth, Jerribeth has no real plans for Marhevok—he's simply one more victim of her hobby of destroying families and friendships.

If the PCs have fought their way here, Marhevok stands waiting; he bellows obscenities as they enter and demands the PCs drop their weapons and submit to his rule, but hopes they put up a fight—his tactics are presented in his statistics on page 22.

If, on the other hand, the PCs are escorted into this room by Wintersun barbarians who have been bluffed, intimidated, or otherwise convinced that the PCs have legitimate business with their clanliege, Marhevok is taken aback. He does not expect a diplomatic visit, and immediately suspects that the PCs are agents of Jerribeth. He even goes as far as to greet them as “puppets of my emerald mistress,” in hopes of currying a favorable report. If the PCs secure an audience with Marhevok, how things proceed depends on their tact. In most cases, Marhevok quickly tires of talk and orders Beverach to kill the trespassers, resulting in a fight. Three possible ways to avoid a full-on fight are mentioned below.

Appeal to Marhevok's Demonic Lineage: If one of the PCs has the Exposed to Awfulness campaign trait, upon meeting Marhevok that PC has a sudden and disconcerting sense of kinship. The PC's old demonic wound throbs, and the PC (and only that PC) sees similar scars on Marhevok's body glow red. Marhevok experiences the same strange sensation, and stands bolt upright from his throne, eyes wide, before he welcomes his brother or sister home with open arms. Marhevok assumes the PC has come to join the Wintersuns; if the PC accepts the offer, his first order is to fight at Marhevok's side to execute those unworthy ones the PC has been traveling with so far. If the PC doesn't fight at Marhevok's side, the savage barbarian is shocked at the betrayal and becomes sickened for 1d4 rounds, during and after which he focuses the full attention of his wrath on the traitor. If the PC wishes to speak to Marhevok about their strange shared wounds, the barbarian only says, “Mistress Jerribeth assured me there were others out there who carried her blood in their veins, however diluted, and who needed only the touch of a demon to unlock their full potential—we are kin, you see!”

Challenge Marhevok's Authority: The PCs might attempt to challenge Marhevok to combat for rule of the clan. If they do, the barbarian assumes this is but another of Jerribeth's tests, and gladly accepts the challenge, but demands that his pet frost drake Beverach be allowed to fight at his side. While he will not relent on this, with a successful DC 26 Diplomacy or DC 20 Intimidate check, a PC convinces him to allow two PCs to face him in battle instead of one.

Outright Deception: If the PCs have learned a bit more about Jerribeth from elsewhere, use magic like *detect thoughts*, or otherwise use this information to their advantage, they can pretend to be envoys sent by the woman to give Marhevok new orders. Marhevok is suspicious by nature but wants to please his mistress, and as such it takes only four successful Bluff checks (coupled with

some appropriate roleplaying) to convince the clanliege to stop raiding. He gains a +5 bonus on Sense Motive checks against any Bluff check that attempts to reduce the amount of violence he's engaged in. Other requests might work as well, but with even one failed Bluff check, the barbarian realizes he's being deceived and immediately attacks.

MARHEVOK GRUNHULD-WINTERSUN

CR 10

XP 9,600

Male human barbarian (savage barbarian) 11 (*Pathfinder RPG Advanced Player's Guide* 79)

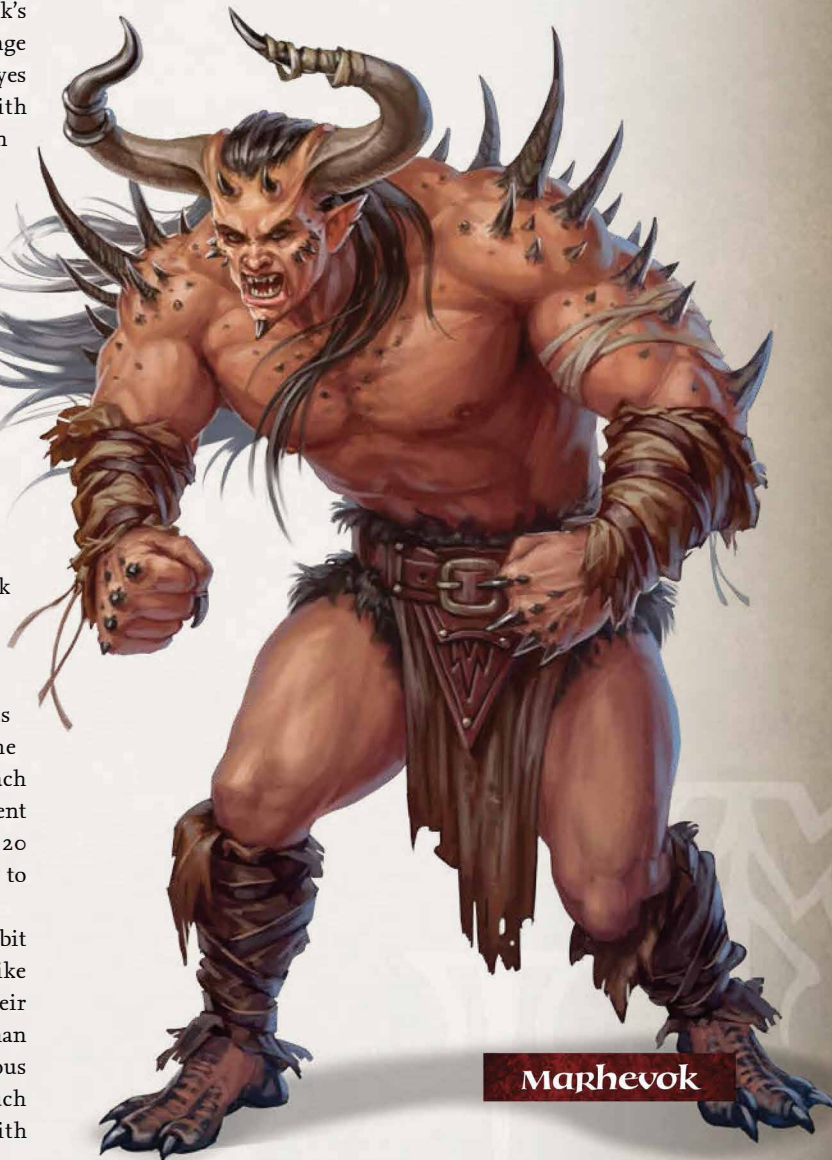
CE Medium humanoid (human)

Init +2; Senses Perception +13

DEFENSE

AC 20, touch 14, flat-footed 15 (+3 armor, +1 deflection, +2 Dex, +3 dodge, +3 natural, -2 rage)

hp 154 (11d12+77)



Marhevok

Quest: Finishing the Job

The PCs investigate an old crypt and find unexpected ties to one of their own.

Task: A personal missive arrives for a PC—whoever has the Child of the Crusades campaign trait. The letter is from one of the character's relatives, preferably his mother or father—consider hand-writing this letter as a handout for the PC in question. The letter should reveal the following.

- The PC's family has roots in Sesker's Gully. There was a family crypt there.
- When Sesker's Gully fell, some of the PC's ancestors managed to escape thanks to the heroism of an ancestor named Alrys, who stayed behind to fight to the bitter end.
- The PCs' parents recently traveled to the abandoned town during a patrol behind enemy lines and found Alrys's spirit was unquiet and haunted the tomb, but they were unable to put him to rest.
- Alrys supposedly had a cache of demon-hunting gear hidden somewhere in Sesker's Gully—if his spirit can be appeased, he might reveal the location of this cache, assuming it still exists.

Reward: Cleansing the evil from the family crypt earns the party 9,600 XP. Any character who has the Child of the Crusades campaign trait completes a mythic trial.

Fort +12, **Ref** +5 (+3 vs. traps), **Will** +5; +2 vs. fear, +3 vs. traps
Defensive Abilities improved uncanny dodge

OFFENSE

Speed 40 ft.

Melee unarmed strike +18/+13/+8 (1d6+7/19–20), gore +13 (1d8+3)

Special Attacks greater rage (26 rounds/day), rage powers (lesser fiend totem, renewed vigor [2d8+8 hp], strength surge +11)

TACTICS

During Combat Marhevok roars for Beverach, his pet frost drake, to join him in the battle and rages as soon as a fight begins. He fights with his bare hands and the horns that grow from his brow, focusing on the strongest-looking foes first. If reduced to fewer than 90 hit points, he calls out for any Wintersun barbarians in adjoining rooms to help him fight.

Morale Marhevok fights to the death.

STATISTICS

Str 24, **Dex** 14, **Con** 20, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +11; **CMB** +18; **CMD** 32

Feats Dodge, Improved Critical (unarmed strike), Improved Unarmed Strike, Improved Vital Strike, Power Attack, Toughness, Vital Strike

Skills Acrobatics +16, Bluff +12, Intimidate +15, Perception +13, Survival +13

Languages Common, Hallit

SQ fast movement

Gear *amulet of natural armor* +1, *bracers of armor* +3, *decanter of endless water*, *ring of protection* +1, unholy symbol of Baphomet with an inscription in Abyssal that reads "Jerribeth"

BEVERACH

CR 7

XP 3,200

Female frost drake (*Pathfinder RPG Bestiary* 2 108)

hp 84

Development: If Marhevok is captured or defeated, any of the surviving Grunhuld-Wintersuns immediately surrender. They are eager to return to civilization and atone for their misdeeds while under the brutish man's rule, and have in their hearts long since made peace with the idea that their family line is effectively dead.

The symbol of Baphomet Marhevok carries was a gift from Jerribeth. It carries with it a moderate aura of divination, and a PC who succeeds at a DC 30 Spellcraft check identifies it as a token that would allow whoever gave the symbol to Marhevok an increased chance to scry upon him. Anyone who carries this token takes a –10 penalty on all Will saves to avoid being scried upon by Jerribeth. Any PC who has the Exposed to Awfulness campaign trait feels strangely at ease carrying the token, but is not compelled to do so.

Story Award: If the PCs manage to defeat Marhevok, award them XP for any of the Wintersun barbarians left alive who surrender as if those barbarians were defeated in combat as well.

I. MOLTEN CASCADE

A churning river of molten rock cascades from a high cleft in the wall of the escarpment here, creating a two-hundred-foot fall of lava that plunges into a searing lake of glowing stone far below.

The sight of this "waterfall" of lava is among the most breathtaking and harrowing of sights in the Marchlands. The pinnacle of rock jutting up over the southern portion of the cascade is the highest point of elevation in the Marchlands, and PCs who travel to this peak and spend a day observing the horizons can spot several points of interest as you see fit, such as glimpses of activity from the islands below in the lava lake at area **M** or plumes of smoke rising from Wintersun Hall at area **H**.

J. FAMILY CRYPT

A small ghost town sits on the northern bank of the Ahari riverbed here. With a successful DC 15 Knowledge (history or local) check, a PC identifies the name of the town as Sesker's Gully, a crusader-founded town that was abandoned after the Second Crusade. Sesker's Gully remains abandoned

today (at your discretion, some minor groups of monsters or demonic vermin can be encountered here), but one small crypt in the cemetery on the edge of town should hold a special interest for the party, for the name above the crypt's door is the family name of one of the PCs!

The exact name chiseled into the crypt in question should be altered as appropriate in your campaign to be the family name of a PC in your group who took the Child of the Crusades campaign trait. The remainder of this encounter uses the name "Harnaste" as a placeholder for this name. The undead spirit that guards the place should be one of the PC's ancestors, perhaps a great-great uncle; in the case of a long-lived PC, Alrys could be a distant cousin. In addition, if the PC in question is a non-human, you should assume Alrys was an adopted human relation.

If none of the PCs has that campaign trait, change this encounter to be purely a combat encounter. Strike the reward for putting Alrys to rest.

J1. Mausoleum Entrance (CR 8)

The surrounding cemetery is the most recognizable part of what was once a small village, and amid the old gravestones, this mausoleum remains the largest intact structure. The twin stone and bronze doors that once sealed the mausoleum have been smashed apart, while the family name chiseled above the entrance has been splattered with blood and filth.

Again, the name chiseled on the crypt should be changed to match the family name of the appropriate PC; otherwise, it reads "Harnaste." If the PCs aren't prepared to see this name here, it could startle or frighten them, especially since the PC whose name appears there was unaware of any family ties to the town of Sesker's Gully. In fact, the PC's ancestor, Alrys, was one of the founders of the village. The relation to the PC is distant—Alrys was one of the PC's great-grandfather's cousins (or some similar relation)—and when Sesker's Gully was abandoned and the Harnastes here were lost, the PC's family simply didn't speak much of the tragedy as the generations wore on.

Creature: Alrys was the last Harnaste to die in the region, but he was never buried in his family crypt. A minor hero of the First Crusade, Alrys did his best to fight the demons, but in the end, he fell. His spirit, tormented by the conviction that the other crusaders abandoned Sesker's Gully too swiftly, lingered on in the region as a ghostly undead creature—one of the fallen (see page 90).

The recent arrival of a nabasu in the region has further enraged the already bitter undead.

Since Alrys died mere feet from the entrance to his family's tomb, his own lingering shame and frustration prevent him from actually entering his family crypt. As a result, the fallen crusader haunts this region. The nabasu Skulgrym enjoys tormenting the ghostly creature, often from the safety of area J2, where Alrys can't bear to enter.

Alrys swiftly confronts anyone who approaches within 60 feet of the mausoleum, demanding to know what fresh insult approaches. He recognizes the PC as his descendant and focuses on that character, crying out, "And now the child comes before me, not content with a parent's torment! Woe, the bliss of being forgotten yet eludes these old bones!"

In any event, the spectral crusader doesn't immediately attack. Although its decades of torment have twisted and corrupted him into evil, Alrys knows that the PCs may be able to help him. "There is a darkness in the ground below, festering in the place forever barred to me. I am a monster made such by this land, yet the monster below is far worse! Remove it from my proscribed crypt that only its proximity may vex me, for one more night with the demon squatting within may well drive me to seek out your kin, slay them, and bring their souls back

to revel with me!"

Alrys's threats are hollow—the spirit cannot travel more than a few hundred feet from the site of his death, but his anguish and frustration are very real. If the PCs don't soon enter the tomb to seek out the nabasu that dwells within, Alrys attacks. His curse of the unburied ability is different than that of the typical fallen—it compels cursed creatures to seek out and slay the demon Skulgrym. Alrys's descendant takes a –4 penalty on saving throws to resist this curse, and the fallen may attempt to curse this PC as many times in a day as he wishes. In any event, Alrys has nothing to say about his hidden stash of gear until he's been put to rest (see Development, below).

ALRYS HARNASTE

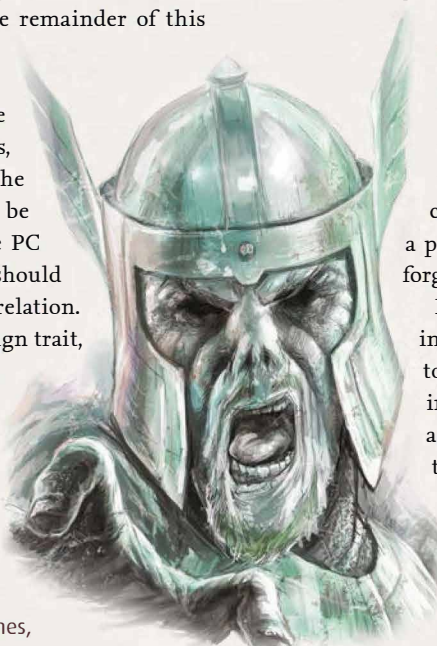
CR 8

XP 4,800

Fallen (see page 90)

hp 93

Development: As with all fallen, Alrys rejuvenates if slain. Putting him to rest is more complex than normal—first, the demon living in the tomb below must be slain.



Alrys Harnaste

After this deed is done, a *hallow* or *consecrate* spell must be cast on the mausoleum and then funeral rites must be performed for the tormented crusader, at which point he is finally released from his miserable existence.

As Alrys is released, he sighs in relief. As his incorporeal body begins to fade away, his countenance changes from anger to peace. He speaks some final words to his PC descendant.

"You have done for me what your parents could not. They came here, a time ago, and in my anger I attacked them. They defeated me, they thought me vanquished, yet I was not gone—my final release was beyond their abilities. But you have saved me, so allow me to gift a token of my gratitude..."

With that last words, his voice fades, but then his ghostly body shoots south into the ruined town like a comet. It snakes about until it finally infuses a spot in the ruins of an old church. This spot glows with a golden radiance for 24 hours before fading—if the PCs follow the trail and search the town, they locate the spot with ease.

Buried 4 feet underground at this point is a chest that's gone unnoticed for the past several decades—that much dirt is enough to block *detect magic* and most other divination spells.

The metal chest contains seven *evil outsider slaying arrows*, a +2 *holy cold iron weapon* (the exact type of weapon varies—you should choose a type of weapon that the PC with the Child of the Crusades campaign trait can use), a *horn of goodness/evil*, 3 doses of *incense of meditation*, a *rod of the python*, and a *scroll of resurrection*.

J2. Mausoleum Interior

The stone walls within this mausoleum are engraved with images of a celestial woman bearing a longsword and shield. Deep claw marks deface the engravings, and some phrase is scrawled in caked old blood and filth toward the top of the east wall.

The figure on the walls is easily recognized as Iomedae. The message scrawled on the wall is in Abyssal, and reads: "Filthy usurper." The stairs lead downward to a short passageway that opens into area J3.

If the PC associated with this crypt worships a deity other than Iomedae, consider altering the imagery and insult on the wall as appropriate.

J3. Family Crypt (CR 8)

A row of six stone doors, each carved with an image of a saluting woman with a sword and shield, runs along the east wall of this room. Statues of the same woman stand in three of the room's corners.

The statues and door carvings are of Iomedae. Each door bears a stone plaque with the name of a member of the Harnaste family—these include siblings and cousins. The chill in the air is due to the presence of the defiling monsters and undead in the crypt, and fades as soon as all of these creatures are vanquished.

The doors lead to narrow crypts in which bodies once lay in repose, but the bodies have long since been stolen away by demons who simply teleported past the closed doors and then carted the remains out in the same way, piece by piece, for their own nefarious plots.

Creature: Normally denizens of the Abyss, bodaks are unfortunately common in the Worldwound. One of these hateful undead dwells here, drawn to the region by Skulgrym's presence. The bodak feels a strange connection to the nabasu—while he doesn't have any true control over the bodak, it serves him well as a guardian. The bodak's mournful cries are enough to alert the nabasu should it spot the PCs and attack. It pursues relentlessly if the PCs attempt to flee, and fights until destroyed.

ADVANCED BODAK

CR 9

XP 6,400

hp 105 (*Pathfinder RPG Bestiary* 2 48, 292)

J4. Skulgrym's Sepulcher (CR 11)

Three sarcophagi rest against the north wall of this room, their lids sculpted with the likeness of the occupant in bas-relief, while statues of a woman with a shield and sword stand in opposite corners.

This chamber is where Sir Alrys Harnaste was to be interred, along with some of his kin. All three caskets are empty—the other remains were long ago taken away by demons, and of course Alrys's tomb was never used to begin with.

Creature: The nabasu Skulgrym appeared on the Material Plane only a few weeks ago, and decided to make this crypt his lair because of the gloomy ambience and the fact that his presence here further torments the fallen spirit above in area J1. Skulgrym is in no rush to mature, and has been hunting patrols from Drezen idly over the past few weeks, slowly enough that his predations haven't significantly raised the number of demon attacks and thus haven't drawn added attention. Nonetheless, the demon's been expecting reciprocation for some time, and immediately attacks any intruders as they enter this chamber.

SKULGRYM

CR 11

XP 12,800

Male nabasu (*Pathfinder RPG Bestiary* 64)

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

Init +7; **Senses** darkvision 60 ft.; Perception +29

DEFENSE

AC 25, touch 14, flat-footed 21 (+3 Dex, +1 dodge, +11 natural)
hp 163 (9d10+114)

Fort +15, **Ref** +17, **Will** +15

DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee +2 *vicious battleaxe* +23/+18 (1d8+8/×3 plus 2d6), bite +16 (1d6+3), claw +16 (1d4+3)

Special Attacks consume life, death-stealing gaze (DC 20), sneak attack +2d6

Spell-Like Abilities (CL 14th; concentration +18)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu or 1d4 babaus 30%)

TACTICS

Before Combat Given opportunity, Skulgrym casts *vampiric touch* on himself for his opening attack.

During Combat Skulgrym begins combat by casting *silence* on his axe, then casts *hold person*. He focuses his death-stealing gaze on lightly armored foes, figuring they're more susceptible to the effects. If reduced to fewer than 50 hit points, he casts *deeper darkness*, then tries to summon 1d4 babaus before teleporting out of the crypt to cast *regenerate*. He waits a few rounds before teleporting back into area J3, then casts *vampiric touch* and sneaks back into this room to rejoin the fight, repeating these tactics as often as needed.

Morale If Skulgrym is brought below 25 hit points and no longer has any healing magic, he teleports to safety and does not return to this location. He may return to this region to track down the PCs for revenge at a later date if you wish.

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +21; **CMD** 35

Feats Ability Focus (death-stealing gaze), Combat Expertise, Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +21, Fly +21, Knowledge (arcana, planes) +20, Perception +29, Sense Motive +21, Stealth +21 (+29 in shadowy areas), Survival +21

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ growth points (6)

Gear +2 *vicious battleaxe*

K. THE FALLEN FANE

Religion in Sarkoris was complicated. There was no central faith in the realm; instead, people worshiped deities both real and imagined, pursued philosophies, and sought other paths toward spiritual enlightenment. As a result,

small shrines to various deities were not uncommon through the land. When the Worldwound opened, these shrines were lost. Some remain lost, but many of them have been claimed and corrupted by demonic cults.

One such shrine was built into a cavern at the foot of an escarpment here, not far from the river once known as the Gray Road. Although this fane is now dedicated to the worship of Baphomet and functions as a Templar of the Ivory Labyrinth waystation, it was originally dedicated to the deity worshiped by a PC who possesses the Touched by Divinity campaign trait.



skulgrym

Today, the shrine functions as a place for agents of Baphomet to rest between patrols of the Marchlands, and is tended not by a cleric but by a practitioner of another one of Sarkoris's old religions—a god caller summoner named Zanedra. Entrance to the fane is via a 30-foot-high cave opening at the base of the cliff—the cave leads to a set of stairs that climb up to the primary shrine (area **K1**).

A PC with the Touched by Divinity campaign trait feels a sudden surge of sadness and anger as soon as he comes within sight of the cave entrance at the base of the cliff, and automatically realizes this was once a place sacred to his religion. As soon as he enters the cave, these feelings grow even more powerful, granting him a +2 sacred bonus on all attack and weapon damage rolls and to his spell save DCs while he's fighting against the cultists who have corrupted

the site. The urge to drive off the cultists and restore the fane is difficult to ignore, and once the PC feels these sensations, he is sickened if he spends more than 24 hours doing something other than working to restore the fane.

K1. Sanctum of Baphomet (CR 10)

A short flight of stairs flanked by two statues leads up to a thirty-foot-wide opening in the northern cave wall, beyond which the worked stone of a large chamber lit by flickering red torches looms. The ceiling rises a further thirty feet. The room is dominated by a floor-to-ceiling statue of a goat-headed demonic figure seated in a lotus position on a seven-foot-high stone platform, also flanked by statues, against the northern wall.

The looming statue depicts Baphomet, identifiable as such with a successful DC 20 Knowledge (religion) check. The statue serves as an immense altar, and is the focus of an *unhallow* effect (CL 10th) placed there months ago by a traveling priest. A *freedom of movement* effect is fixed to the *unhallow* effect, affecting all worshipers of Baphomet—these effects encompass the entire fane.

An examination of all of the statues, along with a successful DC 20 Perception check, reveals that they all seem to have been magically altered—a successful DC 23 Knowledge (arcana) check confirms they've been reshaped via *stone shape*. Originally, all the statues depicted the deity linked to the PC with the Touched by Divinity campaign trait.

The large central statue completely blocks the northern section of the room (area **K5**). A successful DC 30 Perception check reveals a secret door in the center of the 7-foot-high platform on which the enormous statue sits—this door opens into a 5-foot-wide tunnel that leads to an open pit in the floor of area **K5**.

Creatures: Although the fane can accommodate up to eight visiting Templars at a time, only six are present when the PCs first visit. When the PCs arrive, roll 1d4+2 to determine how many Templars are present in this room—any who are not can be found in area **K2a** or **K2b**. If they notice any trespassers approaching, the Templars immediately raise the alarm with shouts and move to attack, while the other Templars in the adjoining rooms join the fight on the second round of combat. Zanedra and her eidolon are located in area **K5**—she takes time to cast preparatory spells as detailed in her stats before she joins the battle here on the fifth round, emerging from the secret door.

TEMPLARS OF THE IVORY LABYRINTH (6)

CR 5

XP 1,600 each

Human antipaladin of Baphomet 6 (*Pathfinder RPG Advanced Player's Guide* 118)


Templar of the Ivory Labyrinth

CE Medium humanoid (human)

Init +4; **Senses** Perception +5

Aura cowardice (10 ft.)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 55 each (6d10+18)

Fort +8, **Ref** +4, **Will** +8

Immune disease

OFFENSE

Speed 20 ft.

Melee +1 *glaive* +12/+7 (1d10+7/x3) or

mwk short sword +11/+6 (1d6+4/19–20)

Special Attacks channel negative energy (DC 15, 3d6), smite good 2/day (+2 attack and AC, +6 damage)

Antipaladin Spell-Like Abilities (CL 6th; concentration +8)

At will—*detect good*

Antipaladin Spells Prepared (CL 3rd; concentration +5)

1st—*command* (DC 13), *death knell* (DC 13)

TACTICS

Before Combat Each Templar uses her fiendish boon on her glaive to make it a +1 weapon.

During Combat The Templars use smite good and target any obvious worshipers of lawful good deities on the first round of combat. Whenever a foe is reduced to negative hit points but not slain, the nearest paladin attempts to cast *death knell* on it.

Morale The Templars are fanatics and fight to the death.

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 20

Feats Improved Initiative, Power Attack, Toughness, Weapon Focus (glaive)

Skills Bluff +11, Linguistics +1, Perception +5

Languages Abyssal, Celestial, Common, Hallit

SQ code of conduct, cruelties (fatigued, staggered), fiendish boon (weapon +1, 1/day), touch of corruption (3d6, 5/day)

Combat Gear *potions of cure moderate wounds* (2), *potion of cure serious wounds*; **Other Gear** +1 full plate, mwk glaive, mwk short sword, silver unholy symbol of Baphomet worth 25 gp

Development: These Templars are fanatics—in addition to fighting to the death, they prove very uncooperative if captured alive, and don't reveal information unless interrogated. If tortured, they pretend to hold out until cracking under the pressure, but any information they give out under such duress is deliberately misleading. Diplomatic attempts to gain information could be successful, but since giving out intelligence is considered "aid that could result in punishment," a successful DC 42 Diplomacy check is needed to convince a hostile Templar to cooperate. A successful Bluff check can work, but most attempts should be treated as far-fetched (–10 penalty on the check). Magic is the easiest way to get a captured Templar to talk, be it a charm or enchantment effect, *detect thoughts*, or the like.

Quest: Reclaiming the Fane

The PCs attack a temple of Baphomet, only to learn the staggering truth—that one of their own members is of divine heritage.

Task: Anevia makes a discovery while on a long-range scouting mission—a small temple of Baphomet is located about 30 miles west of Drezen. This is an excellent chance to gather more information about the enemy.

Reward: Defeating the Templars earns the party 9,600 XP. Any character who possesses the Touched by Divinity campaign trait completes a mythic trial, as she discovers her divine heritage.

What the PCs learn from their interrogations depends, of course, on the questions they ask, but listed below are the two most important bits of information they can discover. If the PCs don't ferret these answers out, you can assume this information comes to light from a Templar prisoner who is turned over to Drezen.

- This sanctum is but one of dozens scattered throughout the Worldwound, but it's the only one in the immediate vicinity. The Templars know that the main base of the Templars, the Ivory Sanctum, is located somewhere in the Marchlands, but beyond knowing it's east of the Gray Road riverbed, none of these Templars know the exact location of the site. None of them have met Xanthir Vang, but they know him by reputation, and have heard rumors that he's some sort of horrific monster made of worms. Most of them have interacted with Jerribeth, but they all believe her to be an elven woman, not a glabrezu.
- Word from the Ivory Sanctum about a traitor succubus who is suspected of spying in regard to a "special project" has many of the Templars intrigued, especially since Jerribeth has offered a bounty of 1,000 platinum pieces for the succubus's capture. Templars in the field have been instructed to keep watch for any information about the succubus's location after she escaped from imprisonment in Citadel Drezen not long before the PCs liberated the city.

Story Award: The PCs earn 3,200 XP for successfully learning both of the pieces of information listed above, regardless of the methods used.

K2. Barracks

A row of four beds, each with a footlocker beside it, lines one wall of this barracks. The walls are covered in carvings that depict humans being tortured by demons or horned minotaurs performing lewd and profane acts in a vast labyrinth.

Both of these rooms are similar—the beds are used by visiting Templars. As with the statues in area **K1**, the walls here have been manipulated with *stoneshape* to change the original imagery to profane artwork associated with the worship of Baphomet. Each locker is provided for visiting Templars to store their belongings, but they generally go unused since the Templars prefer to carry their gear. When the PCs first enter the complex, any Templars not found in area **K1** are found in area **K2a**.

K3. Storeroom

A pair of shelves sit against the walls here, each laden with a large amount of provisions. A short flight of steps rises up to a door in the southeast corner.

This storeroom contains food and water for visiting Templars. There is nothing of note here.

K4. Planning Room (CR 9)

A large oak table covered with sits against the north wall, with four round stools placed around it. To the side squats a five-foot-tall and five-foot-wide cabinet with a solid-looking lock.

Zaneda uses this room to keep track of the various projects and tasks the Templars of the Ivory Labyrinth have been undertaking here in the Worldwound. When a new group of Templars arrives for a few days of rest and worship here, she brings them into this room and interviews them, filing their discoveries and reports in a series of ledgers she keeps locked away in the chest.

Creature: Although the cabinet is not trapped, it's far from unprotected. A deadly mihstu dwells within the cabinet—it takes up the bulk of the interior and waits patiently for the chance to take out its frustration at being reduced to a simple guardian (Zaneda "recruited" it with the aid of a *scroll of planar binding*). If it hears the cabinet lock being picked, or if anything attempts to force the cabinet open, it flows out through the cracks and attacks anyone other than Zaneda or her eidolon it sees in the room. It cannot pursue foes from this chamber, but otherwise fights to the death.

ADVANCED MIHSTU

CR 9

XP 6,400

hp 108 (*Pathfinder RPG Bestiary* 2 190, 292)

Treasure: Various documents located in the cabinet reveal the same information given above in the Development section for area **K1**, but in addition to this, the location of the Ivory Sanctum is listed as being "within what remains of the Greengates, beyond Vang's illusory wall." With a successful DC 25 Knowledge (geography) check, a character recognizes

that the Greengates was once a large forest just west of the Marchlands, but only a small portion remains today.

K5. Inner Sanctum (CR 10)

Etched runes, carefully painted in what appears to be fresh blood, cover the bulging southern stone wall of this room. A bed sits to the southwest, while a writing desk sits to the southeast. A ten-foot-wide, ten-foot-deep pit looms to the north.

This room, once the fane's inner sanctum, now serves its caretaker as a bedroom and private study. The runes on the southern wall (actually the back of the large statue) are invocations to Baphomet written in blood—the unholy nature of the fane keeps the blood fresh and crimson.

A secret door in the southern wall of the pit can be located with a successful DC 20 Perception check—it leads to a short tunnel running south to area **K1**. A second secret door in the northwest corner of the room can be located with a successful DC 30 Perception check. This door leads to a 250-foot-long escape tunnel that exits through another secret door (Perception DC 30) about 40 feet off the ground on the nearby gorge.

Creatures: This room is where the fane's caretaker Zaneda retreats and rests when she's had her fill of fawning cultists. While she isn't a divine spellcaster, her faith in Baphomet is still strong and she is more than qualified to serve as the fane's protector. Multiple similar converted shrines exist throughout the Worldwound, and Zaneda sometimes visits them via *teleport* to compare notes or report noteworthy discoveries or developments. With the recent liberation of Drezen, she is in semi-regular contact with Jerribeth at the Ivory Sanctum, and has been working to establish some spies in the city's midst—the PCs may be relieved to note that, according to some documents on the writing desk, she's yet to meet with any success here.

Zaneda's faith is complex. While she's a devout worshiper of Baphomet, she also considers herself a god caller, part of an old Sarkorian religious belief that many clans followed. They believed that certain people could call the gods themselves to serve them—in truth, these god callers were summoners and their "gods" were merely their eidolons. Some god callers were cynics and enjoyed this deception, while others believed deeply that their eidolons were indeed "small gods." Zaneda is one of the latter—her eidolon is a crocodile-mouthed, bat-winged, six-legged bull named Sennarobeth, and she (and the Templars) believe this creature is a direct answer from the Lord of Minotaurs to Zaneda's prayers. Whether or not this is true, Zaneda believes it with all her being. Sennarobeth spends much of his time in the pit to the north, cracking open the bones of victims delivered by visiting Templars and chewing on broken bits of armor.

ZANEDRA

CR 10

XP 9,600

Female human summoner 11 (*Pathfinder RPG Advanced Player's Guide* 54)

CE Medium humanoid (human)

Init +6; **Senses** Perception +10

DEFENSE

AC 23, touch 12, flat-footed 21 (+3 armor, +2 Dex, +4 natural, +4 shield)

hp 119 (11d8+66)

Fort +9, **Ref** +7, **Will** +10

Defensive Abilities shield ally; **DR** 10/adamantine (110 points)

OFFENSE

Speed 30 ft.

Melee mwk dagger +9/+4 (1d4/19–20)

Ranged +1 frost hand crossbow +11 (1d4+1/19–20 plus 1d6 cold)

Summoner Spell-Like Abilities (CL 11th; concentration +15)

7/day—*summon monster VI*

Summoner Spells Known (CL 11th; concentration +15)

4th (3/day)—*dismissal* (DC 18), *hold monster* (DC 18), *teleport*

3rd (5/day)—*dispel magic*, *fly*, *rejuvenate eidolon*^{APG}, *stoneskin*

2nd (5/day)—*barkskin*, *bear's endurance*, *create pit*^{APG} (DC 16), *haste*, *resist energy*

1st (6/day)—*endure elements*, *feather fall*, *mount*, *lesser rejuvenate eidolon*^{APG}, *protection from law*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *light*, *mage hand*, *mending*, *read magic*

TACTICS

Before Combat Zanedra casts *barkskin*, *bear's endurance*, *shield*, and *stoneskin* on herself.

During Combat Zanedra orders Svennarobeth into melee combat, but hangs back, casting *haste* on the first round of combat and then supporting her eidolon with ranged magic like *hold monster*, *create pit*, or *summon monster VI* (her favorite creatures to summon with this spell are 1d3 babaus). She steps in to heal her eidolon whenever it drops below 40 hit points.

Morale Zanedra teleports to the Ivory Sanctum if reduced to fewer than 20 hit points. If Svennarobeth still lives, the eidolon is instantly returned to the Abyss. Zanedra then seeks out Jerribeth to report to her—at your discretion, the glabrezu may slay Zanedra and leave her mutilated body

somewhere on display in the Ivory Sanctum for the PCs to eventually discover, or she may task Zanedra with seeking the PCs out and finishing the job of murdering them. In either case, Jerribeth reports to Xanthir Vang, who then sends a retriever to abduct one of the PCs' allies, as detailed on page 55.

STATISTICS

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

Base Atk +8; **CMB** +8; **CMD** 20

Feats Deadly Aim, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload (hand crossbow), Toughness

Skills Fly +16, Knowledge (religion) +15, Perception +10, Survival +10

Languages Abyssal, Common, Hallit

SQ aspect, bond senses 11 rounds/day, life link, maker's call, transposition



zanedra

Divine Intervention

If any of the PCs has the Touched by Divinity campaign trait, when they defeat the Templars and Zanedra in the fane, a staggering thing occurs. The entire structure suddenly begins to shake and vibrate, and light and energy coruscates over the walls and statues in the complex. As the PCs watch, the defiled structure reverts—its wall carvings and statues regain their original appearance before the fall of Sarkoris. The PC who has the Touched by Divinity campaign trait glows with this same energy, and that PC alone can see the agents of his deity as they move about the fane, reworking the statues and carvings. One of these minions appears before that player at the end of the event to personally thank him. This minion is visible to all party members, and all can hear the minion's revelation that the PC's deity has been waiting for this moment to reveal the truth of his heritage—the PC is the child of the deity. At your discretion, the deity's herald may even manifest before the player to deliver this message. No additional boons or rewards (apart from the completion of a mythic trial for that PC) are granted—this is merely a long-delayed explanation for the character that reveals truths about his past.

Combat Gear *potions of cure moderate wounds* (4), *scrolls of planar binding* (2); **Other Gear** +1 leather armor, +1 frost hand crossbow with 20 bolts, mwk dagger, *cloak of resistance* +2, diamond dust for *stoneskin* worth 500 gp, silver unholy symbol of Baphomet worth 25 gp, iron key to chest in area K4, silk pouch containing 320 pp and six pearls worth 100 gp each

SVENNAROBETH

Male quadruped eidolon (*Pathfinder RPG Advanced Player's Guide* 58)

CE Medium Outsider

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

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +10 natural, +1 dodge)
hp 94 (+45)

Fort +10, **Ref** +10, **Will** +5 (+9 vs. enchantment)

Defensive Abilities evasion

OFFENSE

Speed 50 ft., fly 50 ft. (good)

Melee bite +14 (1d8+5 plus 1d6 cold), gore +14 (1d6+5 plus 1d6 cold), 2 hooves +12 (1d4+2 plus 1d6 cold)

Special Attacks energy attacks (cold)

TACTICS

During Combat Svennarobeth follows his mistress's orders to the letter, but if left on his own, he prefers to attack obvious worshippers of good deities. He uses Power Attack unless he

goes an entire round without successfully hitting, in which case he abandons that tactic against that foe.

Morale Svennarobeth fights to the death.

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +14; **CMD** 29 (37 vs. trip)

Feats Dodge, Improved Natural Attack (bite), Iron Will, Multiattack, Power Attack, Toughness

Skills Acrobatics +16, Fly +20, Perception +12, Stealth +16

Languages Abyssal, Common, Hallit

SQ devotion, evolutions (ability increase [+2 Str, +4 Con], bite, energy attacks [cold], flight, gore, hooves, limbs [6 legs]), link, quadruped base form, share spells

L. THE WOUNDWYRM'S LAIR (CR 15)

The Gray Road was one of the major rivers of old Sarkoris, and is worth noting for the unusual fact that it did not drain to the sea; rather, it led from the very place that became the heart of the Worldwound—the prison tower known as the Threshold—to a large body of water known as the Lake Lost to the Sun. Today, the Gray Road is nothing but a dry riverbed, pocked here and there by lakes and rivulets of molten rock that seep in from the Abyss.

The Gray Road riverbed functions something like a small gorge—its banks slope downward at a steep angle to a rocky bed below, on average 50 feet below the surrounding ground. Caves are somewhat common along these rocky banks, but the one located here is larger than most. This cavern is the den of one of the most dangerous creatures to dwell in the Marchlands, and defeating it is part of the Stop the Raids quest (see page 17).

It's important to do some foreshadowing for this encounter—the woundwyrms are a deadly foe, one of the most dangerous the PCs will face in this adventure, and they shouldn't simply find this cavern by accident. They should hear rumors of the woundwyrms, either from other crusaders or survivors of its raids, and may even spot the creature in the skies once or twice. Have the PCs attempt a DC 25 Knowledge (arcana) check; any who succeed recognize the description of the beast as a woundwyrms, and are aware of a few of her strengths and defenses. The battle against this creature is intended to be difficult (since it counts as a mythic trial), but not an automatic death sentence.

Creature: In the wake of Aponavicius's departure south, the two most dangerous entities left in the immediate region are Xanthir Vang and the woundwyrms Scorizscar. This woundwyrms takes orders from no one, but has come to an accord with the Templars as part of a non-aggression treaty she made with Aponavicius decades ago. The dragon does not abide any armed group not clearly associated with the Templars in its territory—which she defines as the entire length of the Gray Road riverbed from the lava fields to the south to the lake to the north.

Demon's Heresy



It isn't difficult to locate Scorizscar's lair. As she feeds, making little distinction between flesh and plant and even stone, she oozes acidic waste from between her scales. The hex this area is located in is particularly devastated, and a successful DC 20 Knowledge (arcana) check identifies the devastation as typical of that wrought by a dragon with an acidic breath weapon.

The cave ceiling is 35 feet high on average and features no natural lighting—Scorizscar is blind. As a dragon mutated by the abyssal energies of Worldwound, Scorizscar is a harrowing foe; if you feel that the PCs aren't ready to face her, feel free to have her lair be empty the first time the PCs arrive. Of course, if the PCs dare to loot the woundwyrms' hoard, she will stop at nothing to track the thieves down and finish them off. This could well be a tactic the PCs could use to lure Scorizscar into a trap or ambush.

SCORIZSCAR

CR 15

XP 51,200

Female woundwyrms (*Pathfinder Campaign Setting: Inner Sea Bestiary* 61)

CE Huge dragon (chaotic, evil)

Init +5; **Senses** blindsight 60 ft.; Perception +22

DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +1 dodge, +20 natural, –2 size)

hp 225 (18d12+108)

Fort +17, **Ref** +12, **Will** +12

Defensive Abilities *entropic shield*, *freedom of movement*;

DR 10/good or lawful; **Immune** acid, dragon traits, gaze attacks, illusions, magic paralysis, poison, polymorph, sleep, visual effects; **SR** 26

OFFENSE

Speed 30 ft., burrow 30 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +26 (2d8+10), 2 claws +26 (2d6+10), tail slap +21 (2d8+5), 2 wings +21 (1d8+5)

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

Special Attacks breath weapon (100-ft. line, 16d6, Reflex DC 25 half, usable every 1d4 rounds), entropic breath, maw of the Abyss

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

Constant—*entropic shield*, *freedom of movement*

1/day—*polymorph any object* (DC 23)

Quest: Dreaming of Demons

A series of disturbing dreams leads one of the PCs to confront the source of her mythic power.

Task: A PC who has the Stolen Fury campaign trait begins having disturbing nightmares of the ritual she was exposed to as a child. Each time the PC wakes from the dream (but no more than once per day), allow the dreaming PC a DC 15 Will save to notice a strange emotional “tugging” in her mind. If the party follows the PC’s mental “tugging” sensation, they are eventually drawn to the site where these rituals are taking place—area M.

Reward: Defeating the mythic vrock Vorimeraak earns the party 9,600 XP. Any character who possesses the Stolen Fury campaign trait completes a mythic trial when she disrupts the transformation ritual.

TACTICS

During Combat While Scorizscar’s ability to make flyby attacks and use her breath weapon makes her a dangerous foe at range, this advantage is offset by her limited sight. As a result, she generally begins combat by thundering into melee to make full attacks as often as possible against foes. Scorizscar is fond of using *polymorph any object* to turn particularly vexing foes into obsidian statues—at your discretion, some of these statues might be present in her lair.

Morale Scorizscar fights to the death if defending her lair, but flees to heal and recover if encountered elsewhere once brought below 40 hit points.

STATISTICS

Str 31, **Dex** 13, **Con** 22, **Int** 14, **Wis** 13, **Cha** 20

Base Atk +18; **CMB** +30; **CMD** 42 (46 vs. trip)

Feats Blind-Fight, Critical Focus, Dodge, Flyby Attack, Improved Initiative, Power Attack, Snatch, Staggering Critical, Stunning Critical

Skills Acrobatics +19, Bluff +18, Diplomacy +15, Fly +18, Intimidate +26, Knowledge (planes) +23, Perception +22, Spellcraft +23, Survival +22, Swim +22

Languages Abyssal, Common, Draconic

SPECIAL ABILITIES

Entropic Breath (Su) Instead of a line of acid, a woundwyrms can exhale a 30-foot cone of *acid fog* (as the spell) that persists for 1 minute. Any creature that begins its turn within the entropic breath is confused (Will DC 25 negates) for as long as it remains within the cloud and for 1d6 rounds thereafter.

Maw of the Abyss (Su) As a full-round action, a woundwyrms can attempt to suck creatures and unattended objects in a 15-foot cone into a vortex in its maw. This acts as a drag combat maneuver against creatures, and acts as a Strength check with a +10 bonus to break objects. Unattended objects weighing less than 100 pounds are automatically drawn into

the woundwyrms’ maw. Creatures and objects alike take 1d12 points of sonic damage per round within the cone. While using this ability, a woundwyrms cannot speak, use its breath weapon, or make attacks with its bite attack.

Treasure: The caravan goods Scorizscar has taken lie in heaps in the easternmost wing of his cave. Most of these are ruined, but if the PCs root about the debris of the caravan, they can find salvage worth 18 points of Goods.

The dragon’s actual treasure is mixed in with the Goods, and is worth much more. This hoard consists of 12,300 cp, 17,450 sp, 4,800 gp, 260 pp, five tourmaline gemstones worth 50 gp each, a platinum holy symbol of Iomedae in the form of a tiny longsword worth 500 gp, a *wand of stonesskin* with 22 charges, a suit of +4 *mithral scale mail*, a +3 *cold iron evil-outsider-bane longsword*, a *belt of dwarvenkind*, and a scroll tube trimmed in gold worth 250 gp that contains a *scroll of restoration*, a *scroll of greater dispel magic*, a *scroll of heal*, a *scroll of spell resistance*, and a bloodstained letter written in a hasty hand. The letter is addressed to Sosiel Vaenic—it’s a final message from his missing brother Trevor that describes how his patrol was attacked by the woundwyrms and Trevor managed to survive. The letter goes on to indicate that Trevor intends to make his way to the creature’s lair to attempt a rescue of several fellow crusaders who were taken alive, and that if he doesn’t make it, whoever finds the letter should deliver it to his brother Sosiel. Sosiel recognizes the magic longsword as his brother’s as well, but allows the PCs to keep it, saying that’s the least he can do to thank them for bringing him the letter.

Story Award: If the PCs deliver Trevor’s note to Sosiel, award them 9,600 XP for the act of kindness that allows the man some closure in his life. Scorizscar’s death removes one of the area’s greatest threats, and counts as a mythic trial.

M. THE MOLTEN SCAR (CR 13)

A pool of bubbling lava sputters and boils here, surrounding three small stone islands at the bottom of a shallow crater. The southeastern shore of the lava pool bears a large deposit of glittering blue crystals. They shimmer with energy that periodically arcs out to strike the center of the westernmost island, where the ground seems to have been scorched black by great heat.

There are places in the Worldwound where the taint of the Abyss is stronger, and the barrier between realities is thinner. Such a place is the Molten Scar. Once a crystal-covered island that rose from the waters of the Gray Road, it is now a pool of bubbling lava near a larger lake of molten rock. The influence of the Abyss is strong here, making it

a perfect location for vile rituals similar to one that, many years ago, nearly transformed one of the PCs into a demon (assuming a PC has the Stolen Fury campaign trait).

Creatures: As more and more *Nahyndrian crystals* are successfully mined, processed, and delivered to the Worldwound's demonic leaders for use in transforming select minions into mythic champions of the Abyss, the power of the demons as a whole grows. One of the more recent demons granted this gift is the vrock Vorimeraak, who personally slaughtered dozens of crusaders during a recent attack on Nerosyan. A dose of a *Nahyndrian elixir* granted by Aponavicius herself was the demon's reward, and the vrock now seeks to repay the gift by bolstering the Worldwound's demonic forces in a particularly vile way.

Rituals that allow a creature to transform itself into a demon have long existed, but most of these require willing subjects. Not so in the case of the Azverindus Rite (named after a now long-dead demon lord of secrets, libraries, and transformation), a particularly vile ceremony that allows a demon to transform an unwilling victim into a demon. Vorimeraak's mythic ascension unlocked the secrets of this ritual in her mind, and she's used it a dozen times already to transform captured crusaders into demons loyal to the Worldwound. Xanthir Vang hopes to use Vorimeraak and the Azverindus Rite to "save" the succubus Arueshalae if he can capture her alive, restoring her to a proper demonic mindset.

It was a different demon in a different time that attempted to perform the Azverindus Rite on one of the PCs, and it was that ritual's failure that unlocked the PC's mythic potential. Further, it continues to link to that PC's soul, allowing him to sense when other Azverindus Rites are performed via his dreams. Upon coming in sight of the region, such a PC understands finally the fate he nearly succumbed to as a child. It's up to you whether an Azverindus Rite is underway at this time—if one of the PCs' NPC allies has been abducted, the PCs may be just in time to intervene before that ally is transformed. The Azverindus Rite takes 24 hours to perform, and any interruption is enough to ruin that

attempt—the PCs need only to attack Vorimeraak and her two vrock companions in order to disrupt the ritual, but the vocks are incensed at the interruption and immediately attack in return. If no ritual is active at this time, the PCs can still find Vorimeraak and her assistants here, preparing the site for an upcoming ritual.

Vorimeraak and her two vrock minions begin combat by taking to the skies and starting a mythic dance of ruin, then swoop down to spray foes with spores and tear into them in melee once they've cast *mirror image* and *heroism*. As long as Vorimeraak lives, the other vocks fight to the death. She abandons her minions if reduced to fewer than 30 hit points, teleporting back to the Ivory Sanctum, where she may encounter the PCs again.



Vorimeraak

Quest: Saving a Succubus

The PCs must track down the mysterious risen succubus Arueshalae and save her before her resolve fades and she submits to her base desires.

Task: In “Sword of Valor,” the PCs find several clues as to Arueshalae’s existence, including a prayer scratched by her into a prison wall and mention of her in Staunton’s journal. If the PCs don’t try to seek her out on their own, Arueshalae calls for their help via *dream*. In any event, an allied demon would be an invaluable resource for intelligence, and tracking down and recruiting Arueshalae should be one of the party’s primary goals in this adventure.

Reward: Defeating Jaruunicka, ringing the *Bell of Mercy*, and rescuing Arueshalae earns the party 9,600 XP. Any character with the Chance Encounter campaign trait completes a mythic trial once safely reunited with his savior, Arueshalae (in addition to the trial everyone completes).

VORIMERAAK**CR 11/MR 4****XP 12,800**Female mythic vrock (*Pathfinder RPG Mythic Adventures* 184)**hp** 152**Melee** +2 *corrosive scythe* +16/+11 (2d6+11/x4 plus 1d6 acid), bite +9 (1d8+3 plus bleed), 2 talons +9 (1d6+3 plus bleed)**Gear** +2 *corrosive scythe***VROCKS (2)****CR 9****XP 6,400 each****hp** 112 each (*Pathfinder RPG Bestiary* 69)

Treasure: A careful search of the crystalline patch of ground and a successful DC 15 Appraise or DC 25 Perception check yields 30 large and uncut precious stones in a rainbow of different colors, which can be knocked loose from rock formations that would never be found so close together naturally. The whole lot is worth 3,000 gp.

N. ARUESHALAE’S REDOUBT

A mostly collapsed castle sits within a copse of petrified trees here. Once the home of a brotherhood of rangers allied to the Green Faith, this ruined keep is now besieged by the minions of a hag priestess of the demon lord of heresy, for within the ruined walls hides the risen succubus Arueshalae. This area is detailed in Part 3.

O. THE GREENGATES

The relatively small patch of woodlands found here is all that remains of a once much larger forest called the Greengates. The trees that survive here today are twisted and

diseased—navigation through the forest is exceptionally difficult (movement rates are reduced to 1/4 normal speed), and wandering monster encounters are twice as frequent within the trees. One of the Worldwound’s numerous rifts intrudes upon these trees, and at the northernmost edge of this rift lies the hidden entrance to the Ivory Sanctum—this location is detailed in Part 4.

Part 3: The Demon’s Redoubt

The risen succubus Arueshalae was given a chance at redemption by Desna herself, after the succubus was trapped in the dying dream of a seduced priestess. Since then, Arueshalae has been desperate to atone for her sins—a path she increasingly fears can only lead to a fall even deeper into cruelty and demonic evil. She hopes to help the crusaders by providing a key bit of information—knowledge about how the demons are transforming their greatest villains into mythic monsters—and in so doing save herself from a path she’s increasingly come to realize is fundamentally wrong.

Arueshalae knows that the demons are mining *Nahyndrian crystals* somewhere in the Abyss, that they’re refining them in a hidden factory here in the Worldwound, but not where those two locations are. She does know that the information she needs is hidden in the Ivory Labyrinth, the stronghold of Baphomet’s Templars, but that even she would be no match alone against the defenders of that fortress. In short, she needs allies, and the new group of heroes rising in Drezen may be just the allies she seeks.

But until that word reaches her, Arueshalae teeters on the brink of despair. After escaping from a prison below Drezen, she fled back to an old haunt—a ruined fortress once sacred to Desna, and a place she remembered from the dreams of the elven priestess she murdered just before her brush with Desna. The PCs may well be able to track Arueshalae down before she reaches out to them, but regardless of when they arrive, they find the succubus besieged by those who would see her return to her wicked ways.

SEEKING ARUESHALAE

Arueshalae’s escape from Drezen was a considerable point of distress for Staunton Vhane, as was the fact that none of his agents were making any headway in tracking her down. In desperation, mere hours before the PCs first arrived in Drezen, he approached a particularly specialized hunter of heretics to track her down—an annis cultist of Sifkesh named Jaruunicka. Staunton impressed upon the hag the need for secrecy, since he wanted to resolve this problem without his superiors finding out. While Staunton has since been defeated by the PCs, Jaruunicka has not abandoned her hunt, for capturing the heretical succubus and turning her back to her true nature has become something of an obsession.

Although Arueshalae couldn't teleport to the redoubt, her flight from Drezen was several weeks ago. Much of it was made while flying, so she's left no physical trail behind to follow. Her constant *nondetection* ability helps prevent divination spells from locating her. Scrying on her or using another means to locate her requires a successful DC 30 caster level check. The hag Jaruunicka used divination and commune spells to eventually locate Arueshalae, but it took her some time to do so even then. While the PCs could simply stumble across the redoubt while exploring, chances are good that unless they get lucky with some divination magic, they won't make much headway in trying to find Arueshalae until she reaches out to them.

This allows you to stage when this part of the adventure occurs. Since the PCs should be 10th level before attempting this part of the adventure, you should wait until they've had enough encounters elsewhere before having Arueshalae learning of the PCs via her mythic commune with power ability. That evening, she uses her *swallowtail bracers* (see page 63) to cast *dream* and to contact one of the PCs—this is the PC who has the Chance Encounter campaign trait if possible. Arueshalae's dream message reveals to the PC her location and her call for help. In the dream, she shows the layout of the redoubt as well as the fact that she's taken shelter in the old bell tower (areas P9–P10); she also indicates to the PCs what sorts of foes have laid siege to her redoubt, and that if they can reach the *Bell of Mercy* in the southeastern tower of the ruins, they can perhaps use the old artifact to their advantage. How the PCs plan their rescue of the demon is left to them—the following sections describe the region and the opposition in detail; react to their rescue plans as needed.

JARUUNICKA

Arueshalae is the definition of demonic heresy, and her very existence sets a dangerous precedent. As a priestess of Sifkesh, the demon lord of heresy, the annis hag Jaruunicka understands and even appreciates Arueshalae's situation, yet cannot abide it. Heresy, to Jaruunicka, is intolerable when it's her own beliefs being flouted. She would have tracked down Arueshalae for free, but Staunton's payment for the service was nonetheless welcome. When the PCs arrive, Jaruunicka is in area P8.

JARUUNICKA

CR 12

XP 19,200

Female annis cleric of Sifkesh 9 (*Pathfinder RPG Bestiary* 3 16)
CE Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 29, touch 16, flat-footed 26 (+2 armor, +3 deflection, +3 Dex, +1 dodge, +11 natural, –1 size)

hp 167 (16 HD; 7d10+9d8+89)

Fort +13, **Ref** +11, **Will** +15; +4 vs. mind-affecting effects

Defensive Abilities *freedom of movement*; **DR** 5/bludgeoning;
SR 17 (27 vs. worshipers of Desna)

OFFENSE

Speed 40 ft.

Melee bite +23 (1d6+11), 2 claws +23 (1d6+11/19–20 plus grab)

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

Special Attacks aura of madness (DC 18, 9 rounds/day),
channel negative energy 3/day (DC 14, 5d6), heresy, rend
(2 claws, 2d6+13)

Annis Spell-Like Abilities (CL 7th; concentration +7)
3/day—*alter self*, *fog cloud*

Demonic Obedience Spell-Like Abilities (CL 16th;
concentration +16)
1/day—*suggestion* (DC 13)



Jaruunicka

Domain Spell-Like Abilities (CL 9th; concentration +13)

At will—master's illusion (9 rounds/day)

7/day—copycat (9 rounds), vision of madness

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*nightmare*^o (DC 19), *slay living* (DC 19)

4th—*air walk*, *confusion*^o (DC 18), *freedom of movement*, *spell immunity*

3rd—*cure serious wounds*, *dispel magic*, *magic vestment*, *nondetection*^o, *speak with dead* (DC 17)

2nd—*cure moderate wounds* (2), *death knell* (DC 16), *hold person* (DC 16), *invisibility*^o, *status*

1st—*command* (DC 15), *cure light wounds* (3), *lesser confusion*^o (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *mending*

D domain spell; **Domains** Madness, Trickery

TACTICS

Before Combat Jaruunicka casts *air walk*, *freedom of movement*, *magic vestment*, *spell immunity* (*charm monster* and *suggestion*), and *shield of faith* before combat. She casts *status* on her two drake riders and the derakni at area **P1** every day, so if something happens to any of these creatures, she knows.

During Combat Jaruunicka hangs back in combat initially, using a few of her spells at range or channeling negative energy to attack foes, then moving in to heal demonic allies as necessary. Once she enters melee combat, she starts by casting *slay living* on a PC healer, then moves on to make full attacks as often as possible. She prefers worshipers of Desna as targets if possible.

Morale Jaruunicka fights to the death.

STATISTICS

Str 28, **Dex** 16, **Con** 20, **Int** 11, **Wis** 18, **Cha** 10

Base Atk +13; **CMB** +23 (+27 grapple); **CMD** 39 (43 vs. grapple)

Feats Combat Casting, Command Undead, Craft Wondrous Item, Demonic Obedience (Sifkesh)⁸⁰¹⁰², Dodge, Improved Critical (claw), Improved Initiative, Improved Natural Armor

Skills Bluff +11, Knowledge (planes) +9, Knowledge (religion) +11, Linguistics +5, Perception +15, Spellcraft +17

Languages Abyssal, Common, Giant, Hallit

Combat Gear *potions of cure moderate wounds* (2), *scroll of greater dispel magic*, *scroll of blade barrier*, *scrolls of heal* (2);

Other Gear *amulet of mighty fists* +2, 4,000 gp

SPECIAL ABILITIES

Heresy (Su) Once per day as a standard action, Jaruunicka can utter heretical words against a religion other than one that reveres a demon lord. A worshiper of the chosen religion must be able to hear this utterance, or this ability fails. Jaruunicka gains SR 27 against spells cast by worshipers of this religion until she uses this ability again—she currently possesses this SR against spells cast by worshipers of Desna.

DEMONS AND THEIR KIND

Sifkesh has afforded Jaruunicka several demonic minions to aid her in her quest to capture Arueshalae—these

creatures are spread throughout the redoubt as follows: area **P1**: one derakni; area **P3**: one hezrou; area **P4**: one rift drake and one rift rider; area **P5**: one bebilith; area **P7**: one rift drake and one rift rider.

DERAKNI
CR 10

XP 9,600

hp 126 (see page 13)

HEZROU
CR 11

XP 12,800

hp 145 (*Pathfinder RPG Bestiary* 62)

DRAKE RIDERS (2)
CR 9

XP 6,400 each

hp 129 each (see page 10)

RIFT DRAKES (2)
CR 9

XP 6,400 each

hp 126 each (*Pathfinder RPG Bestiary* 3 106)

BEBILITH
CR 10

XP 9,600

hp 150 (*Pathfinder RPG Bestiary* 32)

SCAVENGERS

Two types of scavengers have been attracted to the region: will-o'-wisps and grimslakes.

The will-o'-wisps have dwelled in the immediate area for some time. As these beings feed on negative emotions, Arueshalae's inner turmoil is like a rare and potent tonic for them; they can be found flitting and bobbing throughout the ruined fortress. The will-o'-wisps avoid combat until someone falls to 10 or fewer hit points, at which point they dart in to attack, regardless of the side the wounded creature fights on. Of course, the fact that the will-o'-wisps deal electricity damage means they can't really hurt demons. There are six will-o'-wisps in all in the area—they can join any battle as you wish.

The wormlike grimslakes are foul scavengers that are more intelligent than they appear. Normally content to crawl around on battlefields and chew on the dead, the four grimslakes in area **P6** were convinced by the hag to serve her in return for promises of fresh bodies to feed upon.

WILL-O'-WISPS (6)
CR 6

XP 2,400 each

hp 40 each (*Pathfinder RPG Bestiary* 277)

GRIMSLAKES (6)
CR 6

XP 2,400 each

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CE Large aberration (extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 68 each (8d8+32); fast healing 5

Fort +6, **Ref** +5, **Will** +10

Defensive Abilities slashing scales; **Immune** disease; **Resist** acid 10, fire 10

OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft.

Melee bite +11 (2d6+6 plus grab), sting +11 (1d6+6 plus grab)

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

Special Attacks constrict (1d6+6), marrow drain, penetrating jaws

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

3/day—*death knell* (DC 12), *ray of exhaustion* (DC 13)

1/day—*slow* (DC 13)

TACTICS

During Combat The grimslakes focus their attacks on the closest target, but if a target falls, these ravenous creatures descend on the body to feed unless they're threatened by adjacent foes.

Morale The grimslakes fight to the death.

STATISTICS

Str 22, **Dex** 13, **Con** 19, **Int** 6, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Step Up

Skills Climb +25, Perception +13

Languages Abyssal

SPECIAL ABILITIES

Marrow Drain (Ex) A grimslake's tail is covered with suckers that extend long, thin, razor-sharp tendrils to drill into its victim's bones, draining the victim of marrow. The grimslake can drain marrow from any creature it is grappling or from any helpless creature as a swift action. The victim can resist this painful attack with a successful DC 18 Fortitude save; otherwise, it is staggered from the horrific agony for 1 round and takes 1 point of Constitution drain. The save DC is Constitution-based.

Penetrating Jaws (Su) A grimslake's bite attack penetrates cold iron and silver damage reduction.

Slashing Scales (Ex) The scales running in a line down a grimslake's back have razor-sharp ridges and spines, and the creature is adept at lashing at attackers with these scales. Any creature that attacks a grimslake with a natural weapon, unarmed strike, or light weapon must succeed at a DC 15 Reflex save or take 1d4 points of slashing damage. The save DC is Dexterity-based.

RESCUING ARUESHALAE

When Jaruunicka arrived in the region after her long search, Arueshalae initially put up a fight. She slaughtered all of Jaruunicka's retriever and babau minions, as well as a drake rider and his mount (the bodies of all of these except for the inedible retrievers have been mostly eaten by the

grimslakes) before she was forced to retreat to area **P10** to ring the *Bell of Mercy*. This created a nearly indestructible fortress for Arueshalae to hide out in, but also allowed Jaruunicka to dig in and lay siege to the tower.

Since then, the situation has become something of a stalemate. Arueshalae isn't sure she can defeat Jaruunicka's remaining troops and doesn't want to be captured, and Jaruunicka's minions are hurt by the *forbiddance* effect surrounding areas **P9** and **P10**—and have trouble breaking into the fortified tower anyway. The arrival of the PCs on the scene tips the balance in Arueshalae's favor, though. Inside of area **P10**, she cannot directly observe the outside world, but once combat begins in area **P6**, she moves down to area **P9** to crack open the door to watch. Once she sees the PCs in a fight against Jaruunicka's forces, she swiftly moves to join the battle, firing her bow from the stairs to area **P9**. At this point, she uses telepathy to make contact with the PCs—if one of the PCs has the Chance Encounter campaign trait, she contacts that PC first; otherwise, she'll contact the PC whose religious beliefs most closely match hers as a worshiper of Desna. Note that the range of her telepathy is wide enough for her to easily communicate with the PCs anywhere in the redoubt.

Once she makes telepathic contact, Arueshalae can give the PCs exact information about the foes engaged in the siege, and advises them that the leader is a powerful cleric. She also tells them that they can take shelter in the bell tower, but that the *forbiddance* effect might harm some of them who aren't worshipers of Desna, so they should take care before entering the warded area.

REDOUBT FEATURES

After a century of brutal war, very little of this old Desnan holy place remains intact. The roofs of most locations have crumbled away long ago, leaving only areas **P8–P10** with roofs—the rest of the fort has been left open to the elements. The walls vary from 5 to 20 feet high and are scored with deep gashes or pitted by acid and alchemical burns, making them relatively easy to scale (Climb DC 10). Many of the standing exterior walls are crumbling. As a testament to the passage of time, a few sparse sickly trees have taken root amid the broken stones of the lonely hilltop ruins.

This part of the adventure should not play out as a room-by-room exploration of the redoubt. Rather, the PCs should have several combats that can spill over into one another as they attempt to make their way to Arueshalae's side. Brief descriptions of key areas in the redoubt, as well as their initial guardians, are given below. Unless the PCs are particularly stealthy, combat in one area should quickly attract the attention of creatures in other areas, which rush over to join the fray; if the PCs aren't quick in resolving a battle, they may find themselves overwhelmed and forced to retreat.

Arueshalae's Redoubt

1 SQUARE = 5 FEET



P1. Guard Post: A pair of old portcullises (hardness 8, hp 25, break DC 20) bar entrance into this old guardpost. Jaruunicka has stationed a derakni here. The locust demon hides in the southwest corner and casts *insect plague* to fill the area to the east as soon as the PCs enter and start working on the second portcullis.

P2. Lower Landing: The stairs leading up to area P5 are partially collapsed—treat them as difficult terrain. While nothing lurks on this lower landing, it's under watch by the demons at areas P3 and P4.

P3. Cistern: The builders of the original structure prepared an underground cistern before they began construction, so they wouldn't be solely dependent on magic for fresh water in case of a siege. The well shaft is too narrow for Small and larger creatures. The rotted remains of a rope are still attached to a broken bucket that sits at the bottom of the reservoir. The cistern itself is unremarkable, save that its waters are brackish and polluted from the presence of a hezrou making the cistern its lair. The hezrou discovered the fortress years ago and has dwelled in the cistern for some time. It noticed Arueshalae when she first arrived and attacked in order to defend its territory, only to be gravely wounded by her. Now that more demons and creatures infest the redoubt,

the hezrou is even more irritated. It has remained in the cistern because it suspects whatever is transpiring is far too political for its taste. But if the hezrou senses any activity around the cistern (like conversation or pulling on the rope), it changes to gaseous form to rise up and defend its territory. If combat breaks out in area P2, the hezrou rises up to observe quietly, and once one side appears to be weakening, it joins the fight on the winning side (even the PCs), hoping to curry favor from the more dominant force.

P4. Overlook: A drake rider incubus and his mount perch atop the western stone wall here, keeping a watchful eye for intruders. If they spot any, the drake shrieks a challenge as the rider and mount take to the air and attack.

P5. Battlement: One of the tools Jaruunicka used to track down Arueshalae were a pair of retrievers and a bebilith. When she first arrived, the two retrievers attacked and were cut down quickly by Arueshalae's arrows, but the bebilith was smarter and hung back. The bebilith dragged the bodies of the two retrievers, creating a tangle of hideous limbs the bebilith has fashioned into a crude nest. The bebilith is eager to capture and eat Arueshalae, and avoids coming out to risk combat against the PCs unless they attack it first.

P6. Main Courtyard: The main courtyard is infested with grimslakes—the scavengers coil and writhe about down here, keeping a watchful eye on all approaches, and start shrieking eerily if they spot enemies. The grisly remains of several babaus, a rift drake, and a drake rider lie strewn about the courtyard.

P7. Tower Foyer: Jaruunicka's second surviving drake rider is stationed here. The incubus and his mount stay perched on the southeast corner of this ruined foyer, allowing both to keep watch over area **P6** and the eastern approach, including the second set of stairs below.

P8. Arueshalae's Chamber: This simple chamber has been cleaned of debris. A simple, clean pallet lies on the floor along with a few pieces of makeshift furniture fashioned from wood taken from the rubble. This chamber served as Arueshalae's home after her escape from Drezen, and it was here in a hidden cache in one wall that she found many of the sacred weapons and items she now carries, including the *spherewalker staff*, *starknife*, *starbow*, *efficient quiver* (and its arrows), and *swallowtail bracers* (see page 63)—all welcome additions to her gear, since she had to scavenge the rest from other creatures she encountered and defeated in battle on her way here from Drezen.

Today, the chamber has been claimed by Jaruunicka as her base of operations. While the furnishings are still serviceable, the hag has decorated them all with unholy symbols of Sifkesh, ruining any value they may have once had to Arueshalae. Furthermore, the walls and floor of the room have been inscribed with invocations to Sifkesh—Jaruunicka's been spending the past several days in a complex ritual of prayer and sacrifice in hopes of weakening the effects of the *Bell of Mercy* (see area **P10**) to allow her minions to breach Arueshalae's defenses, but so far, these rituals have not had the success the cleric has hoped for.

Jaruunicka relies upon her *status* spells to let her know when trouble comes to the redoubt—once she notices that one of the drake riders or the derakni are being damaged, she prepares her defensive spells as detailed in her tactics, then emerges from this room to seek out the battle. Once she engages the PCs, Jaruunicka's outrage at their desire to help Arueshalae boils over. She shrieks comments like the following as she fights: "Why do you even care about this creature? In life she was filth, and was judged, condemned, and even exalted for her wretchedness. Do you hear me? Judged by your gods! There are no second chances! Not for me, not for her, and not for you!"

Jaruunicka wants to capture the PCs alive. She hopes that she can use them as hostages to force Arueshalae out of her tower—whether or not this works is up to you, but if it does, the PCs should have a chance to escape and aid Arueshalae in one last fight for their lives. Alternatively, Jaruunicka may use the PCs as sacrifices to bolster her ritual—in this

case, the PCs should have a chance to escape before she attempts to murder them.

P9. Tower of the Fourth Sphere: This tower is the tallest remaining portion of the fort, and its walls are protected by the effects of the *Bell of Mercy*. When Arueshalae activated the bell, it created a 120-foot-radius sphere of *hallow* and *protection from evil*, within which was a smaller 60 foot radius sphere of *forbiddance* and magical fortification to the tower itself. See page 62 for full details on these areas' exact effects. Since the area of effect is focused on the bell itself in area **P10**, the area at ground level affected by these effects is smaller, as indicated on the map.

The walls of this tower are magically enhanced by the bell (hardness 16, hp 1,800, break DC 65)—damage to them is repaired at the rate of 5 hit points per round. The door into the area is a stout stone door barred from the inside (hardness 16, hp 120, break DC 48); damage to it is also repaired at a rate of 5 hit points per round. If the PCs make their presence known to Arueshalae, she swiftly descends from area **P10** to open the door and let them in.

The succubus knew that this tower housed a potent artifact, but until she was forced in here to activate it, she was hesitant to tread upon these sacred grounds, not trusting her own redemption had come far enough to allow her within the tower without repercussions. To her relief, she found herself quite welcome here, though she's now trapped by the demons outside.

P10. The Bell of Mercy: The upper floor of the tower is 25 feet above the lower floor. Its only contents are a large silvery bell suspended 10 feet off the ground—this is a potent Desnan artifact called a *Bell of Mercy* (see page 62), the source of the wards that have so far protected Arueshalae. The succubus herself has been spending much of her time recently in meditation in this room, praying to Desna for guidance. While the bell's yoke can be detached, it is enormously heavy and difficult to transport. Arueshalae suggests leaving the bell here for now because of its size and weight, at least until a relocation plan is devised. Its eventual transportation to a more suitable site, such as Drezen, is left for the GM to develop.

MEETING THE RISEN SUCCUBUS

The overall goal of this part of the adventure is to put the PCs in contact with a powerful ally—one of the most powerful friendly NPCs they'll encounter during the Wrath of the Righteous Adventure Path. The encounters awaiting them in the final part of "Demon's Heresy" in the Ivory Sanctum are deadly indeed, and assume that Arueshalae is accompanying the PCs, but before she joins them, she needs to make sure they're trustworthy. The same can certainly go for the PCs—after all, it may be difficult for many to accept the idea that a demon could be redeem herself from evil.

Redemption Effects

Once Arueshalae becomes chaotic good, her path to redemption ability is replaced by the redeemed ability, and her energy drain ability is replaced by invigoration.

Invigoration (Su) Arueshalae can choose to infuse a portion of her own life energy into a mortal during an act of passion, such as a kiss. She gains 1 negative level when she uses this ability, while the target creature is affected by *restoration* and *breath of life* (both at CL 12th). If after 24 hours Arueshalae succeeds at a DC 20 Fortitude save, this negative level is removed (failure means it must be removed via normal means). She cannot use this ability on herself.

Redeemed (Ex) Arueshalae gains the good subtype and is no longer in danger of being staggered in the presence of other demons. She regains full use of her succubus spell-like abilities, and can use her anarchic gift on an unlimited number of creatures. Her constant spell-like ability to *detect good* changes to *detect evil*.

After her rescue, Arueshalae expresses her heartfelt gratitude and introduces herself. If one of the PCs has the Chance Encounter campaign trait, she smiles when she encounters that PC and reminds him that they've met before. She remains soft-spoken and almost shy until she has a sense of how the PCs react to her, and explains her concern if they ask.

Once introductions are made and stories exchanged, Arueshalae expresses interest in aiding the crusaders against the Worldwound, but worries that her nature would make it difficult, if not impossible, for the paladins and priests of the crusade to accept her aid. If the PCs don't volunteer to do so, she asks if the PCs would represent her to the Crusade, hoping that they can find a place for her outside the Worldwound so she can focus on her own redemption rather than spending nearly all of her hours avoiding her kind. As a show of good faith, she tells the PCs she's learned the site of the Templar stronghold—the Ivory Sanctum. Further, she volunteers to travel with the PCs to this location to defeat the leaders of the Templars who are stationed there. She tells the PCs that the Ivory Sanctum is where potent *Nahyndrian* elixirs have been distributed to various powerful demons to greatly enhance their power. Not only would a strike against the Ivory Sanctum remove the leadership of the Templars of the Ivory Labyrinth and thus strike a telling blow against one of the most subversive enemy groups, but any information that could be recovered about these *Nahyndrian* elixirs and the crystals they're made from would be an incredible discovery—for once the crusaders know where the crystals are being refined, that site can be attacked.

Arueshalae hopes that aiding the PCs in this mission would be enough to ensure her acceptance among the crusaders. In any event, together defeating Jaruunicka and rescuing Arueshalae counts as completing a mythic trial.

ARUESHALAE'S REDEMPTION

When the PCs finally meet Arueshalae, her alignment is chaotic neutral, but she's still striving to become chaotic good. She's close to making this final change, but must still perform several penances before she can shed the last remaining bit of evil clinging to her.

Arueshalae must perform four more penances before she becomes chaotic good. After each time she performs one of the acts listed below, she must then succeed at a DC 26 Will save for the penance to count toward her redemption. If a good-aligned PC takes her under his proverbial wing to help guide her, she gains a +1 bonus on this roll—good-aligned PCs can aid in this manner. She may attempt any of the following penances as many times as she wishes; once she successfully earns a penance, performing that same penance again doesn't count toward redemption.

- Maintain an anarchic gift with a worshiper of Desna for no less than 1 week, during which time the worshiper of Desna must remain faithful to Desna and cannot perform any evil acts.
- Willingly submit to a *geas/quest*, *mark of justice*, or similar spell from a good spellcaster.
- Donate a magic item worth at least 10,000 gp to a good-aligned creature or organization (this includes giving a magic item to a good-aligned PC).
- Help defeat Xanthir Vang and the Ivory Sanctum's inhabitants without payment for providing this aid.
- Show mercy to a vanquished foe.
- Accept an *atonement* spell cast by a worshiper of Desna (this can't serve as a shortcut to becoming chaotic good, but can function as a penance if Arueshalae succeeds at her DC 26 Will save).
- Fall in love with a good-aligned mortal (and have that love reciprocated).

At your discretion, other possible penances can exist as opportunities to do good deeds come up in play. See pages 18–19 of *Pathfinder Player Companion: Champions of Purity* for more on redemption, if you wish to explore this element of the game further. Note that because Arueshalae is a demon, her path to redemption is more difficult than normal.

Arueshalae can relapse as well—each time she performs a minor evil act, the number of penances Arueshalae must perform increases by 1. If she ever has to perform more than 14 penances, she reverts to chaotic evil and can never again redeem herself—in this case, she regains her demonic abilities and immediately teleports away from the PCs, now plotting their destruction in an attempt to regain her standing in Nocticula's court. Sample minor evil acts

include using her energy drain on a creature, casting a spell with the evil descriptor, praying to an evil deity, using an evil magic device, mind controlling a good creature to commit evil acts, and so on. Note that performing a major evil act, such as killing a creature with her energy drain or sacrificing a creature to a demon, immediately undoes her work and she reverts to chaotic evil.

Story Award: If the PCs help Arueshalae finish her journey and become chaotic good, award them 12,800 XP.

Part 4: The Ivory Sanctum

The Templars of the Ivory Labyrinth are a specialized cult that serves Baphomet. Nominally the lord of Minotaurs, Baphomet is much more than a bestial god of these creatures, and his origin and history are complex and shrouded in secrets. Further details on this enigmatic demon lord appear in later adventures (particularly in “Herald of the Ivory Labyrinth,”) but it’s during this part of “Demon’s Heresy” that the PCs finally are able to strike a significant blow against Baphomet’s servants.

While the Templar rank and file are organized into cells, with each one serving as an independent entity that has little to no contact with others, the Templar leaders in the Worldwound are responsible for much of the organization of the cult. This leadership dwells in the Ivory Sanctum, and a strike against this fortress will destabilize the entire Templar operation in the Worldwound. Those cells that report directly to the Ivory Labyrinth will be thrown into chaos, which will swiftly ripple downward, eventually affecting all of these subversive cultists and setting back by years their efforts to sabotage the crusades from within.

Perhaps even more important, defeating the Templar leaders in the Ivory Sanctum will temporarily disrupt the distribution of *Nahyndrian* elixirs, preventing the demons from advancing more of their kind to mythic stature. In order to permanently disrupt this, the PCs need to travel to a different complex where the raw *Nahyndrian* crystals are refined, and thence to the Abyssal mine from which they’re being procured. These events compose the next adventure, but information on how to get to these locations can be recovered in the Ivory Sanctum.

If the majority of the PCs aren’t at 4th tier yet, guide them toward the previous mythic trials before starting this part.

IVORY SANCTUM FEATURES

The Ivory Sanctum is located at area O on the Marchlands map. The PCs can certainly stumble across the location of this fortress by accident while exploring, but it’s more likely they are directed here either by the intelligence gathered from area K4 or by Arueshalae.

Unless specifically noted otherwise, the ceilings in the fortress are 20 feet high. Lighting is provided by glowing demonic runes (*continual flames*) high on the walls in most

Quest: Child of Vengeance

An orphaned PC learns of his parents’ fate and has a chance to avenge their death.

Task: Aravashnial tells a PC who has the Riftwarden Orphan campaign trait that he’s been looking into the PC’s parents’ past to try to find out what happened to them as a way of repaying the PCs for helping him back in Kenabres. He’s learned that the PC’s parents were assassinated while on a secret mission for the Riftwardens. The assassin was a powerful Blackfire Adept named Xanthir Vang, who the PCs may now know currently leads the Templars of the Ivory Labyrinth. It’s unlikely that the PC’s parents’ remains still exist, but some of their belongings may still lie among Vang’s trophies and treasures. At the very least, defeating this powerful fiend might bring the PC closure.

Reward: Helping the PC recover an heirloom earns the party 9,600 XP. Any character who possesses the Riftwarden Orphan campaign trait completes a mythic trial.

rooms. All walls within the Ivory Sanctum are tiled in ivory and bone, under which the walls, floor, and ceiling are all magically treated reinforced masonry (hardness 16, double normal hp, break DC +20 normal—see page 411 of the *Core Rulebook*). Furthermore, the structure resists magic that attempts to bypass walls, such as *passwall* or *transmute rock to mud*. Attempts to use this type of magic on the structure fail unless the spellcaster succeeds at a caster level check (DC = 20 + twice the spell’s level). The doors in the Ivory Sanctum are made of iron (hardness 10, hp 60, break DC 28) and can be locked (Disable Device DC 30), but are generally left unlocked unless otherwise noted, since only Xanthir Vang and Jerribeth have keys.

Note that while the Ivory Sanctum is the headquarters of the Templars of the Ivory Labyrinth here in the Worldwound, it’s not an overly religious site. Other allied agents, such as the Blackfire Adepts, the cult of Deskari, and even strange alien allies maintain a presence here as well. The leader of the Ivory Sanctum, Xanthir Vang, is not the true leader of the Templars—that role belongs to Baphomet’s daughter, Hepzamirah, but for the past few years she’s been working on the *Nahyndrian* crystal harvest in the Abyss and has increasingly left stewardship of the Templars in Vang’s squirming hands.

Q1. The Greengate Gorge (CR 10)

The walls of this rocky gorge rise up in nearly vertical cliffs of jagged stone to either side, joining in a sheer cliff to the north. Mounds of rubble—much of which appears to be fragments of statues of crusaders and demons—lie in heaps near the gorge’s end.

The Ivory Sanctum

1 SQUARE = 5 FEET



The actual entrance to the Ivory Sanctum is not only blocked by a portcullis (see area Q2), but also hidden by an *illusory wall* (DC 22) placed by Xanthir Vang. The presence of this *illusory wall* is revealed in the notes from area K4. Arueshalae has also learned about the wall through her research. The bulk of the denizens within the sanctum do not use this approach to enter or exit, however; instead, they use *teleport* or *dimension door* to come and go. The gorge walls are 200 feet high here.

Creatures: Six basilisks dwell in this area, clambering around among the rubble and doing their best to soak up the muted rays of sunlight as best they can. The basilisks are kept fed by the Templars, who smash apart and collect petrified remains when they need to send out or receive shipments of supplies, keeping the gorge relatively free of clutter. At these times, the basilisks are lured to a box canyon a few hundred feet to the south where they're kept corralled, but currently the six monsters have the run of the area. They are ill-tempered, and noisily attack anyone who approaches the area, fighting to the death.

BASILISKS (6)

CR 5

XP 1,600 each

hp 52 each (*Pathfinder RPG Bestiary* 29)

Q2. Sanctum Entrance (CR 11)

This room's floor is decorated with basalt tiles, each of which has been crafted to represent one section of a complex labyrinth. Ivory lined columns support the ceiling, every inch engraved with a mix of images of mazes, minotaurs, and men and women writhing in ecstasy or agony.

The portcullis radiates moderate transmutation magic, as do two small tiles on the northern face of the columns to either side of the gate. A *telekinesis* effect raises or lowers the portcullis if two separate people place their hands on these tiles and concentrate on raising or lowering the gate—it takes a single-full round action to either raise or lower it. With a successful DC 30 Use Magic Device check, a character can raise or lower the magical portcullis from either side.

Creatures: This foyer is guarded at all times by advanced half-fiend minotaurs—fiendish guardians brought from the Ivory Labyrinth years ago. Although there are technically 10 of these half-fiends living in the complex, only four of them are on guard duty here at any given time, with two others enjoying their time off either sleeping

in area Q4 and the other four away on longer patrols in the hinterlands, coming and going via the long tunnel at area Q18a. Those stationed here stand in the east and west portions of the room, two to the north and two to the south. They roar loudly upon spotting intruders, using unholy blight on foes who attempt to breach the portcullis to the south. They can attack intruders through the vertical bars of the portcullis with their glaives, chopping downward in powerful blows. These guardians fight to the death. If a battle here takes more than 5 rounds, the demons from area Q9 comes to investigate.

ADVANCED HALF-FIEND MINOTAURS (4)

CR 7

XP 3,200 each

hp 69 each (*Pathfinder RPG Bestiary* 171, 294)

Melee +1 glaive +14/+9 (2d8+14/x3) or

bite +13 (1d8+8), gore +13 (1d6+8)



Half-Fiend Minotaur

Q3. Hallway

This wide hallway snakes to the south a slight angle. Double doors are set on each wall, while to the southwest sits a weapon rack designed for oversized weapons. Two glaives are stored here.

The doors to areas Q5 and Q6 are always locked.

Treasure: The two glaives on the rack are both Large +1 glaives. They're extra weapons normally used by the half-fiend minotaurs.

Q4. Scions of Baphomet (CR 9)

A strong animal musk pervades this bedroom. At each corner of the western wall sits a bed, filthy with stains and quite a bit larger than what is customary for humans. To the east is an oversized weapon rack.

Creatures: The large beds are little more than saggy mattresses in partially broken frames, and are used by half-fiend minotaurs. Two are sleeping here unless they've been roused by the sound of battle in area Q2.

ADVANCED HALF-FIEND MINOTAURS (2)

CR 7

XP 3,200 each

hp 69 each (*Pathfinder RPG Bestiary* 171, 294)

Melee +1 glaive +14/+9 (2d8+14/x3) or
bite +13 (1d8+8), gore +13 (1d6+8)

Q5. Jerribeth's Quarters (CR 14)

A writing desk, a full-length mirror, a semicircular bath, and a canopied bed sit in the four corners of this large room. A contraption that resembles a cross between a wooden gurney and a torture table sits in the center of the room, its corners adorned with bloodstained leather straps. A set of manacles attached to a short chain is attached to one of the bed's posts.

This chamber is the boudoir of the nominal leader of the Templars of the Ivory Labyrinth, the glabrezu Jerribeth. The tub to the northeast is built right into the floor and walls, and is 3 feet deep. The tub radiates faint evocation magic, and its temperature can be controlled (from ice cold to almost boiling hot) by mental command. The masterwork manacles are attached firmly to the bed, but a creature chained to them can pull them free from the bed with a successful DC 26 Strength check, even if it can't escape from the manacles themselves. The contraption in the room's center is a torture rack that pivots to stand the victim upright, upside down, or flat on their back. Once secured, a victim can escape the device with a successful DC 35 Escape Artist check or DC 27 Strength check. The desk serves as a place to read and write as well as a dresser. Its drawers are filled

with extravagant articles of clothing, as well a number of instruments capable of inflicting both pleasure and pain. An unfinished note, written in Abyssal, sits under a human jawbone that's being used as a paperweight—the note appears on page 45 as Handout #2. (Jerribeth normally summons a demon to deliver her notes to Hepzamirah, but has not finished this letter yet.)

Creature: Jerribeth has long served the half-fiend Hepzamirah as second-in-command of the Templars of the Ivory Labyrinth, and continues to chafe at the fact that she must still serve as second-in-command under Xanthir Vang. Jerribeth is faithful to Baphomet, and she sees Vang, as a cultist of a different demon lord and a member of an entirely different secret society, as an untrustworthy liability. She knows better than to openly move against a favored minion of Deskari—at least, until she's absolutely sure she can prevail in a confrontation against him.

Jerribeth is a unique glabrezu. She's an advanced member of her kind with an unusual ability to change shape as a swift action into a humanoid form or back to her true form—a gift from Baphomet himself to aid her in her position as a leader among the humanoid cultists she has been tasked to interact with. She's come to favor the form of a beautiful green-haired elven woman, since she's found that this beautiful form works wonders when she's seducing and manipulating mortal minions. As a Templar spymaster, Jerribeth has been responsible for numerous atrocities over the past 100 years, and was active in the Worldwound decades before Baphomet became involved directly. It was Jerribeth, for example, who lured the dwarf Staunton into betraying Drezen so many years ago. At your discretion, she may be behind some of the unfortunate events in the PCs' backgrounds as well, particularly for those with the Exposed to Awfulness or the Stolen Fury campaign traits.

Jerribeth is responsible for many of the hand gestures, secret signs, and passwords the Templars use to transmit information, and several of the notes in her desk (see *Treasure*, below) contain notes on this information. Jerribeth specializes in seduction of the spirit, but knows the power that a glimpse of a shapely, silken thigh has over the body. She can be a patient listener, thoughtful conversationalist, or ferocious and demanding lover as needed. She rarely leaves the Ivory Sanctum, preferring to use summoned demons to deliver her messages and demands, but on rare occasions she accepts special invitations to call upon the truly rich, powerful, and decadent. These opportunities grant her an opportunity to use her charm and sensuality to sell the cult to the jaded elite.

A consummate actor, Jerribeth only ever breaks character when forced to take violent action. She prefers

to solve problems through discussion and temptation, as the PCs discover when they arrive in this chamber and find her lounging on her bed with a recently murdered companion (a torn-apart Templar whose failure on a mission ensured a grisly punishment) spread out across the foot of the bed. Jerribeth reacts to the PCs' arrival with a smile, calling them each by name and apologizing for "the mess." She doesn't hide her allegiance to the Templars, but does see a use for the PCs and offers to make a deal: she'll grant them a wish if they agree to simply do what she assumes they're here to do—track down and kill Xanthir Vang. She won't help the PCs any more than by granting them a wish, but she grants this wish without strings attached (within what she considers reason), believing that Vang's death will, in the long run, help Baphomet's interests in the region. They'll certainly help her interests! Her only condition is that the PC who makes the wish must wear one of her prisoner dungeon rings, which allows her to monitor that PC's status and location.

If the PCs comply, Jerribeth warns them about the brain collectors in area Q8, and teaches them a secret hand sign (extend the thumb and first two fingers of the left hand and touch both corners of the mouth simultaneously with index and middle finger tip) they can use to pass through area Q9 without being attacked by the demons that guard that area. Of course, once the PCs defeat Vang, they are no longer of use to Jerribeth, and she quickly moves to attack them at this point (accompanied by the horned demons from area Q9 if they still live). If the PCs attack her first or otherwise annoy her, she shrugs and spares no mercy as she attacks.

JERRIBETH

CR 14/MR 2

XP 38,400

Female mythic glabrezu (*Pathfinder RPG Bestiary* 61, *Pathfinder RPG Mythic Adventures*)

CE Huge outsider (chaotic, demon, evil, extraplanar, mythic^{MA})

Init +4/-16, dual initiative^{MA}; **Senses** darkvision 60 ft., true seeing; Perception +26

DEFENSE

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

hp 206 (12d10+140)

Fort +18, **Ref** +6, **Will** +11

DR 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

OFFENSE

Speed 40 ft.; *air walk*

Melee *rod of the viper* +20/+15/+10 (1d8+14 plus poison), bite +20 (1d8+6), claw +20 (1d6+6), 2 pincers +20 (2d8+6/19-20)

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

Special Attacks dual initiative^{MA}, mythic power^{MA} (2/day, surge +1d6), rend (2 claws, 2d8+18)

Spell-Like Abilities (CL 14th; concentration +22)

Hepzimirah,

Our esteemed representative of the Lord of the Locust Host continues his dalliance with his guests. It should not surprise me that one such as he would look to the Dark Tapestry for alliances. Despite his condition, he remains a child of this tiny plane, and I suppose I should not concern myself overmuch with his pastimes, yet the presence of these aliens in your Father's Ivory Sanctum vexes me still. They are not so dangerous—not to one such as myself—yet I remain concerned for the dangers they may represent. Their presence is more a symptom than the problem itself.

Vang has been supplying them with victims intended for sacrifice. He knows better than to short my needs for the rituals, yet still. These mortals belong to your Father, not some clattering tangle of legs and brains. Even so, our Dominion visitors possess some interesting powers. I have not yet managed to crack their minds and tempt them with my wishes—nor have I cracked Vang, for that matter—but I will. And when I do, we will have an interesting new tool to use against these crusaders. Vang will simply need to accept the fact that, when that time comes, these "guests" were never his at all, but merely waiting upon the will of your Father to join in the war.

The effects of Nahyndrian elixir continues to impress me. My own experiences, combined with the fact that the last four demons who imbibed survived with ease, tell me that Minagho's serpentine scum and her insane scientist have finally perfected the recipe. I look forward to the next shipment from the Fane, and hope to be able to join you soon to aid you in recruiting more of the lords and ladies of Midnight to our cause.

And in regard to the Drezen situation, you need not fear. I am in the process of

HANDOUT #2

Constant—true seeing

At will—chaos hammer (DC 22), confusion (DC 22), dispel magic, mirror image, reverse gravity (DC 25), greater teleport (self plus 50 lbs. of objects only), veil (self only)
1/day—power word *stun*, summon (level 4, 1 glabrezu 20% or 1d2 vrock 50%)

1/month—wish (granted to a mortal humanoid only)

Cleric Spells Prepared (CL 14th; concentration +22)

7th—*destruction* (DC 25), *greater scrying* (DC 25)

6th—*heal*

4th—*air walk*

2nd—*bull's strength*, *eagle's splendor*
TACTICS

Before Combat Jerribeth casts *air walk*, *bull's strength*, and *eagle's splendor* on herself.

During Combat Jerribeth opens combat by reverting to her true form as an immediate action and then using *power word stun* on a party healer. On the following rounds, she casts her spells and uses her spell-like abilities at range. Her first act in melee is to cast *mirror image*. She avoids full attacks against enemies like paladins or rangers who are quite

strong in melee against demons, instead using *Power Attack* to make a single attack with her *rod of the viper* before moving away to keep her foes from being able to make full attacks against her. She casts *heal* on herself once she's reduced to fewer than 75 hit points.

Morale Jerribeth teleports away to safety if reduced to fewer than 50 hit points after she's already used *heal*. She does not immediately return, but should eventually seek revenge against the PCs—likely after fleeing back to the Abyss to join Hepzamirah in the Midnight Isles.

STATISTICS
Str 35, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 26

Base Atk +12; **CMB** +26; **CMD** 36

Feats Improved Critical (pincers), Improved Initiative, Lightning Reflexes^M, Multiattack, Persuasive, Power Attack

Skills Bluff +31, Diplomacy +27, Disguise +23, Intimidate +10, Knowledge (arcana, local) +9, Knowledge (planes) +12, Knowledge (religion) +18, Linguistics +9, Perception +26, Sense Motive +18, Spellcraft +18

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Hallit, Necril, Undercommon

SQ change shape (any humanoid form, *alter self*), simple divine spellcasting^{MA}

Gear *rod of the viper*, *jailer's dungeon ring*^{UE}, *prisoner's dungeon ring*^{UE} (4), iron key (opens all doors in the Ivory Sanctum except those to areas **Q12a** and **Q19**), bejeweled key worth 1,000 gp (opens the secret door into area **Q12a**), fine clothing worth 1,000 gp (automatically destroyed when she reverts to her true form), mithral key worth 600 gp (opens the door to area **Q5**)

SPECIAL ABILITIES

Change Shape (Su) Jerribeth can use this ability as an immediate action to either assume humanoid form or return to her true form.

Treasure: The desk drawers contain two dozen extravagant outfits—in all, these exquisite articles of clothing are worth 4,500 gp. A staggering amount of jewelry worth a total of 6,500 gp is here as well, along with a *necklace of strangulation* she keeps to punish thieves. In addition, numerous documents in the desk contain all sorts of information about the secret signs used by the Templars. It takes 2d6 hours of study and a successful DC 20 Intelligence check to fully comprehend these notes, after which point a character gains a +10 circumstance bonus on all Sense Motive checks made to interpret hidden messages from Templars of the Ivory Labyrinth. These documents are worth an 8,000 gp reward if they're turned over to the Mendevian Crusade.

Story Award: For those without a Wrath of the Righteous campaign trait (including if you aren't using them in your game), defeating Jerribeth counts as a mythic trial.

Jerribeth

Q6. Prisoner Cells

A series of lonely cells, each empty and devoid of furnishings, lines the walls of this room. Two sets of double doors lead north and west, respectively.

These cells radiate moderate abjuration magic. No doors provide access to the cell interior—prisoners are placed within the cells via magic (typically *teleportation* or *dimension door*) while the prisoners are unconscious. The iron cell bars are narrow and strong (hardness 10, hp 60, break DC 30).

If an NPC ally of the PCs has been captured, they may be able to find the unfortunate NPC here, bound tightly with rope and lying in one of these cells. Since the neh-thalggus often use these prisoners as experimental stock, an NPC found here may be suffering from ability score damage as a result of numerous painful surgical procedures.

Q7. Alien Laboratory (CR 9)

The air of this octagonal room is foul with the sickly sweet scent of blood and decay. A pair of stone slabs, each raised four feet above the floor, sit against the walls to the east and west. Each slab bears a human cadaver in an advanced state of dissection—the bodies are restrained via shackles, suggesting that the operations were performed on living victims. The floor is sticky with old blood and other fluids, while the northwest wall is covered from ceiling to floor with strange black runes and symbols.

This room serves as both laboratory and dining room for the neh-thalggus who have come at Xanthir Vang's invitation to join him in the Ivory Sanctum (see area Q8). The bodies on the slabs are two of the creatures' more recent victims—both have had their skulls opened and the brains removed, in addition to other surgical mutilations. A steel tray piled with strange metal surgical tools sits on the western body's opened torso—the tools themselves are of an alien and disturbing design.

A successful DC 20 Knowledge (arcana) check made while studying the bodies reveals they were likely used as part of some sort of anthropomancy ritual (divination through extracting and studying humanoid organs). The writing on the wall is in Aklo. A successful DC 25 Knowledge (engineering) reveals that it's a massive and complex equation, that incorporates elements of alchemy, arcane magic, and metallurgy that are normally believed to be unrelated. While the exact purpose isn't readily clear, it's evident the work is unfinished. A successful A DC 25 Knowledge (arcana) check reveals that the equation is part of an attempt to alter planar binding spells to work on natives of the Material Plane.

Q8. Brain Collector Lair (CR 12)

The exact dimensions of this cavernous room are difficult to discern because of the presence of thick sheets of strange fibrous materials not unlike tangles of webs or filaments of fungus that cover the walls and ceiling in the room's northern half. Three large pods, or perhaps cocoons, hang in the tangles about twenty feet above the bare floor.

This room's ceiling is in fact 40 feet high, but the upper 20 feet are obscured by tangles of ropy filaments of weblike growths. The fibers are partially animated and warm to the touch, as if they were made of living flesh, but their texture is more vegetable in feel. The webs are an organic form of decor grown and sculpted by the room's current occupants. The growths move to aid a neh-thalggus that climbs in them, effectively granting these creatures a climb speed of 20 feet (Climb +15) while navigating them. Other creatures treat these squares as difficult terrain, or take a –8 penalty on Climb checks made in the tangle. The pods are akin to hammocks—the neh-thalggus sleep within these hanging sacks.

Creatures: Three advanced neh-thalggus have accepted Xanthir Vang's invitation to join him here in the Ivory Sanctum. The worm that walks has promised the brain collectors their pick of new brains and other stock to experiment upon from victims sent for sacrifices, and in return he's asked the neh-thalggus to develop a variant of *planar binding* that functions on creatures native to the Material Plane. In so doing, Vang hopes to be able to conjure crusader commanders directly from their homes and fortifications to torment, mind-control, and interrogate as the need arises. The brain collectors still have a lot of research left to do in solving this problem, but Xanthir is nothing if not patient.

All three brain collectors are particularly hale and cunning for their kind, and are armed with *wands of confusion*. They also carry various surgical tools, but don't use these in combat. If their lair is invaded, they swiftly emerge from their pods and begin using their wands and casting spells against foes on the ground below, fighting until one of their number is slain. At this point, the surviving two make a fighting retreat to the west, hoping to reach area Q19 and enlist Vang's aid—once they're within 100 feet of area Q19, they use telepathy to call for help from the worm that walks. Vang uses this as an alarm, and begins preparing for combat himself, but doesn't immediately come to the neh-thalggus' aid—he prefers to let them come to him if they really need help.

ADVANCED NEH-THALGGUS (3)

CR 9

XP 6,400 each

hp 125 each (*Pathfinder RPG Bestiary* 2 197, 292)

Treasure: Each of the neh-thalggus carries a *wand of confusion* (each wand has 1d6+4 charges). In addition, each of the sleeping pods contains 900 gp in assorted gems and fragments of strange metal ores.

Q9. Cathedral of Chaos (CR 12)

A twenty-five-foot-tall, ivory-colored statue of a goat-headed man grasping a glaive with a crescent-moon-shaped blade dominates this spacious chamber from atop a five-foot-tall dais. A series of black columns speckled with white flecks lines the walkway that leads down the center to an altar at the statue's feet. The vaulted ceiling is painted to resemble a starry sky, while the floor is tiled with a black-and-gray labyrinth pattern. Blood-red curtains separate two areas east and west of the dais, which is flanked by a pair of massive braziers.

A continual flame burns within each of the braziers, but the urnlike shape directs the light up at the statue, bathing it in an eerie glow, but leaving the rest of the room dimly lit. The statue itself is of Baphomet, and this entire chamber is under the effects of *unhallow* as well as an *invisibility purge* that affects everything except

for chaotic evil creatures (CL 17th), placed here several months ago by a visiting cleric of Baphomet.

The two curtains obscure the entrances to side chambers sometimes used by visiting priests or Jerribeth. The floor of area **Q9a** is inscribed with a *magic circle* in the form of the sign of the Abyss—a seven-armed rune within a circle. The conjuration circle functions as a *magic circle against evil*, focused inward, when it is used in conjunction with *planar binding*, *planar ally*, or similar spells.

Area **Q9b** is a meditation room furnished with a few tables and chests, which allows it to serve double duty as a storage area. Jerribeth sometimes uses this room for her private prayers, and keeps a small ivory statuette of Baphomet on the northern table. Alongside the idol are common instruments of worship, including a large polished silver bowl for blood offerings and silver sacrificial daggers.

Creatures: Two horned demons guard the temple area. Placed here by Jerribeth and held by a pair of *planar ally* spells, the two kalavakuses have been commanded to prevent intruders from entering this temple and to challenge intruders seeking to use the adjoining passageway to the south, but they do not move to enter combat in area

Q2 unless specifically commanded to do so by their mistress. Once they do enter combat, they fight to the death.

KALAVAKUS DEMONS (2) CR 10

XP 9,600 each

hp 125 each (*Pathfinder RPG Bestiary* 278)

Treasure: The chest in area **Q9b** contains five wooden unholy symbols of Baphomet, four cat-o'-nine-tails, a few small black books that contain simple worship chants written in Abyssal (worth 25 gp each), four vials of unholy water, two *potions of enlarge person*, four *potions of unnatural lust*^{UM} (marked "To overcome nerves"), an *elixir of love*, five *potions of cure moderate wounds*, a *scroll of commune*, a *scroll of resurrection*, and a *scroll of greater restoration*. A lead-lined false bottom in the chest (Perception DC 35) contains a *manual of bodily health* +2.

Neh-Thalçcu

Q10. Strategy Room (CR 13)

A large table, its surface covered with scrolls and maps, is the only furnishing in this otherwise empty room. A large jar containing a deformed, twitching locusts sits in the center of the table.

This room is the operations hub for the Templar's spy network and for several other plans in various stages of development (such as the development of variant *planar binding* spells, the use of retrievers to snatch up enemies, and battle plans for dozens of possible assaults on dozens of sites along the Worldwound borders). Other topics covered include the locations of the homes of sleeper agents, safe houses, secret passages and underground tunnels connecting to important locales, and hidden shrines to Baphomet. There are also a couple maps of the Worldwound itself. These maps are of value as they depict the area as it is, rather than old Sarkoris. Regions are broken out by demonic commanders alongside notes that outline and tentatively schedule *Nahyndrian elixir* distribution.

Creatures: Two Templars of the Ivory Labyrinth stand guard in this room at all times. They know that the information on the table has the potential to be incredibly damaging, but also that it's quite useful to keep handy. The *swarmlord's jar* that sits atop the documents (see *Treasure* on page 50) is in fact a sort of "scorched earth" option if intruders seem to be about to gain control of the documents. In this case, one of the Templars smashes the jar, releasing a locust swarm into the room that immediately teems over the tabletop. The swarm has the ability to quickly damage objects, and automatically destroys all of the documents on its first action in a round as part of its attack.

The Templars aren't the only guardians of this area, though. A fly-headed coloxus demon in the service of Areelu Vorlesh can often be found here as well. Named Grillixbee, this demon's chief responsibility is to facilitate and maintain amiable relations between the cults of Deskari and Baphomet. The demon is often in this office, quietly ignoring the Templar guards as she works to constantly transcribe the battle plans and notes here before teleporting away weekly to stash them in a distant vault. In this manner, if the documents here are lost, they can be recovered with only minor losses from whatever new additions were made in the past few days. The demon also spends a fair amount of time mediating disputes, be they between cultists of Deskari and Baphomet, between Templars and Blackfire Adepts, or even between Xanthir Vang and Jerribeth. It's this final pair that vexes and distresses the coloxus the most, since either of these two could crush her if they had a mind to. She fears that the antagonism between the two will soon come to a head, and that when that occurs, she'll be slain in the crossfire.

When the PCs arrive, Grillixbee telepathically orders the Templars to stay their hands, then initiates a new telepathic conversation with the PCs. The demon asks them their business in the Ivory Sanctum, and doesn't seem phased at replies like, "We're here to kill everything!" Grillixbee has made the decision that Xanthir Vang is the better option to ally with in the end, and she offers the PCs a deal: if they agree to assassinate Jerribeth, Grillixbee promises to do what she can to mediate a meeting between the PCs and Vang. If the PCs agree to this deal, the coloxus is delighted and tells them where Jerribeth can be normally found (area Q5), that Jerribeth actually a glabrezu, and that the PCs should not listen to her offers of alliance, noting without irony that it's foolish to trust a demon. Grillixbee escorts the PCs to area Q5 as well so that they can make the trip without having to fight foes along the way, and once they're ready, she casts *haste* on the party (noting wryly that she would also cast *invisibility*, if Jerribeth didn't have the ability to see invisible creatures) just before they make their attack. If they successfully defeat the glabrezu, Grillixbee escorts the PCs to area Q19 for their "meeting" with Xanthir Vang—but of course, the demon has no intention of keeping her bargain this long and betrays the PCs by joining Vang in an attack against them after she telepathically alerts Vang about her plans as she approaches the area.

In the end, Grillixbee's loyalties lie with Areelu and the Worldwound. She's got little interest in the success or failure of the cult of Baphomet or the Blackfire Adepts beyond what they might be able to contribute to the Worldwound's expansion. As such, one thing Grillixbee won't tolerate is any attempt to steal or otherwise gain the information on the table—attempts to secure the documents are a surefire way to cancel any deals in the making and force the coloxus to attack. In battle, Grillixbee starts by casting *mind fog* and then follows up with *confusion*, using quickened *invisibility* for the next few rounds to make sneak attacks on the enemy. If reduced to fewer than 30 hit points, she teleports away to the city of Undarin to make a personal report to Areelu's agents. Whether she is slain for her failure or survives to seek revenge against the PCs in the future is up to you, but as written, Grillixbee has no significant future role to play in the rest of the Adventure Path.

TEMPLARS OF THE IVORY LABYRINTH (2)

CR 5

XP 1,600 each

hp 55 each (see page 26)

GRILLIXBEE

CR 12

XP 19,200

Female coloxus (*Pathfinder RPG Bestiary* 3 72)

hp 168

LOCUST SWARM

CR 2

XP 600

hp 18 (*Pathfinder RPG Bestiary* 4 183)

Trap: All of the documents on the table are protected by *explosive runes* placed by Xanthir Vang—in case the guardians of the area are unable to defend the documents or trigger the *swarmlord's jar* to destroy them. There are dozens of documents in all, but the PCs should only receive experience points once for the trap, whether they remove them or trigger them all. Note that one blast from a single *explosive runes* trap is enough to destroy all the documents on the table, but this doesn't set off a chain reaction—*explosive runes* only detonate when they are read.

EXPLOSIVE RUNES TRAP

CR 5

XP 1,600

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger reading; **Reset** none

Effect spell effect (*explosive runes*, 6d6 force damage, Reflex DC 21 half); multiple targets (all targets in a 10-foot burst)

Treasure: The jar on the table is a *swarmlord's jar* used as a paperweight. The documents themselves are priceless to the crusaders—see Story Award, below.

Story Award: Gathering the intelligence in this room and delivering it to the crusaders deals a major blow to the Worldwound. Each of the 24 documents is worth a 400 XP reward—if the PCs manage to save them all, they can earn the full 9,600 XP for this achievement.

Q11. Workshop (CR 12)

A smokeless forge sits in the northwest corner of this room, next to an anvil. A weapon rack stands against the north wall, while two tables to the east and west, respectively, are covered with tools, alchemical supplies, magical reagents, books, and more. Several wooden chests sit under the western table, while to the north of the eastern table sits a second weapon rack; whereas the northernmost rack contains several weapons that appear to be in fine condition, this more southern one contains weapons that appear to be damaged.

This room is used primarily by the Blackfire Adepts as a workshop to craft magical items and weapons. The bulk of these weapons are then distributed to Templars or officers in the Worldwound army. The adepts grumble about the work, but they know better than to do so where their master Vang might overhear, since the production of magic items is one of the requirements of the alliance the Blackfire Adepts have struck with the lords of the Worldwound. In return, the Blackfire Adepts are allowed

unprecedented access to the various rifts and portals found throughout the Worldwound, as well as cooperation with various demonic agents and the like. Over the past several decades, the Blackfire Adepts have profited greatly by this arrangement.

The forge is magical—it runs hot enough to work adamantine but creates no smoke and doesn't impact the overall temperature of the room. A creature pushed into the forge takes 12d6 points of fire damage per round (Reflex DC 18 half). The six chests under the table have lead linings that are then cushioned by thick padding made of demon fur. Each of these chests is used to transport a single draught of *Nahyndrian elixir*. When new shipments arrive from a place called the Midnight Fane (see “The Midnight Isles”), the Blackfire Adepts take those chests and return empties for future deliveries. No deliveries of the elixir are scheduled to happen during this adventure.

Creatures: Four of the of the eight Blackfire Adepts stationed in the Ivory Sanctum can be found here at any time of the day, working furiously on repairing weapons, crafting new weapons, or working on personal projects in their limited free time. These cultists are loyal to Vang, but not so much the Templars of the Ivory Labyrinth, and while they certainly prepare themselves for combat if they hear an alarm or other sounds of battle, they don't abandon their tasks to aid others in nearby rooms—the single exception is if Xanthir Vang commands their assistance. Of course, they are intolerant of interruptions, and swiftly attack anyone who dares enter this room unless she's dressed as a Templar, in which case they hold off the attack until it becomes clear that the PCs aren't simply Templars here to pick up newly repaired weapons.

BLACKFIRE ADEPTS (4)

CR 8

XP 4,800

Human sorcerer 6/Blackfire Adept 3 (*Pathfinder Campaign*

Setting: Paths of Prestige 12)

CE Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +2 Dex, +1 dodge, +2 natural, +4 shield)

hp 66 (9d6+33)

Fort +5, **Ref** +5, **Will** +7; +2 vs. poison

Resist electricity 5

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+1/19–20) or

2 claws +5 (1d4+1 plus 1d6 fire)

Special Attacks blackfire pact

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*dimension door*

3rd (6/day)—*rage*, *stinking cloud* (DC 18), *summon monster III*

2nd (7/day)—*bull's strength*, *glitterdust* (DC 17), *mirror image*, *rope trick*
 1st (7/day)—*cause fear* (DC 15), *grease* (DC 16), *mage armor*, *magic missile*, *protection from good*, *shield*
 0 (at will)—*acid splash*, *bleed*, *detect magic*, *light*, *mage hand*, *message*, *open/close*, *read magic*
Bloodline abyssal

TACTICS

Before Combat A Blackfire Adept casts *bull's strength*, *mage armor*, and *shield* before combat.

During Combat A Blackfire Adept prefer to hang back in combat. She begins by casting *mirror image*, followed by a *summon monster III* spell to summon a dretch. An Adept is fond of using *grease* on weapons or holy symbols, and of preparing an action to cast *magic missile* at spellcasters in order to disrupt their spellcasting.

Morale A Blackfire Adept saves at least one 4th-level spell to escape, casting *dimension door* once reduced to fewer than 15 hit points to relocate to area **Q16**, where she knocks on the door to area **Q19** to report. Adepts may be encountered again at Vang's side if the PCs reach area **Q19** within 24 hours; otherwise, adepts return to their duties. At Vang's side, a Blackfire Adept fights to the death.

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +4; **CMB** +5; **CMD** 18

Feats Augment Summoning, Craft Wondrous Item, Dodge, Eschew Materials, Extend Spell, Spell Focus (conjunction), Sacred Summons^{UM}, Toughness

Skills Bluff +12, Knowledge (arcana) +13, Knowledge (planes) +13, Linguistics +2, Perception +9, Spellcraft +13

Languages Abyssal, Common, Infernal

SQ blackfire taint, bloodline arcana (summoned creatures gain DR 3/good)

Combat Gear *wand of summon monster IV* (14 charges); **Other Gear** *amulet of natural armor* +2, 17 pp

SPECIAL ATTACKS

Blackfire Pact (Su) As a standard action, a Blackfire Adept can create a destructive resonance between herself and a target within 30 feet. She gains a +1 profane bonus on attack rolls and caster level checks against the target, while the target takes a –1 penalty on saves against

the adept's attacks and spells (–2 against conjuration effects). This effect lasts for 2 rounds (Will DC 16 reduces to 1 round), and the effect ends if the target moves more than 30 feet away from the Blackfire Adept.

Blackfire Taint (Su) A Blackfire Adept gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks against demons.

Treasure: The tools and supplies on the worktables consist of a masterwork alchemist's lab, three sets of masterwork tools for crafting weapons and armor, and a set of masterwork tools for gemcutting and crafting jewelry. In addition, there are 100 pounds of magical reagents and crafting supplies worth a total of 6,000 gp that can be used to offset the cost of creating any magic item.

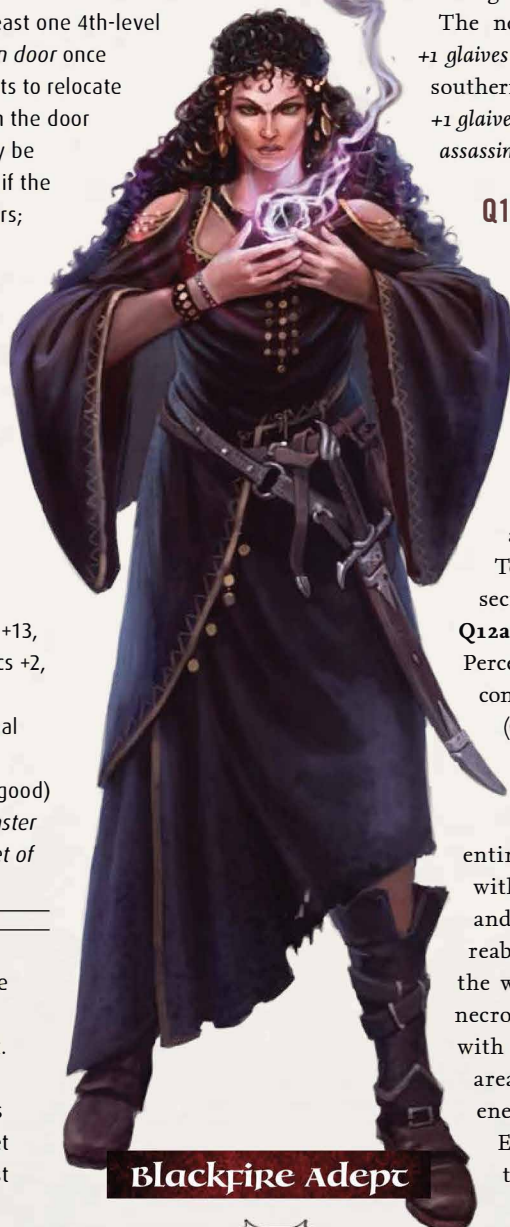
The northern weapon rack contains two +1 *glaives* as well as a +2 *unholy longsword*. The southern weapon rack contains a broken +1 *glaive*, a broken +2 *keen glaive*, and a broken *assassin's dagger*.

Q12. Sanctum Vault (CR 13)

Two long cabinets line the north and east walls of this room, while pegs on the walls are adorned with cloaks and robes.

The cabinets contain clothing for religious ceremonies, as well as other ritual implements and accessories for Blackfire Adepts, Templars, and other cultists. The secret door that provides access to area **Q12a** can be found with a successful DC 30 Perception check, but it is also locked both conventionally and with an *arcane lock* (CL 11th; DC 40 Disable Device or break DC 38)—both Xanthir Vang and Jerribeth carry keys for the door.

The inside of area **Q12a** is entirely lined with lead inscribed with countless tiny Abyssal prayers and runes that constantly sweat and reabsorb cold black water. The runes on the walls radiate strong evil and strong necromancy magic, for they are infused with the waters of the River Styx, filling area **Q12a** with potent and debilitating energies and a low, discordant drone. Every round a creature remains in this area, it must succeed at a DC 15



Blackfire Adept

Fortitude save or gain a negative level as these energies leach away knowledge and memories—a humanoid slain by this effect immediately becomes a bodak. This is a death effect that does not affect worshipers of demon lords or chaotic evil outsiders. This effect functions as a magic item of caster level 20th for the purposes of *dispel magic*, and can be disabled as a magical trap with a successful DC 35 Disable Device check (although if disabled in this way, the walls reactivate after 1 hour).

Creature: The inner vault is protected by more than stygian weeping walls—a denizen of the River Styx has been bound into the vault to serve as its guardian for no more than 111 years. This creature is a gaunt, yellow-eyed thanadaemon, and although it's still got several decades left in its term of service, it's certainly frustrated by the position—serving as a vault guardian for a demon cult is, to the daemon, below its status as a deacon of death. Vang takes care to keep the thanadaemon regularly supplied with a filled soul gem, and the thanadaemon crushes the gem as soon as it hears anyone attempting to open the secret door (or on the first round of combat otherwise) to gain fast healing 15 for 15 rounds. The daemon fights to the death to defend this room, but cannot pursue foes out of area Q12a.

THANADAEMON
CR 13
XP 25,600
hp 172 (*Pathfinder RPG Bestiary 2* 74)

Treasure: Three stone shelves sit along the walls of area Q12a, each appearing to be empty. In fact, any object placed on these shelves immediately becomes invisible—one final precaution against theft. Anyone who feels along the top can feel the objects hidden there, or the *invisibility* effect can be dispelled (it functions at CL 15th).

The western shelf is also the narrowest. Treasures of purely monetary value are stored on this shelf, including four chests (each containing 2,500 gp), and several art objects comprising captured holy symbols, jewelry, paintings, fine clothing, statuettes, dinnerware, and more. In all, the 60 pounds of art objects stored here are worth a total of 13,500 gp. Approximately a third of these objects are treasures that Xanthir Vang recently stole from the Librarium of the Broken Black Wing during the destruction of Kenabres.

The northern shelf contains only two objects. One is a suit of +3 *mithral full plate armor* emblazoned with the holy symbol of Iomedae. This suit of armor once belonged to the paladin Yaniel, but has been kept here as a trophy for quite some time (see the next adventure, “The Midnight Isles,” for full details on Yaniel’s fate). Recovering this suit of magic armor is a significant event for the current wielder of *Radiance*, Yaniel’s sword. If this character

claims the armor as her own, or alternately donates the armor to the crusade for use by a worthy paladin, *Radiance* functions as a +3 *holy weapon* the hands of any paladin (or a +2 *weapon* when wielded by any other creature).

A second treasure sits upon the northern shelf—but this treasure should be customized to be a specific magical treasure of use to a PC who has the Riftwarden Orphan campaign trait. This item is a special heirloom—an object once owned by that PC’s father or mother. It should be a relatively minor item worth no more than 9,000 gp; its true value lies in helping that PC close a chapter of her life and accomplish a mythic trial. If the PC in question is a wizard, the heirloom should be his parent’s spellbook, filled with spells of your choice.

The largest collection of magical treasures lies on the southern shelf—as with the western one, several of these items (at your discretion) were stolen from the Librarium. If the PCs seek to return these items, the Riftwardens graciously allow the PCs to keep them (or barring that, to pay half price as if purchasing them as a reward). The items kept here include a +3 *greataxe*, a *sword of the planes*, a *rod of empower metamagic*, a *staff of healing* with 6 charges, a 5-foot-by-5-foot *carpet of flying*, and an *instant fortress*.

Story Award: If the PCs manage to loot the vault and therefore either deal with or simply endure the effect of the walls in area Q12a, award them 9,600 XP.

Q13. Templar Barrack (CR 7)

A total of nine beds line the east and west walls of this barrack. A single large wardrobe stands against the southern wall.

The doors to this room are unlocked, and from two wall fixtures hang shuttered lanterns burning with *continual flame* spells. The wardrobe is unlocked and contains spare bedding as well as the armor of any Templars currently sleeping here. Area Q13a is a combination washroom and latrine with magical self-cleaning facilities.

Creatures: There are eight Templars of the Ivory Labyrinth currently serving in the Sanctum. Their schedule is relatively tight, with an 8-hour shift of guard duty in area Q10, 8 hours of training and study in area Q14, and 8 hours reserved for eating, relaxing, and sleeping. If the alarm hasn’t been raised, a pair of sleeping Templars can always be found here. The Templars are not wearing their armor, and it thus takes some time for them to join a battle. If the alarm has been raised, these Templars don their armor and are either encountered here or with their fellow Templars in area Q14.

TEMPLARS OF THE IVORY LABYRINTH (2)
CR 5
XP 1,600 each
hp 55 each (see page 26)

Q14. Training Hall (CR 9)

Four combat training dummies stand in this large room, while empty weapon and armor racks line the west wall and part of an alcove to the north. A few benches sit against some of the walls, while to the west, a pair of large archways open up into what seem to be a pair of classrooms.

Visiting Templars use this central area to practice their combat maneuvers, while area **Q14a** is used to meditate, pray, and plan tactics. Several circular cushions in the room provide a place to sit and conduct these activities. Area **Q14b** is a classroom where Templars and Blackfire Adepts alike listen to lectures from their leaders.

Creatures: The remaining four Templars of the Ivory Labyrinth occupy this room. If the PCs arrive without having set off an alarm, 1d4 Templars are training in the main room, either against the combat dummies or each other; the remaining Templars are meditating in **Q14a**. If the alarm is raised, one of them alerts the Templars in area **Q13**, and as a result there are a total of six Templars here. They then take up positions in the northwest alcove and in area **Q14a**, keeping out of sight while they wait for the intruders to spread through the room before moving in to channel energy before attacking. As soon as at least half their number are defeated, the remaining Templars swallow their pride and make a fighting retreat to area **Q15** to enlist the aid of the Blackflame Adepts and demons there. Once they do so, they fight to the death.

TEMPLARS OF THE IVORY LABYRINTH (4) **CR 5**
XP 1,600 each
hp 55 each (see page 26)

Q15. Living Quarters (CR 12)

The northern third of this long room of this room contains a stove, a firepit, and a table. An open door leads to a well-stocked pantry. In the central part of the room sits a long wooden table surrounded by stools, while to the south stand three long bookcases and a pair of writing desks.

This area is surprisingly tidy. The firepit and stove are magical devices similar to the forge in area **Q11**—they provide fire but no smoke. The pantry contains several weeks' worth of preserved food and dry goods for meals; the Templars and Blackfire Adepts are their own cooks, and they treat the kitchen with respect as result.

The bookshelves to the south constitute an extensive library devoted to Mendevian, Sarkorian, and Ustalavic history, along with a large amount of lore about the Abyss and several books on the nature and creation of planar portals. Taking the time to consult this collection grants

a +4 circumstance bonus on appropriately associated Knowledge checks.

Creatures: As they spend so much time in the field, the Blackfire Adepts have grown accustomed to using *rope trick* to provide shelter when they sleep. This allows the cultists the luxury of catching rest wherever they can—and currently, 1d4 of the adepts are doing just this at the southern end of this room. Those cultists who aren't sheltering via *rope trick* are instead seated at writing desks or among the stacks, reading or writing. The cultists are swift to prepare for intruders if they hear violence in area **Q14**—they're in no hurry to rush to the Templars' aid, but do cast preparatory spells or to grab a few of the scrolls from the shelves to use them to summon up demons to aid them in combat.

BLACKFIRE ADEPTS (4) **CR 8**
XP 4,800
hp 66 (see page 50)

Treasure: On a high shelf sits a closed box marked "Off limits!" Inside are five bottles of fine wine from Ustalav worth 500 gp each, along with three sealed jars of candied fruit imported from Katapesh (each jar is worth 150 gp if unopened). A *decanter of endless water*, the Sanctum's primary water source, sits nearby.

Several scrolls sit on the bookshelves as well if they're not used by the cultists in preparing for a fight—a *scroll of lesser planar binding*, a *scroll of planar binding*, a *scroll of plane shift*, a *scroll of summon monster IV*, two *scrolls of summon monster V*, a *scroll of summon monster VI*, and a *scroll of summon monster VII*.

Q16. Guard Post (CR 14)

The ivory-tiled walls of this otherwise empty, thirty-foot-high room are decorated in a complex tangle of labyrinthine patterns. To the east, the tiles give way to a massive, floor-to-ceiling wall carving of a leering goat-headed demon wielding a glaive with a blade shaped like a crescent moon.

The stairs to the west are hidden by an *illusory wall* similar to the one masking the entrance to area **Q2**. The door to area **Q19** is locked and protected further by *arcane lock* (CL 11th; Disable Device DC 40 or break DC 38)—only Xanthir Vang carries the key to the door.

Creature: This final chamber before Xanthir Vang's den is watched over by a pair of derakni demons. One of the lumbering, locustlike fiends stands in the eastern portion of the room, while the second lurks at the top of the stairs beyond the *illusory wall*. As soon as this derakni notices intruders, it telepathically alerts its companion beyond this wall. The first derakni attempts to summon another

into this room to engage the PCs in melee while it hangs back and uses enervation and other ranged attacks. The second teleports to their nest about 2 miles to the south and gathers another pair of deraknis from the nest. All three then teleport back here so that by the third round of combat, four deraknis (plus more if any summoning attempts are successful) stand before the PCs. The teleporting deraknis appear in the stairwell and tunnel to the west of area Q16—while they can't see through the *illusory wall*, they can certainly send swarms in to attack the PCs, or step through one at a time as room opens up. The deraknis teleport away to recover if reduced to fewer than 15 hit points, and may be encountered again if the PCs return to this area later.

DERAKNIS (4)**CR 10****XP 9,600 each****hp** 126 each (see page 13)**Q17. Guest Quarters**

A comfortable-looking bed with a soft mattress and a headboard sits in the northwest corner, with a wardrobe and writing desk in the northeast corner. An intricately woven rug lies on the floor.

When the Ivory Sanctum hosts important visitors, they are allowed to stay in this relatively fine bedroom as a show of trust and respect. If a powerful NPC has escaped from the PCs earlier in this adventure and fled to the Ivory Sanctum, the NPC can be found here, recovered from her wounds and ready for a rematch. Tactics vary, but in most cases, the occupant of this room seeks to move to area Q19 to join Vang in the last defense of the Sanctum.

Q18. Retriever Cave (CR 14)

A rough-walled passageway leads north from this immense cavern. To the south of the passageway, a small mound of rubble lies on the ground before a tunnel that winds into the blackness.

The tunnel to the south (area Q18a) winds about 600 feet roughly to the south with an upward slope before ending at an *illusory wall* that opens out into the southern gorge, about 70 feet off the ground. This exit is hidden with an *illusory wall* similar to the one that masks the entrance to area Q2. Furthermore, the length of tunnel leading from the northern stairs to area Q16 to the rubble field at Q18a is under the effects of *unhallow* linked to an *invisibility purge* that affects all creatures.

Creatures: Vang's retrievers wait with the patience only a construct can endure, standing at attention in the room and keeping a watchful gaze upon the tunnel to the

west—they immediately attack any creatures they notice unless Vang himself is present. The retrievers squeeze into the 10-foot-wide tunnels if they need to in order to pursue foes to the south or north, but do not pursue foes into area Q16 or out of the tunnel itself to the south. They otherwise fight to the death.

ADVANCED RETRIEVERS (2)**CR 12****XP 19,200 each****hp** 167 each (*Pathfinder RPG Bestiary* 234, 294)**Q19. Vang's Chambers (CR 16)**

A seven-armed rune is inscribed in a circle of iron on the floor of this large room. Black candles sputter here and there around the circle's outer ring. Several cabinets and bookshelves filled with scrolls, tomes, and strange objects sit against the northern, eastern, and southern walls, along with a writing desk. To the southwest is a stone sarcophagus, and a flight of stairs leads down to a smaller cave-like hollow to the west. What appear to be dead, finger-length worms—some shriveled and some still slimy—are scattered throughout the room and its furnishings.

The *magic circle* in the floor is a duplicate of the one located in area Q9a, but it bears an additional enhancement. Any demon that is conjured into the circle is invigorated, gaining the effects of *haste* and *good hope* for 2 minutes after its arrival.

This chamber, and the smaller cavern to the west, are the personal quarters of Xanthir Vang. He keeps the door locked, and though the room is not warded against teleportation effects, he verbally and harshly discourages visitors from teleporting into it directly. The bookshelves contain an extensive library for magical research focused on planar energies, portals, and the Abyss, but also features a robust collection of texts about Sarkorian history and lore and the Dark Tapestry (particularly the *neh-thalggus* of the Dominion of the Black; Xanthir suspects they have greater plans for Avistan than merely aiding him here in the Worldwound, though he isn't particularly concerned so long as his own plans are going well). This library is similar in theme to the one in area Q15, but the books here are much more exacting, rare, and valuable—taking the time to using this library grants a character a +10 circumstance bonus to appropriately associated Knowledge checks.

The sarcophagus is what Vang uses for a bed. As a worm that walks, he has no need for sleep, but he does occasionally enjoy the chance to recline in the sarcophagus. The "bed" suits his morbid sense of humor, but also in a sense serves as a container so that when he relaxes and allows his body to disincorporate, he doesn't spread out in an unsightly mound on the floor.

The western steps lead down to a secondary chamber where Vang keeps several of his treasures, and is also where he performed much of his research into the nature of *Nahyndrian crystals*.

Creature: Xanthir Vang spends the vast majority of his time here, either meditating in his “bed” or conducting research into one of several projects. His current project involves research into an obscure race of dimensional monsters capable of shifting between the planes with shocking accuracy—these monsters are notoriously difficult to conjure, though, and so far Vang hasn’t managed to solve the problem. Another significant project is the development of a method to conjure mortal creatures from this very plane—he’s contacted several alien intelligences, including the *neh-thalggus* in area Q8, to aid him in this.

Xanthir’s initial reaction to the PCs’ arrival in his home is not combat, but he’s prepared for a fight if the PCs attack. His tactics are summarized in his stat block on page 60, but a suggested round-by-round battle plan appears in the Xanthir’s Tactics sidebar. Obviously, you should adjust these tactics to meet your PCs’ actions as best you can—Xanthir is quite intelligent, after all. Don’t be afraid to metagame a bit with him—using what you know about the PCs’ fighting tactics and weaknesses against them even if Xanthir wouldn’t necessarily know about them is an excellent way to model the tactics of a creature with an Intelligence score of 26.

If allies remain for him to call upon, Xanthir doesn’t hesitate to do so—especially if the PCs make the error of entering through the tunnel at Q18a to confront this room early in their exploration. In this case, Xanthir makes greater use of *dimension door* and *teleport* to move about the Ivory Sanctum, rallying the denizens in a more coordinated assault against the PCs. If the PCs are forced to retreat, he uses his retriever drones to send the advanced retrievers in area Q18 after them.

If the PCs attempt to speak with Vang, the worm that walks is eager to learn more about these new heroes and how they gained their power. Speaking in a slithery, rasping voice, Vang proposes an exchange of information—for every question he answers, each of the PCs must answer one of his—and the PCs must answer his questions first! Vang is amused by this game, and keeps up his end of the bargain for a while, answering questions as he sees fit. You should use this opportunity to answer some dangling questions from previous plotlines in the Adventure Path as you see fit, but don’t reveal too much about upcoming developments. If the PCs press for answers to questions like “Where are the *Nahyndrian crystals* coming from?” or “What is Deskari’s/Baphomet’s final plan?” he quickly tires of the interview and suddenly attacks.

Xanthir's Tactics

Xanthir is a complex foe. Suggested round-by-round battle tactics for the mythic worm that walks are listed below.

Round 1: *Swift action:* Xanthir casts *greater invisibility* with his *rod of quicken metamagic*. *Move action:* Xanthir flies up near the ceiling, as far from PCs as possible. *Standard action:* Xanthir casts *disintegrate* on the most heavily armored PC.

Round 2: *Swift action:* Xanthir casts *repulsion* with his *rod of quicken metamagic*. *Move action:* Xanthir moves to a new location in the room to keep enemies guessing as to his invisible location. *Standard action:* Xanthir casts *cloudkill* (this fills the room, but with his blindsight and immunity to poison, Xanthir can still function with ease).

Round 3: *Swift action:* Xanthir casts *displacement* with *rod of quicken metamagic*. *Move action:* Stow *rod of quicken metamagic*. *Standard action:* Xanthir casts *mythic telekinesis* to try to hold a healer or melee-focused PC at bay for several rounds.

Round 4: *Swift action:* Xanthir casts *summon monster VI* (as a swift action using mythic power) to summon 1d3 babaus. *Move action:* Xanthir draws a *rod of withering* if melee combat seems likely; otherwise, he draws a *staff of conjuring*. *Standard action:* Xanthir casts *spiked pit* on any non-flying PCs (note that the *cloudkill* vapors will flow down into the pit), or otherwise cast *slow*.

Round 5: At this point, Xanthir continues casting *summon monster* spells to conjure demonic allies as swift actions. He casts *mythic dispel magic* when needed (or once reduced to 50 or fewer hit points so that he can heal), replenishes his *cloudkill* as needed with his *staff*, and uses blackfire eruptions or offensive spells until defeated. Melee combat is a last resort for Xanthir, but if it comes to that, he switches over to using his *rod of withering*.

XANTHIR VANG

CR 16

XP 76,800

hp 139 (see page 60)

Treasure: The collection of books and notes in this room weighs a total of 800 pounds, but in all is quite valuable—it’s worth a total of 12,000 gp. Xanthir’s gear includes many valuable magic items, but even more magical items lie almost forgotten or ignored on the shelves about the room. An unused *word bottle*^{UE} sits on one shelf, while an empty *blessed book* gathers dust on another. A *silver raven figurine of wondrous power* perches on his writing desk, although the raven has an unexpectedly large number of eyes and legs (these are purely cosmetic flourishes and do not affect the item’s stats). Pouches of coins lie here and there, 3,402 gp and 239 pp in all,

along with numerous gemstones worth a total of 4,500 gp. A pair of what appear to be taxidermic spiders the size of a house cat sit on the southern shelf—these are each *retriever drones* currently linked to the two retrievers in area **Q19**.

Additionally, copies of the various items of interest from the table in area **Q10** can be found here as well—duplicates Vang kept as insurance against accidental destruction of the originals, but also useful for PCs if they aren't able to recover the full collection at area **Q10**.

Xanthir's spellbooks are a significant collection. He keeps them in a *bag of holding* (type IV) hidden in a secret compartment built into the base of his sarcophagus—a successful DC 30 Perception check reveals the hidden panel. A slender mithral key worth 500 gp is hidden in the spine of one of these books—it can be discovered with a successful DC 25 Perception check. Note that Xanthir keeps a few spare spellbooks hidden in other locations throughout the Worldwound, so those spells represented in this collection don't represent the entirety of the spells he knows. Feel free to add to the list of spells as you see fit. The spellbooks here contain all the spells he has prepared plus the following.

- 1st**—*identify, mage armor, summon monster I*
- 2nd**—*arcane lock, eagle's splendor, fox's cunning, owl's wisdom, summon monster II, summon swarm*
- 3rd**—*explosive runes, fireball, haste, magic circle* (all four), *nondetection, stinking cloud, summon monster III*
- 4th**—*animate dead, black tentacles, contagion, dimensional anchor, illusory wall, stone shape*
- 5th**—*cone of cold, dismissal, lesser planar binding, persistent image, sending, wall of stone*
- 6th**—*antimagic field, contingency, greater dispel magic, planar binding, shadow walk, wall of iron*

Preparation Ritual—Abyssal Binding (Su): By spending the boon granted by this ritual as a free action while casting a *planar binding* spell (including the lesser and greater variants), the wizard gains a +4 bonus on all opposed Charisma checks attempted against a chaotic evil outsider, and the maximum duration of an open-ended task increases by 4 days. See page 121 of *Pathfinder RPG Ultimate Magic* for more rules on spellbook preparation rituals.

The spellbooks are worth 12,000 gp as a whole.

An examination of area **Q19a** reveals the presence of a locked chest similar to those found under the table in area **Q11**. The chest can be opened with a successful DC 40 Disable Device check, or with the mithral key mentioned above. The chest contains two vials containing a strange purple residue; each vial radiates faint conjuration and necromancy magic. These vials once contained *Nahyndrian elixir*, but are now empty—Xanthir was studying the residue for a time but gained no further insights from it. The chest also contains a thick journal written in Abyssal and in code. A successful DC 30 Linguistics check is

required to break the complex code. If the PCs can't figure out the code, they have a chance to learn more at the start of the next adventure. The contents of this journal focus on Xanthir's involvement in the refinement of *Nahyndrian crystals* into things such as the elixirs used to grant demons mythic power and the chisel that was used to deliver the death blow to the Kenabres's *wardstone*. Hints of new uses for these crystals should make the PCs nervous, including preliminary plans for the creation of a *Nahyndrian* golem of incredible power. The most important clue found in the journals is the revelation that the *Nahyndrian crystals* are being mined in the Abyssal realm of the Midnight Isles, but the PCs might be more disturbed by the fact that the journal reveals the crystals to be the fossilized lifeblood of assassinated demon lords! The fact that the ruler of the Midnight Isles, the demon lord Noctacula, has not yet granted permission for the mining project is of note as well—the journal records several attempts by the cult of Baphomet to bring Noctacula into the alliance associated with the Worldwound, but so far, the Queen of Shadows has not agreed to join. The journal vaguely mentions a few new attempts to forge such an alliance that will soon be undertaken by the Templars stationed in the Abyss; these are the latest entries in the book, and mention two women in particular as agents working to secure an alliance: Minagho (who is apparently trying to win back the good graces of Baphomet after failing to protect the remnants of the Kenabres's *wardstone*) and Hepzimirah, the daughter of Baphomet (who is the true leader of the Templars of the Ivory Labyrinth, and the one in charge of the *Nahyndrian crystal* mining operation on the Midnight Isles). The thought of one of the most powerful demon lords in the Abyss joining the fight against the crusaders should be sobering indeed.

Two other objects lie in the chest as well, powerful and dangerous treasures left here almost as if as an afterthought: a platinum coffer (itself worth 1,000 gp) containing 4 doses of *ambrosia*^{MA} and a *fortune's arrow*^{MA}.

Story Award: Defeating Vang counts as completing a mythic trial (see *Concluding the Adventure*, below).

concluding the Adventure

With the defeat of Xanthir Vang, Jerribeth, and the other denizens of the Ivory Sanctum, and the recovery of the cult's plans and secrets, the PCs deal a critical blow to one of the most insidious and dangerous organizations in the Worldwound. Once the Templar of the Ivory Labyrinth's secrets and plans are made plain to the crusaders, a well-informed and highly efficient reckoning takes place, and very few hidden agents or corrupt crusaders escape notice. Many of the treasonous individuals revealed are high-ranking commanders or consultants on the war effort, and their loss deals something of a blow to the crusade's

Demon's Heresy



momentum in the short run, but in the long run the PCs have set into motion the redemption of a troubled organization. Going forward, this crusade will be the most honorable and righteous of any since the First Crusade!

The demonic rulers of the Worldwound, at this point, have also come to realize that the PCs are a significant threat, and if the PCs don't take action soon, they'll find themselves increasingly the focus of deadly attacks and assassination attempts. Fortunately for the PCs, Queen Galfrey herself has a plan for them—but this is hardly a safe one. She wants the PCs to take the fight to the source of it all—to travel to the Abyss itself and disrupt the burgeoning alliance with Nocticula, the Lady of Shadows, before it can form!

The final two mythic trials the PCs can complete in “Demon's Heresy” are closely linked. Defeating Xanthir Vang is one such trial. The second trial requires the PCs to disrupt the Templars of the Ivory Labyrinth—this can be accomplished if the PCs defeat Jerribeth *and* Xanthir Vang in addition to recovering as much intelligence as

possible from the Ivory Sanctum, but other combinations of accomplishments can suffice as you see fit.

As for Arueshalae, her fate is in large part left to the PCs. The crusaders are naturally hesitant and suspicious of allowing a demon into their midst, particularly one like a succubus who is already notorious for deceit and trickery. The PCs' sponsorship can go a long way toward Mendev's acceptance of her, but even after she completes her redemption, she struggles against the fear, ignorance, and prejudice leveled at her by the Crusaders. Her continuing story is chronicled in the next adventure, but for now, she may need to rely more on the PCs for protection and a safe place to live until she's been accepted by those she hopes to one day count herself among.

In any event, Xanthir's journal, along with much of the other intelligence gathered in his chambers and elsewhere in the Ivory Sanctum, will be an invaluable resource at the start of the next adventure. More information on the secrets contained with these documents will be revealed in “The Midnight Isles.”

Arueshalae

Daring to reject what she was created to be, the beautiful and resolute Arueshalae walks the long road to redemption. With Desna's help, this succubus fights for her own salvation and the right to define both herself and her destiny.

ARUESHALAE
CR 15
XP 51,200

Female risen succubus master spy 6/trickster 3 (*Pathfinder RPG Bestiary* 68, *Pathfinder RPG Advanced Player's Guide* 270, *Pathfinder RPG Mythic Adventures* 44)

CN Medium outsider (chaotic, demon, extraplanar)

Init +9; **Senses** darkvision 60 ft., *detect good*; Perception +27

DEFENSE

AC 31, touch 19, flat-footed 25 (+5 armor, +3 deflection, +6 Dex, +7 natural)

hp 223 (14 HD; 8d10+6d8+152)

Fort +14, **Ref** +17, **Will** +14

Defensive Abilities concealed thoughts, deadly dodge, evasion, hard to kill, shift alignment, slippery mind; **DR** 10/cold iron or lawful; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 40 ft., fly 50 ft. (average)

Melee +1 cold iron holy starknife +18/+13/+8 (1d4+6/×3), claw +12 (1d6+2)

Ranged starbow +21/+16/+11 (1d8+8/19-20/×3)

Special Attacks anarchic gift, energy drain (DC 22), mythic power (9/day, surge +1d6), sneak attack +3d6, surprise strike

Master Spy Spell-Like Abilities (CL 15th; concentration +24)

Constant—*nondetection*

2/day—*magic aura* (only to mask object auras)

Succubus Spell-Like Abilities (CL 12th; concentration +21)

Constant—*detect good*, *tongues*

At will—*detect thoughts* (DC 21)

3/day—*charm monster* (DC 23), *suggestion* (DC 22), *vampiric touch*

TACTICS

During Combat Arueshalae activates her *boots of speed* on the first round of combat. She prefers to focus on ranged attacks with her starbow, using Mythic Deadly Aim to gain a +12 bonus on damage rolls at a penalty of -4 on attack rolls, and uses Rapid Shot when she can to fire off an additional shot. In melee, she tries to stay mobile or flank foes to gain sneak attacks. She uses *charm monster* and *suggestion* for battlefield control, ordering those who succumb to leave the combat or otherwise take actions that prevent them from harming her or her allies.

Morale Arueshalae flees combat if brought below 40 hit points, unless a friend remains in danger or she's presented with a

chance to do some good by staying in combat, in which case she fights to the death.

STATISTICS

Str 20, **Dex** 23, **Con** 26, **Int** 18, **Wis** 12, **Cha** 29

Base Atk +12; **CMB** +17; **CMD** 36

Feats Deadly Aim^M, Deceitful, Improved Critical (composite longbow), Iron Will, Point-Blank Shot, Rapid Shot, Toughness^M

Skills Acrobatics +24, Bluff +46, Diplomacy +19, Disguise +38, Fly +21, Knowledge (geography, planes) +14, Knowledge (local) +16, Knowledge (religion) +15, Perception +27, Sense Motive +26, Stealth +25, Use Magic Device +28

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

SQ amazing initiative, art of deception, change shape (*alter self*, Small or Medium humanoid), commune with power, glib lie, mask alignment, master of disguise, path dabbling (aura of perseverance), path to redemption, quick change, recuperation, wealthy

Combat Gear spherewalker staff (1 charge), wand of cure serious wounds (28 charges); **Other Gear** +3 leather armor, +1 cold iron holy starknife, starbow, belt of physical perfection +2, boots of speed, efficient quiver (contains 20 arrows, 20 +1 evil outsider bone arrows, 10 +1 phase locking arrows^{UC}, five +1 axiomatic holy evil outsider bane arrows, and five evil outsider slaying arrows), ring of evasion, ring of protection +3, swallowtail bracers, silver-and-turquoise holy symbol of Desna worth 200 gp

SPECIAL ABILITIES

Anarchic Gift (Su) Arueshalae's redemption has altered her profane gift ability. This ability functions the same, except the bonus to an ability score granted by anarchic gift is a sacred bonus, and the gift cannot be removed by *dispel evil*. She can maintain only one anarchic gift at a time.

Path to Redemption (Ex) Arueshalae's hopeful path toward redemption has had some unique effects on her abilities as a demon. She no longer has the evil subtype, and she's lost the use of some of her demonic spell-like abilities as detailed above. Her DR has changed from DR 10/cold iron or good to DR 10/cold iron or lawful. When she's within 30 feet of a CR 6 or higher demon at the start of any turn, she must succeed at a DC 15 Fortitude save or be staggered for 1 round by flashbacks of her evil past.

Wealthy Arueshalae has the equivalent gear of a 15th-level PC; this increases her CR by 1.

Arueshalae first came to the Worldwound in 4636 AR. One fateful night after she'd seduced a priestess of Desna and drained her nearly to death, on a whim she tried an experiment. Since outsiders don't need to sleep, they don't normally dream. Out of curiosity, she stole into the thoughts of her dying victim using *detect thoughts* while the woman lay sleeping, only to be pulled into the Dimension of Dreams. When the priestess died, Arueshalae found herself somehow trapped, but she hadn't gone unnoticed.

In daring to allow herself to dream, Arueshalae gained Desna's attention. She had already observed the succubus's murder of one of her priests, but perhaps having learned a bit of forgiveness from her own divine ally Sarenrae, Desna did not smite Arueshalae. Instead, she reached into Arueshalae's soul and quickened her larval core. Memories of her mortal life flooded back at once, memories of dreams that never came true. Desna whispered in her ear: "Even demons can dream."

When Arueshalae woke, she was filled with memories and regret, and immediately set about to atone for her very existence. The brush with Desna awoke within her both mythic potential and a great shame. She used her skills as a master spy to hide her change of heart, but when she acted to save the life of a wayward child who had become lost in the Worldwound (a child who might just, as fate would have it, have grown up to be a PC), the truth came out. She knew she would be equally hunted among the crusaders, and so she opted to remain in the Worldwound—hiding until she could learn something vital that she could present to the crusaders and thereby prove her good intentions. When she learned of how the Templars were using *Nahyndrian crystals* to infuse demons with mythic power, she sought to discover all she could. She'd only just begun her investigations when she was captured and thrown into a prison below Citadel Drezen. Aponavicius herself tried to force Arueshalae to revert to her demonic nature and failed, but when the marilith left Drezen to join the southern war front, Arueshalae's prayers to Desna were answered and the wards of her cell fell. She fled a few scant weeks before the PCs arrived in Drezen, making her way into the Worldwound to hide in the only safe place in the region she could think of—the ruined Desnan fortress her last victim's final dream had been about. There, Arueshalae waits and hopes for a final chance to aid the Fifth Crusade while fighting against relapsing into her old fiendish ways.

CAMPAIGN ROLE

Arueshalae has a significant role to play the Wrath of the Righteous Adventure Path. More than anyone, she can unveil the mysteries of this new demonic insurgency and put the puzzle pieces together so the PCs can see a clear way forward to win the war.

The adventures provide information about how she can help the PCs or provide insight as appropriate. Additionally, romance is a possibility. Unfortunately, until she's fully redeemed (see Arueshalae's Redemption on page 40), passionate contact with a mortal results in energy drain, which complicates relationships significantly. While Arueshalae desperately wants to love and be loved, she knows that if she ever again drains a soul to death, even in passion, she will be lost forever. She longs for the day she might meet someone with whom she can experience real love. The man or woman who connects with her as a person and a friend could develop a relationship with her that's as strong and enduring as any the wounded world has ever known.



Xanthir Vang

A truly inhuman wizard, Xanthir Vang is the leader of the Blackfire Adepts who toil within the Worldwound, but he also plays a key role in managing the distribution of mythic power throughout the demonic ranks.

XANTHIR VANG
CR 16
XP 76,800

Male human worm that walks conjurer 8/blackfire adept 4/archmage 4 (*Pathfinder RPG Bestiary* 2 286, *Paths of Prestige* 12, *Pathfinder RPG Mythic Adventures* 14)

CE Medium vermin (augmented human)

Init +9^M; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +23

DEFENSE

AC 36, touch 27, flat-footed 27 (+5 armor, +5 deflection, +5 Dex, +4 dodge, +3 insight, +4 shield)

hp 139 (12 HD; 8d6+4d6+95); fast healing 16

Fort +10, **Ref** +16, **Will** +15

Defensive Abilities hard to kill, reverse scrying, worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, flanking, paralysis, poison, sleep; **Resist** fire 20; **SR** 18

Weaknesses worm that walks weaknesses

OFFENSE

Speed 30 ft., fly 120 ft. (perfect)

Melee *rod of withering* +6 touch (1d4 Str and 1d4 Con; Fort DC 17 negates) or slam +5 (1d6-1 plus grab)

Special Attacks arcane surge, blackfire pact, discorporate, distraction (DC 19), grab (Large), mythic power (11/day [currently 9], surge +1d8), mythic spellpower, speedy summons, squirming embrace (3d6-1 damage plus distraction), tenacious

Blackfire Adept Spell-Like Abilities (CL 12nd; concentration +12) At will—blackfire eruption

Conjurer Spell-Like Abilities (CL 11th; concentration +19) At will—dimensional steps (240 ft./day) 11/day—acid dart (1d6+4 acid)

Conjurer Spells Prepared (CL 11th; concentration +19) 6th—*disintegrate* (DC 24), *repulsion* (DC 24), *summon monster VI* 5th—*cloudkill* (DC 24), *telekinesis*^M (DC 24), *teleport*, *summon monster V* 4th—*dimension door* (2), *enervation*, *greater invisibility*, *phantasmal killer* (DC 22), *summon monster IV* 3rd—*dispel magic*^M, *displacement*, *fireball* (2, DC 21), *fly*^M, *slow* (DC 21), *spiked pit*^{APG} (DC 22) 2nd—*false life*, *glitterdust* (DC 21), *resist energy*, *scorching ray* (3), *web* (DC 21) 1st—*grease* (DC 20), *magic missile*^M (5), *shield* 0 (at will)—*bleed* (DC 18), *detect magic*, *mage hand*, *message*

Opposition Schools divination, enchantment; **M** mythic spells

TACTICS

Before Combat Xanthir casts *false life*, augmented *mythic fly* (he expends 1 additional use of mythic power to augment this spell, and thus while flying gains a +4 bonus on Reflex saves and a +4 dodge bonus to his AC—these bonuses and expenditure of mythic power are included in his stats above), and *shield* before entering combat.

During Combat Xanthir is a complex character—suggested round-by-round tactics for combat are given in a sidebar on page 55. As a general rule, he saves his uses of mythic power to cast mythic spells (he can do so twice per day without expending a use of mythic power, thanks to his mythic spellpower ability), but he is also fond of expending a use of mythic power to cast his *summon monster* spells as swift actions once combat is underway.

Morale If reduced to 10 or fewer hit points, Xanthir casts *dimension door* to escape, traveling to the point where the tunnel from area **Q18a** emerges along the cliff face to the south. Once he recovers, he casts *teleport* as soon as possible to flee to the ruined city of Iz, where he keeps a hideout. He doesn't return to the Ivory Sanctum if he escapes in this manner. Xanthir has no official role to play in the forthcoming volumes of this Adventure Path; if he escapes, you can use him however you see fit—suggestions for his actions in future adventures can be found on the volumes' inside back covers.

STATISTICS

Str 8, **Dex** 20, **Con** 17, **Int** 26, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +5 (+13 grapple); **CMD** 33 (37 vs. grapple)

Feats Augment Summoning^M, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Diehard, Sacred Summons^{UM}, Scribe Scroll, Simple Weapon Proficiency, Spell Focus (conjuration), Toughness^M

Skills Craft (alchemy) +23, Diplomacy +8, Fly +33, Knowledge (arcana, planes) +23, Knowledge (dungeoneering, engineering, geography, history, local, religion) +17, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +25

Languages Abyssal, Aklo, Common, Hallit, Necril

SQ amazing initiative, arcane bond (*staff of conjuration*), blackfire taint, contingency, mythic path abilities (mythic spellcasting, mythic spellpower, reverse scrying, speedy summons), recuperation, summoner's charm (4 rounds), wealthy

Combat Gear *lesser maximize metamagic rod*, *quicken metamagic rod*, *scroll of greater dispel magic*, *scroll of limited*

wish, *staff of conjuration*, *wand of mirror image* (8 charges), unholy water (4); **Other Gear** *black robe of the archmagi*, *headband of mental prowess* +4 (Int, Wis; grants ranks in Bluff and Sense Motive), *ring of major fire resistance*, *ring of protection* +5, *rod of withering*, adamantine key worth 1,800 gp (opens the door to area **Q19**), bejeweled key worth 1,000 gp (opens the secret door into area **Q12a**), iron key (opens all doors in the Ivory Sanctum except those to areas **Q12a** and **Q19**), contingency statuette worth 3,500 gp

SPECIAL ABILITIES

Blackfire Eruption (Sp) Xanthir can sacrifice a prepared spell of 4th level or higher to create a searing ebon vortex. This effect functions as *unholy blight*, but its maximum damage is increased by 1d8 points (2d6 against good outsiders) per level of the sacrificed spell above 4th. It ignores hardness if targeted against objects. A creature slain or object destroyed by this effect crumbles to ash. This is a conjuration effect.

Blackfire Pact (Su) As a standard action, Xanthir can create a resonance between himself and a target within 30 feet. He gains a +1 profane bonus on attack rolls and caster level checks against the target, and the target takes a -1 penalty on saves against his attacks and spells (-2 against conjuration effects). This effect lasts for 4 rounds (Will DC 14 save reduces to 1 round), and the effect ends if the target moves more than 30 feet away from Xanthir.

Blackfire Taint (Su) Xanthir gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks against demons. Demons he conjures via *planar binding* or similar effects gain +4 temporary hit points, a +1 profane bonus on saving throws, and a +1 profane bonus to resist being banished—these demons are indicated in the adventure text as appropriate.

Contingency If Xanthir is reduced to 0 or fewer hit points, his *contingency* spell activates a *false life* on him.

Wealthy Xanthir has the wealth of a PC of equal level—this increases his CR by +1.

Xanthir Vang was the minion of Baphomet's daughter Hepzimirah many years ago when he was a man of flesh and bone, but after he was slain during the Third Crusade, a horrific transformation took place and he became a worm that walks. Xanthir knows that it was Deskari, not Baphomet, who allowed his return to life, and while he maintains an almost nostalgic fondness for the cult of Baphomet, he is now Deskari's minion.

Xanthir sees no impossible gulf between mortality and the divine that cannot be overcome through magical evolution, and strives to become a demigod—a deity of vermin and portals. From his perspective, there is very little “divine” in the divine. Gods are simply higher-order beings that

once evolved from lesser creatures, much as he has evolved beyond the constraints of flesh and blood. He hopes to soon ascend to even greater power, and suspects there could be a way to further enhance extant mythic abilities through *Nahyndrian crystals*—but he hasn't yet been able to secure a sample of raw crystal for experimentation.

CAMPAIGN ROLE

While the cult of Baphomet acts as the intelligence arm of the demonic conspiracy, it's Deskari who drives the apocalypse—and Xanthir Vang's primary role at the Fortress of the Ivory Labyrinth is to provide oversight. Though a Blackfire Adept, Vang holds himself aloof from direct quarrels with the Riftwardens—yet if confronted by a PC with the Riftwarden Orphan campaign trait, Vang gleefully recognizes the child of a former enemy he murdered so long ago.



WRATH OF THE RIGHTEOUS TREASURES

The following unique treasures can be found in “Demon’s Heresy.” Player-appropriate handouts for the treasures detailed here appear in the *Pathfinder Cards: Wrath of the Righteous Item Cards*.

BELL OF MERCY		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 2,000 lbs.
AURA strong abjuration		



This large bell appears to be cast from pure polished silver. It is engraved with delicate runes around the bottom lip, and measures 3 feet from lip to crown and 5 feet in circumference around the bottom. Sacred to the faith of Desna, seven such

bells are believed to have existed at one point, each housed in a separate tower throughout the Inner Sea region. While these seven bell towers were separated by great distance, they represented the Seven Towers of Desna’s palace, and pilgrimages to all seven were often undertaken by her faithful. Six towers are located in the western Mierani Forest of Varisia, the Hungry Mountains of Ustalav, the ruined city of Kokutang in the Sudden Lands, the eastern reaches of Tanglebriar in Kyonin, a hidden cove on Warlock Island in Cheliax, and somewhere in the hills south of White Canyon in Katapesh—over time, some of these locations have become quite dangerous. Each location presents its own dangers, and in some cases the bells themselves have gone missing. The seventh bell still hangs in its tower in an old fort in the eastern Stonewilds of the Worldwound.

A *Bell of Mercy*’s magic works only once per year, though it can be rung more often as a normal bell. When activated, the bell sanctifies the area around it with the effects of *hallow* with a 120-foot radius, and with the additional effects of *protection from evil* for every good-aligned creature within the area. Within a 60-foot radius, this also includes a chaotic good maximized *forbiddance* effect. Creatures whose alignments are not chaotic or not good take 36 points of damage (Will DC 19 half) upon entering this area, while creatures whose alignments are neither chaotic nor good take 72 points of damage. All evil extraplanar creature within 60 feet when the bell is rung must succeed at DC 20 Will save or be banished to their plane of origin—evil outsiders who resist this are still staggered in this area as a result of the bell’s power. Finally, the immediate structure surrounding the bell becomes infused with magic, causing doors and walls within its *forbiddance* area to be magically treated (*Pathfinder RPG Core Rulebook* 411) and repairing damage at the rate of 5 points of damage per round. These repairs cannot repair damage to a structure incurred

before the bell was rung. A *Bell of Mercy* is constantly under the effect of a *dimensional lock*, so it cannot be transported via teleportation.

DESTRUCTION

A *Bell of Mercy* may be destroyed by transporting it to the Abyss, where it must be struck by an *adamantine unholy longsword* wielded by a balor lord.

RETRIEVER DRONE		PRICE 8,000 GP
SLOT none	CL 15th	WEIGHT 5 lbs.
AURA strong conjuration		



A *retriever drone* appears as a masterfully preserved spider the size of a house cat, whose eyes have been replaced by four glittering gemstones. These devices are created by spellcasters

who wish to control their own retrievers, since the secret of creating those monsters is beyond mortal capacity to understand.

A retriever drone can be used to usurp control of a retriever that is within 30 feet. To take control of a retriever, the user of a retriever drone must have line of sight to the target and concentrate on it while holding the retriever drone in both hands. The target retriever can resist the attempt to take control by succeeding at a DC 16 Will save. If the retriever is currently on a mission to retrieve a target, it gains a +8 bonus on this save. If the retriever’s saving throw is successful, the drone thrashes and scurries, making a single +15 bite attack (1d6+4 damage) against its carrier before becoming inert for 24 hours.

If the retriever fails to resist, it falls under the control of the person who carried the drone—this control is permanent as long as the retriever drone exists and the person who activated the drone is chaotic evil. If the controller isn’t chaotic evil, control granted lasts for only 24 hours. If the retriever controlled by a drone is destroyed, the drone itself crumbles to dust.

As a full-round action while touching an active retriever drone, the user can look through the eyes of a controlled retriever and direct its actions. If the drone is destroyed while the user is linked in this manner, the user takes 1d4 points of Constitution damage (Fortitude DC 16 negates).

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Construct, Craft Wondrous Item, <i>greater planar binding</i> , <i>scrying</i>	

Wrath of the Righteous Treasures

SPHEREWALKER'S STAFF		PRICE 43,400 GP
SLOT none	CL 9th	WEIGHT 3 lbs.
AURA moderate conjuration		



This slender darkwood staff is topped either with a star-shaped crystal or a butterfly-like silver head. Sacred to the faith of Desna, a *spherewalker's staff* allows use of the following spells:

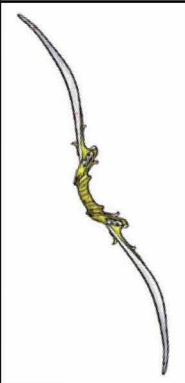
- *ant haul*^{PG} (1 charge)
- *water walk* (1 charge)
- *air walk* (2 charges)
- *dimension door* (2 charges)
- *freedom of movement* (2 charges)
- *plane shift* (3 charges)

When carried (even when stowed), a *spherewalker's staff* increases the wielder's base land speed by 10 feet.

CONSTRUCTION REQUIREMENTS	COST 21,700 GP
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Craft Staff, *air walk*, *ant haul*, *dimension door*, *freedom of movement*, *plane shift*, *water walk*, creator must worship Desna

STARBOW		PRICE 30,400 GP
SLOT none	CL 11th	WEIGHT 3 lbs.
AURA moderate evocation		



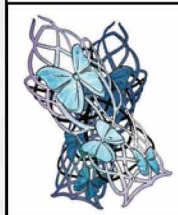
Favored by worshipers of Desna and elves alike, the silvery wooden limbs and green riser of this +3 *composite longbow* are decorated with rows of tiny stars, sparkling comets, and little moons. Arrows fired from this bow trail streams of silvery light, and resemble shooting stars as they fly. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such an arrow. An arrow shot from the *starbow* sheds light as a sunrod for

1 minute after it is shot. A *starbow* responds to the strength of its wielder, acting as a bow with a strength rating equal to its wielder's Strength bonus. The wielder can fire it with a lesser Strength bonus (and cause less damage) if desired. Three times per day as a standard action, the wielder can use a *starbow* to fire a 30-foot-long cone of arrow-shaped bolts of radiance. All creatures in the area of effect take 5d8 points of damage unless they are undead or creatures harmed by sunlight, in which case the damage increases to 10d8. This damage bypasses damage reduction and energy resistance. A successful DC 18 Reflex save halves the damage. A creature that takes damage from this attack is shrouded with a soft radiance (as *faerie fire*) for 1 minute.

CONSTRUCTION REQUIREMENTS	COST 15,400 GP
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Craft Arms and Armor, *searing light*, *warp wood*

SWALLOWTAIL BRACERS		PRICE 27,000 GP
SLOT wrist	CL 9th	WEIGHT 1 lb.
AURA moderate abjuration		



These delicate silver bracers are decorated with blue butterflies. While worn, *swallowtail bracers* grant the wearer a +1 luck bonus on all saving throws, ability checks, and skill checks. If the wearer worships Desna, the bracers grant an additional boon: Once per day,

by speaking a command word and the name and/or title of the intended recipient, the wearer may cast *dream*. Such a wearer is also immune to *nightmare*, and when the wearer is targeted by that spell, the effects reflect back upon the caster.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
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Craft Wondrous Item, *divine favor*, *dream*, creator must worship Desna

SWARMLORD'S JAR		PRICE 3,000 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate conjuration		



This small, lidded jar contains a sizable deformed insect that twitches and wriggles as if constantly undergoing a particularly painful death. A *swarmlord's jar* has a lid, but the lid is fused to the rest of the jar and cannot be opened. While a *swarmlord's jar* is carried openly in one

hand, it grants a +2 luck bonus on all saving throws attempted against the attacks of swarms, and reduces swarm damage taken by the target by 5 points. These effects do not stack if more than one jar is carried.

A *swarmlord's jar* can be thrown to shatter at any point within 30 feet. If the jar shatters in a square that isn't currently occupied by an existing swarm, it creates a locust swarm (*Pathfinder RPG Bestiary 4* 183) that follows the thrower's mental commands; these commands may be issued as a free action. If the jar shatters in a square occupied by a swarm, the swarm must succeed at a DC 15 Will save or become controlled by the thrower. Issuing mental commands to a swarm (whether it's a freshly created locust swarm or a controlled swarm) is a move action, but once the swarm has been issued orders, it continues to follow those orders until it's destroyed or the magic of the *swarmlord's jar* ends. A locust swarm created by this item lasts for 1 minute if not destroyed earlier. Likewise, control granted by the jar lasts for 1 minute. Used against a worm that walks, a *swarmlord's jar* merely deals 6d6 points of damage on a successful touch attack as it shatters (Will DC 15 half).

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item; *summon swarm*



The Green Faith

The Green Faith is a multifaceted set of beliefs centered on admiration for the natural world, teaching that all living things are connected and that natural changes in the weather, the seasons, and individuals are to be respected and celebrated rather than feared. To the followers of the Green Faith, all aspects of the natural world are sacred, even those that are confusing or dangerous. Even death is just another change that connects one generation to the survival of the next. Often dismissed as not being a “real” faith by those who follow specific deities, the Green Faith is a very old and very real religion. Nearly half of the druids of Golarion follow it in some manner.

The Green Faith

Some scholars of the divine believe that druidism is older even than the concept of worshipping a deity. In the earliest days of the world, before mortals could even envision such abstract ideas as gods or philosophies, the environment was a constant presence in every life. The heat of the sun, the chill of rain, the violence of a storm, the strength of a beast, and the beauty of a wildflower were all physical proof of the complexity and power of nature. Whether observing the procession of day to night, the birth of a child, or the destruction of a raging forest fire, mortals witnessing the miracles of the natural world deemed them proof of something greater than individual lives, and reverence for that source is the origin of the first druids, wise folk who put their faith in an unnamed power that drove all of these events.

Legends hold that the Green Faith grew out of an ancient conflict between four sects of druids that battled for control of a vast wilderness. One sect held its faith in the storms of the sky, a second in the earth that provides a home to all living things, a third in the strength and purity of wild beasts, and a fourth in the cleansing quality of fire. These sects gathered for war, intent on finishing their conflict once and for all. As the rising sun shone its rays in the war-torn vale, the druid leaders gathered their strength, but before any of them could strike, a geyser erupted from the ground. Made of equal parts bubbling water, rich soil, and snapping flames, this geyser spiraled up from the earth, and a host of multicolored birds emerged from it, flying away as the geyser sank down. The four druids realized that, although their methods differed, their beliefs all are rooted in the same concept; though they had come to do battle, they instead forged a lasting peace. From this alliance grew the Green Faith, and in the thousands of years since then it has changed little, despite mortal wars, cataclysms, and planar invasions, for the cycles of nature are a pattern more reliable than the most finely tuned clockwork device.

A Green Faith druid might focus on an individual aspect of nature—air, beast, earth, fire, or water—or embrace a combination of aspects, including all of them at once. Outsiders might call different followers “fire druids,” “beast druids,” or any number of other names in various languages, but within the Faith they’re just brothers and sisters in nature. Some druids have a sense

of superiority regarding their chosen aspect, such as an air druid scoffing at an earth druid’s powers, a bear druid dismissing the usefulness of a bird druid, or good and evil druids arguing about the best way to deal with loggers, but they understand they’re all serving and loving aspects of the greater concept of nature, and that warring against their own kind is both dangerous and ultimately counterproductive.

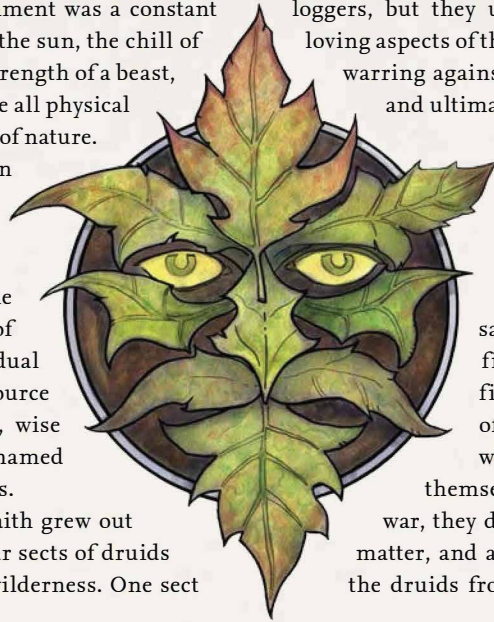
Should some external force threaten a natural place or endangered animal, druids of all colors and stripes would set aside their differences and band together to defeat that threat. This isn’t to say that Green Faith druids never fight each other, only that they never fight each other to prove which aspect of nature is superior. For instance, when druids of the Green Faith find themselves on opposite sides of a political war, they declare a truce, retreat to discuss the matter, and agree on a solution—such as a duel, the druids from one side switching to the other,

or both sides abandoning the conflict and making sure the combatants don’t cause undue harm to nature.

The Green Faith doesn’t personify nature in an anthropomorphic way. Nature’s

voice is the howl of the wind, the crackle of flame, the clattering of stones, the sound of a river, the cry of an eagle, the growl of a bear, the buzzing of a bee, and the rustling of branches. Deciding that nature is represented by a man or a woman is seen as small-minded and as overvaluing one’s role within the cycle of nature. Life exists on such a large and small scale that no one person can adequately sum up its greatness and complexity; nature has created mighty trees older than civilization and countless tiny creatures in the water and air that live and die in but a few days. A druid may be proud of her skills or arrogant about her aspect’s role in the cycles, but all druids are humbled by the immense, ageless wheel of life that consumes and renews. What lesser beings might fear, hate, or covet in this bounty, druids admire and treat with the utmost respect.

Nature doesn’t respond to mortal successes and failures as gods do, creating signs of favor or blighting a worshiper who fails at some tenet. Nature deals with some offenses harshly—such as causing a druid to lose her magic for wearing metal armor—or sometimes guides other druids in the area to take action to correct the problem. Sometimes, however, nature seems to ignore



“OUR STRENGTH IS OUR PLACE IN THE
NATURAL ORDER OF ANIMALS, PLANTS, AND
THE ELEMENTS. THEIR CYCLES ARE NOT JUST
OUR CALENDAR, BUT THAT OF ALL THE WORLD.”

—CARVED ON A MENHIR IN SARKORIS

transgressions entirely, perhaps as a test of the offending druid's viability, in the same way that an animal with a variant trait might escape predators for years and pass that trait on to its offspring.

The Green Faith is true neutral overall, though individual members may have any alignment that includes a neutral element (chaotic neutral, lawful neutral, neutral evil, or neutral good). Its core is the druidic belief in protecting nature and understanding the cycles of seasons, elements, and mortality. Its favored weapons are those used by druids. Its holy symbols are mistletoe, holly, or a green face made out of leaves. Though there are no clerics of the Green Faith, druids who choose a domain instead of an animal companion may select the Air, Animal, Earth, Fire, Plant, Water, or Weather domain. Most members are human, half-elven,

or elven, though there are fey and druids of other races within the Green Faith. Much of the Faith is centered in Andoran, Nirmathas, Taldor, and the River Kingdoms. Sarkoris (now known as the Worldwound) was the seat of much of its power, knowledge, and tradition before succumbing to demonic corruption—though there are still Green Faith holdouts fighting to preserve the sanctity of nature there.

Priests of the Green Faith are usually druids and rangers, with some oracles (notably with the flame, life, nature, stone, waves, and wind mysteries) in their ranks. A typical member of the Green Faith is a human commoner or expert, such as a farmer, woodcutter, or shepherd, living off the land and trying to find a comfort and prosperity in the natural world. Exceptional people of this religion are usually druids or rangers, though some barbarian tribes either worship nature as a whole or a subset of it (such as through various beast totems), and a few fighters, rogues, and wizards are among the faithful. People of the Green Faith are practical and cautiously hospitable toward strangers, and they conserve in the plentiful times so they don't starve in the lean times. They believe in protecting life, and will kill if necessary to allow other life to continue.

Most people of the Green Faith believe in reincarnation—that souls are immortal, and are meant to go through life's journey many times. As they believe all living things are part of nature's cycle, a creature might be reincarnated in a radically different form—a stubborn man might become an earth elemental, a fierce guard might become a lioness, a personable cat or dog might become a human, and so on. Just as the grass is eaten by a deer, and the deer is eaten by a lion, and the lion dies and is eaten by worms, a soul may be transformed many times in its journey for the reason that all things change and all things are part of the cycle. The religious elders teach that some souls may rest for a time between incarnations, perhaps to recover strength or meditate on knowledge gained in the most recent life.

Religious services stem from centuries of tradition, though some are altered to suit the focus of a particular group or the alignment of those performing the rituals. For example, some evil druids incorporate human sacrifice into their rites, though this is rare. Specific activities may include lighting incense, carving stones, pouring blessed waters, sacrificing or releasing animals, planting seeds, burning sacred herbs, chanting, and singing. Sacrificed animals or humans may have their throats cut, be drowned, or be burned in a wicker man, but usually in such a way that the creature feels little or no pain. Any music in ceremonies is played on simple instruments crafted from natural materials, like drums or panpipes.



The Faith teaches that it is necessary for creatures to come together and produce offspring, and among humanoids it is more likely that a child will survive and thrive if it has at least two parents. Some groups practice simple two-parent households bound by religious oaths; others encourage all members of a community to promise to care for a child and leave the choice of marriage and definition of a family as a personal matter between adults. Because reincarnation may mean a soul inhabits a male body in one lifetime and a female body in another, the church is welcoming of couples regardless of any gender or race, and some couples find each other again in new lives and very different bodies. Having children is a blessed event, though not a requirement, and couples may practice natural, herbal, or magical birth control. Adopting orphans is common practice, and in many cases a same-sex couple or a learned elder beyond the normal age for starting a family might raise a child to pass on the teachings of the Faith.

Members of the Green Faith recognize and accept that all things change in time—seasons change, animals and people are born and grow old, the tide gently tears at the shore, wind and sand scour away rock, and fires cleanse so that new life can flourish. They try to maintain some aspect of balance in their lives and impartiality in interactions with each other, and embrace compromise and long-term goals as ways of solving problems. Most of all, they strive to protect the natural world from exploitation and defilement by aberrations, undead, and other unnatural forces.

Though often seen as anti-civilization, followers of the old ways only come into conflict with city-folk when destruction caused by settlements outpaces how fast nature can renew itself. For example, relentless logging can damage an ecology for decades or longer, whereas carefully cutting specific trees while sparing others allows for sustainable harvesting at a slower rate but over a longer time period. A farmer who wants to claim a prairie for her crops should let some of her old fields lie fallow for a couple years so birds, mice, worms, and wild plants can live there and restore vigor to the land. Their faith teaches that culling too many wolves means too many deer, mice, and rabbits in the following years, which consume far more crops and harvests than wolves do lambs and chickens.

By looking at how all living things are connected in an environment, druids of the Green Faith hope to find ways to preserve nature's balance and still allow settlements to thrive. Likewise, they believe that civilized people are healthiest when they have access to the beauties of nature, whether in the form of a park, nature preserve, majestic mountain, crystalline cave, or breathtaking seashore, and they protect these places so future generations can appreciate nature's wonders.

Temples and shrines

Any place where the power of nature is obvious—a volcano, waterfall, or mighty oak—may be a sacred site for the Green Faith. They rarely create buildings for worship, preferring open spaces exposed to nature or rings of carved standing stones, though some orders make use of natural caves. Other sacred places and ritual sites include groves of trees harboring secluded glades, locations where ley lines cross, sacred groves, prominent rock formations, and earthen mounds (which may be natural or built to conceal secret passages). Standing stones are used to record knowledge or the position and timing of stellar conjunctions. Priests rarely use temple areas for any other purpose (such as a residence or place to keep animals), as these places are too sacred for common usage.

Any discrete, noteworthy site may be a shrine of the Green Faith, such as a tree bent into an unusual shape, an upthrust rock in a bare plain, a clean spring in a dry badlands, or a thin place between the Material Plane and the First World. Followers of the Green Faith make little distinction between shrines and temples, as the difference is largely a matter of scale; larger sites are used for grand ceremonies simply because they can hold more people, and smaller ones are ideal for private or intimate rituals.

A Priest's Role

Priests of the Green Faith are stewards of natural cycles. They study the weather and seasons, the behavior of animals, the growth of plants, and the waxing and waning of the elements. Some sects are interventionists and act to alleviate needless suffering, whether repairing an animal's broken leg or steering a rain cloud toward a village's thirsty fields. Others are more hands-off, believing strongly that some things must die for others to live, predators cull the weakest prey, and introduced species can be dangerous to a new environment or may die because of a lack of suitable resources. Such priests feel no need to cure sick animals in a wild herd or control crop blights—nature will sort out such problems.

Priests work with layfolk, teaching how to take care of plants and animals, anticipate weather, restore spent fields, use fertilizer, assist in calving, collect dry wood and spare the green, finding medicinal herbs, and other tasks relating to farming and animal husbandry. Most priests are trained in Heal, Knowledge (geography), and Knowledge (nature); Knowledge (history) and Survival are also useful skills.

A small but important task is teaching how to mark a home or village in subtle ways so traveling druids and others of the Green Faith can recognize that place is friendly to their faith, such as hanging a bundle of herbs outside the door, carving a face on a building's eastern

corner, or planting oaks or holly along the road to the settlement. A member of the Faith is expected to show a visiting priest hospitality, with at least an offering of bread and water; the druid may refuse this offer without insulting the other party (and is likely to do so if the host is poor). Priests show each other similar hospitality, exchanging bread, water, wine, or a thumb-sized cake made of nut and seed paste; it is considered slightly rude for a priest to refuse this offer.

Most importantly, priests of the Green Faith are mediators between the civilized world and natural creatures. When loggers take too much wood or cut too recklessly, priests steer them toward more suitable trees, using more drastic measures if their subtle hints, direct pleas, and final demands are ignored. When wolves begin raiding livestock, the priests move the pack away from the settlement, or teach the villagers how to build wolf-proof barns or ward off the animals without simply killing them. A priest's responsibility is to protect, not avenge, though some—especially evil ones—take offenses personally and mete out severe punishment to settlers who disrespect nature and disregard what the druids have to say.

Each morning, a priest rises at the dawn, prays, eats, checks her home or camp for unusual animal or plant activity, and prepares for the day's travels. Those associated with a community usually set aside an hour at midday (when workers are eating) to hear concerns and dispense advice. When times are tough, the priest may lend a hand with farming or ranching tasks; otherwise, she looks after the living things of her chosen territory. Even a traveling priest tries to spend an hour each day tending to the local flora and fauna, even if this is just carefully observing things along the road or forest path that could use her assistance.

Although some priests are independent, most belong to an order that focuses on a particular aspect of nature, such as air, beasts, or plants. The orders are commonly known by such names as Druids of the Leaf, Druids of the Flame, Druids of the Fang, and so on—although these orders comprise priests from various classes, not just druids. These orders informally patrol and protect natural territories, which may overlap to a small or large extent depending on the order's focus. For example, a large forest's birds might be protected by Druids of the Wing, its plants by Druids of the Leaf, and its predators by Druids of the Fang, though all three orders would come together against something that threatened the entire forest.

Within each order, priests are organized into ranks called "circles," with the first circle being the lowest rank (comprising initiates who've just finished training), and the ninth circle being the highest rank. With each successive circle, there are fewer priests. In some orders

(particularly among Druids of the Fang and Druids of the Flame), competition for promotion is very fierce—going so far as to require ritualized nonlethal combat between a lower-circle challenger and a higher-circle defender, with the winner and loser trading ranks. Such challenges are limited to one per lunar month to prevent them from becoming a distraction from other duties. The heads of each order are called Great Druids, and the head of all the Green Faith is the Archdruid; these ranks are usually held for life.

Formal dress for the clergy is a robe, vestment, cowl, and ceremonial wooden staff, all in greens and earth tones. This clothing may be plain or elaborate, and priests with advanced magical powers may incorporate living plants into their ceremonial garb. Adventuring priests wear clothing appropriate for travel, and adorn their clothing or weapons with a sprig of holly or mistletoe or wear a holy symbol as a necklace or hanging from a belt.

The following are the largest orders and their areas of interest and influence.

Druids of the Earth: These priests watch over burrowing creatures, caves, soil, worms, and herd animals.

Druids of the Fang: These priests favor the abilities of predatory beasts, such as lions, snakes, and wolves.

Druids of the Flame: These priests revere fire's destructive or renewing aspect and nurture burned areas to make sure they support new life.

Druids of the Leaf: These priests revere trees and green plants, and the bounty they provide.

Druids of the Storm: These priests focus on winds, storms, and weather, and are close allies with the Druids of the Wing.

Druids of the Wave: These priests devote themselves to rivers, seas, fish, and other swimming creatures.

Druids of the Wing: These priests watch over winged creatures, both wild and domesticated.

Smaller orders include the Druids of the Hive (focusing on bees and wasps), Scarab (crawling insects), Scale (dinosaurs, reptiles, and snakes), Spore (fungi rather than plants), and Web (spiders). These and others typically have only three or five circles rather than nine.

Holidays

The Green Faith celebrates the solstices, equinoxes, and planetary alignments. Specific orders may have additional holidays, usually the anniversary of important events in the order's history. Some orders of the Green Faith also celebrate full and new moons by performing rituals such as marriages or naming days on nights when the moon is at an auspicious point in its cycle. Some members of the Green Faith hold the moon in such a regard that they eschew the solar calendar and instead use a lunar calendar that has been passed down for generations.

Aphorisms

Followers of the Green Faith seek balance and unity with the natural world. Many of the Faith's common sayings guide followers to this ideal as they improve their own lives.

Follow the Root: It's easy to decide on a simple solution, but in most cases what appears to be a simple problem is just an obvious symptom of a larger issue. If the problem is too many rabbits in a field, you may find the problem originates not with the rabbits, but the dwindling hawk or wolf population. And that could in turn be caused by overhunting or habitats being destroyed. Only in understanding the true problem can you tackle it with lasting effect.

Let Not Nature's Miracles Become Commonplace: It's easy to let seemingly routine moments of life blind you to the wonders before your eyes. Whether the flight of a bee, the opening of a flower, or a beetle rolling a ball of dung, the power and majesty of nature is a constant presence. Set aside a moment each day to appreciate nature's majesty.

Understand the Cycle: The Green Faith emphasizes the role of history and repetition, with records of natural cycles of time, weather, and food supplies dating back centuries. They've seen countless humanoid civilizations rise and fall for the same petty reasons, and are ever watchful for the old signs of corruption and greed to reappear.

Holy Text

The Green Faith doesn't use books made from paper, preferring instead to carve its wisdom on stone tablets, menhirs, and monoliths. The structure of the writing is convoluted and usually requires traveling to different stones in order to gain a full understanding of the inscribed message. This keeps the information preserved in a durable format and helps prevent outsiders from deciphering the full intent of their knowledge. Because of the scattered nature of this writing, the Faith has a strong oral tradition, and students must develop the ability to memorize and retain large amounts of information and piece it together later, putting it in the right order to make sense. Some initiates carry notes on parchment or clay tablets, using a personal shorthand or mnemonic devices to help remember the location of important stones. Elders may compile their thoughts on different elements of the Faith's teachings, but these are memorized and repeated as speeches or songs rather than written appendices on holy doctrine.

Relations With Other Religions

The Green Faith finds allies among the faithful of Erastil, Gozreh, the Eldest, and other religions that are supportive of protecting the natural world and embracing its fury and bounty (such as the followers of

Customized Summon List

Priests of the Green Faith who belong to specific orders may use *summon nature's ally* spells to summon the following creatures in addition to the normal creatures listed in the spells.

Spell	CR	Order
<i>Summon Monster II</i>		
Axe beak ¹	CR 2	Wing
Dire badger ²	CR 2	Earth
Giant porcupine ¹	CR 2	Earth
<i>Summon Monster IV</i>		
Giant chameleon lizard ¹	CR 3	Fang
Giant skunk ¹	CR 3	Earth
Seaweed leshy ¹	CR 3	Leaf, Wave
Giant vulture ¹	CR 4	Wing
<i>Summon Monster V</i>		
Emperor cobra ²	CR 5	Fang
Giant owl ¹	CR 5	Wing
Giant gar ²	CR 6	Wave
<i>Summon Monster VI</i>		
Shambling mound	CR 6	Leaf
<i>Summon Monster VII</i>		
Giant snapping turtle ²	CR 9	Wave
Giant anaconda ²	CR 10	Fang
Giant flytrap	CR 10	Leaf

¹ See *Pathfinder RPG Bestiary 3*.

² See *Pathfinder RPG Bestiary 2*.

The GM may allow a priest who doesn't belong to a particular order to select one of the following creatures from another order's list and add that creature to her summon list at the appropriate spell level. Other obscure orders may add other nonstandard creatures to the *summon nature's ally* list—such as a Druid of the Spore being able to summon fungal creatures—limited to two or three specific kinds of creatures.

Bestiary 2 also introduces new elementals; some orders of the Green Faith can summon them using the same spell levels as they would to summon standard elementals (air, earth, fire, or water). These orders are Earth (magma and mud elementals), Flame (magma elementals), Storm (ice and lightning elementals), and Wave (ice and mud elementals).

some empyreal lords). Those following the Green Faith oppose destructive religions and those that corrupt or shackle nature, such as demon lords, Lamashtu, Rovagug, Urgathoa, and some parts of the church of Nethys. As there isn't a specific deity at the head of the Green Faith, it has few direct enemies—but that doesn't stop individuals in the Faith from having personal enemies from other religions.



Ecology of The Worm That Walks

Heed these instructions closely, my followers, for herein lies my greatest desire in life—and in death. When I live no more, bury my flesh in the graveyard next to the crypt. Bury me shallow, and scatter on my grave the contents of the atelier's jars: four neothelid tongues, eight seucathi eyes, and a quart of dretch's bile. Do not bother with fell enchantments; these, I assure you, are already complete. Simply leave my body with its accoutrements, and then, above all, cover my grave in worms. Take these creatures' measures well, my pets, for you shall see them—and me—again. It will all be clear soon.

—From the will of Vladdon Bavonoda, mad wizard of Ustalav

Not all that dies remains dead. While most evil magic-users who meet their end find their bodies slowly returning to the clay and their souls judged by Pharasma, there are those so powerful and evil that the River of Souls itself seems to throw them back. These reprehensible beings poison the surrounding soil with their malevolent will, and when the worms and other vermin come to dine on the caster's corpse, its taint seeps into them, turning what was a collection of worms into a horrible rebirth of the dead caster: a worm that walks.

Though most inhabitants of Golarion believe them no more than myths and campfire stories, worms that walk are all too real, stalking the crypts and graveyards all over the world. Yet despite their horrific aspects, worms that walk are not undead, nor are they simply resurrected versions of the evil casters they once were. Instead, they are new life forms unto themselves, ones that straddle the lines between life and death, icy resolve and mindless hunger.

Worms that walk move, act, and even speak like the humanoids they were in their previous lives. They wear the same clothing, carry the same memories, and retain their spellcasting abilities. Their bodies, however, have melted into graveyard decay. In place of the spellcasters' flesh writhe hundreds of thousands of disgusting, slimy worms—or, on rare occasions, other minute vermin. Despite efforts to hide their true nature, worms that walk always give off a distinct grave-rot odor, enough to turn the stomachs of even seasoned adventurers. For most worms that walk, however, immortality is more than worth the price of becoming such an abomination.

Most worms that walk arise spontaneously from casters and circumstances that happen to meet the proper criteria. Unlike lichens, whose successful quests for immortality are often spoken of among evil spellcasters of sufficient skill, worms that walk are rarely idolized, and thus the precise conditions of their generation remain poorly understood. Still, a few casters do aspire to this particular form of immortality, undertaking the great sacrifices and planning necessary to ensure their success. Regardless of whether a caster intends to be reborn as a worm that walks, however, there's no question that for those who rise again, their new form offers an existence of considerable power and intimidation.

Becoming A Worm That Walks

The birth of a worm that walks always requires two distinct elements. The first is a recently deceased spellcaster of great power—one with a strong personality, an unrepentant evil nature, and reluctance to pass on into the next world. The other element is the burial site: a graveyard or other ground that has through mishap

or deliberate manipulation been infused with high levels of eldritch magic. (For those rare individuals intentionally fostering the process, a spell like *unhallow* or *desecrate* tends to suffice.) When the dead spellcaster is interred in the tainted ground, her soul is prevented from departing entirely for the River of Souls, and is instead drawn back, consumed, and redistributed among the very worms that feed upon her rotting flesh. These vermin bearing shards of her soul then swarm together, amassing into a single-minded entity that springs to sentience, complete with the “deceased” caster's memories and full magical capabilities, as if she never died in the first place.

In addition to all the knowledge and magical abilities it retained in its previous life, a worm that walks gains the senses, traits, and ability to disincorporate of the swarm of creatures that has consumed its body. Although the most common worms that walk are made of their namesakes, other creatures across Golarion have gained similar powers with different vermin. Mwangi tradition, for example, speaks of evil spellcasters who instruct their followers to suspend their lifeless bodies from trees over swamps or stagnant rivers. Their minions then enact dark magic that calls killer wasps, bees, locusts, mosquitos, or fire ants into the flesh of the dead one, reanimating it into a horrific, sibilant variant of the worm that walks. Some scholars believe that the King of Biting Ants, a powerful Mwangi sorcerer who was defeated by the legendary Ten Magic Warriors, might have in fact been a unique worm that walks (though others note that his involvement with the Doorway to the Red Star could hint at a much more complicated explanation). Similar traditions involving fetal bats, hordes of rats, and even newly hatched snakes circulate as rumors throughout communities in Ustalav, Varisia, and the Shackles.

Though rarely sought, existence as a worm that walks is a gift that, once gained, is seldom refused—suicide among worms that walk is extremely rare, and most worms that walk quickly come to embrace their new abilities and the new lease on life granted to them. If anything, the creatures who become worms that walk often grow even more egotistical and vicious than those who planned their transformations, believing their new existence to be a sign that their self-aggrandizement is justified, and that they've been chosen by dark forces for further greatness.

Ecology

Worms that walk do not age, and in fact each worm that walks is no longer a single creature; rather, it's a distributed entity, with each worm serving as a vital part of the whole. When an individual worm dies, the eggs it has laid hatch and take its place; in this way, a worm

that walks possesses a fully functioning, self-sustaining body. While this may strike many as grotesque, scholars who study various creatures likely this effect to other regenerative races, such as trolls—what a worm that walks regenerate isn't chunks of flesh, but discrete entities. A worm that walks' advanced control of its base units means that the creature can manipulate its body in a wide variety of ways, slamming enemies one minute, then collapse into a pile of writhing vermin the next, or effortlessly grappling a foe with its countless wriggling worms. Although a worm that walks is of a single mind, unless most of the worms that make up its body are killed, the worm that walks continues to live—usually to the horror and frustration of those who hunt such abominations.

As a living creature, a worm that walks must feed. To do so, it collapses into a squirming pile in order to ingest the flesh of its kills. It's exclusively carnivorous, and prefers the flesh of sentient beings, particularly humanoids. Some worms that walk find their own constant hunger and process of feeding disgusting, and instead find magical means of sustaining themselves; but for most, this initial revulsion passes quickly. Most, accepting that their existence has changed permanently, relish the bestial nature of their hunger and actively look for humanoids to nourish their bizarre physiques.

Although some worms that walk cling to their magic-using abilities and refuse to view themselves as abominations, living as a worm that walks requires certain sacrifices. For instance, their natural tendency is to become nocturnal. Worms that walk also, despite their more refined leanings, find ecstasy in nighttime rainfalls, especially those warm showers in spring and summer months. In these instances, it's most common to find a worm that walks outside a cemetery as an evening rain falls. On rare occasions during these events, worms that walk join together to feed and commune with each other, collapsing and merging their wriggling forms together in an undulating ritual where they share memories and thoughts. These disturbing gatherings are few and far between, however, as worms that walk don't commonly form near one another and typically keep their distance from others of their kind.

Society

Although worms that walk retain the identities they had in their previous lives—and therefore don't have a society in common—they do have a few social qualities that set

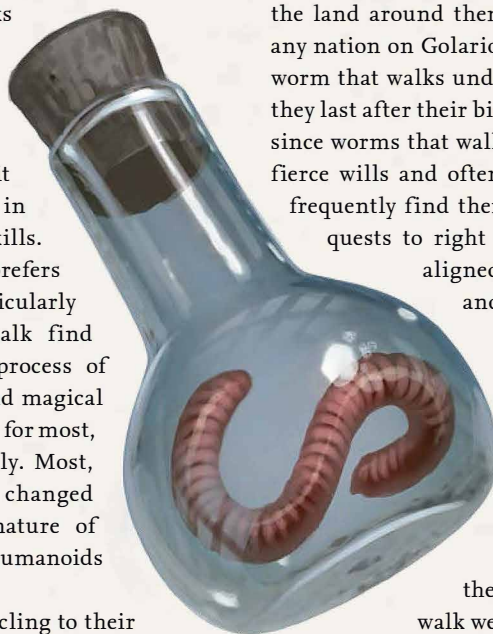
them apart. In particular, they are often found in places where evil has an easier time gaining power or going unnoticed. Some of Golarion's nations and regions, such as Ustalav, Nidal, the Worldwound, the Mana Wastes, the Darklands, Geb, and Nex, are prime candidates to spawn these creatures, yet the most important factor in determining whether an area proves a proper birthplace for worms that walk is whether it is infused with powerful magic. For instance, Ustalav's reputation for spawning worms that walk likely has less to do with that nation's particular character and more to do with the presence of locations like Gallowspire and Renchurch, which steep the land around them in dark magic. As such, almost any nation on Golarion could theoretically give rise to a worm that walks under the right conditions. (How long they last after their birth is, of course, a different story—since worms that walk always form from evil souls with fierce wills and often-grandiose plans, these creatures frequently find themselves at the end of adventurer's quests to right wrongs, and thus those in good-aligned nations generally keep themselves and their lairs hidden away.)

Many worms that walk cannot fathom society with others of their kind. In fact, many of the far-flung creatures harbor egotistical beliefs that they're the only beings magically potent enough to have achieved their unique forms of existence—even if their transformations into worms that walk were accidental.

Because they are essentially augmented humanoid spellcasters, many worms that walk are drawn to associate with the same sort of creatures in their second life as they did in their first. They are solitary creatures, and most of their social interaction is with the minions who aid in protecting their lairs. Some of these minions are humanoids, or even former apprentices. As the abominations age and their mortal minions begin to die off, they replace their underlings with more powerful creatures. Many worms that walk end up leading cults of twisted devotees.

Lairs

When they arise as worms that walk, many spellcasters wish to continue building where they left off, and those in appropriately evil or isolated regions may continue their studies relatively unchanged by their newfound immortality. Their apprentices range from minions they create, such as homunculi, to evil beings they manipulate or with whom they join forces, such as bugbears, boggards, or orcs. To other worms that walk, the willfulness of the



living is unacceptable, and the best minions are those who possess the glassy stare of undeath. These may stock their lairs with skeletons, ghouls, or mummies, or even ally with vampires (but rarely ally with liches).

Worms that walk build their lairs in a variety of places. Some lair in the places where they previously lived, repurposing the site with better defenses and perhaps forcing former associates and family members into twisted mockeries of their previous lives. Others, especially those greeted with strong opposition when they attempt to return home, instead find new places to settle—such as in underground locations far from the prying view of most humanoids. Some that emerge from the Worldwound call upon demonic powers and surround themselves with half-fiends and lesser demons. They fancy themselves potential rulers, and construct their lairs to accommodate their fiendish minions. Often, these worms that walk simply wish to feed on or study the pulsing power of the Abyss near the Worldwound. Cultists of Deskari particularly fall into this category, and some travelers to the Worldwound have reported worms that walk formed from hundreds of thousands of buzzing locusts.

Worms that walk who build their lairs below ground are frequently spellcasters who were obsessed with the Darklands in their previous lives. They might have spent that earlier time studying the world below the surface of Golarion that teems with horrid life. Not long after these spellcasters arise as worms that walk, they seep down into the Darklands in search of a corner of the lightless realm to make their own, and often ally with one or more of the civilizations below, such as the duergar or drow. Some of these worms that walk consider themselves militant protectors and like-minded allies of the neothelids. Instead of leading a reclusive life in the study of eldritch power, they lead armies of horrid, tentacled seugathi.

No matter where they are located, the lairs of worms that walk have one thing in common. Unable to escape their affinity for the earthen, or for the elements that bore whatever other vermin they are made from, worms that walk typically convert their lairs into shrines to the very writhing, slimy creatures that form their bodies. This fixation with worms makes for eerie homes, with mounds of earth replacing stone or rock walls, particularly in lairs refitted for the creatures' current forms. A lair created new by a worm that walks is normally even more linked to the earth, with hillocks, hollowed-out trees, or rotted-out mausoleums serving as places of worship, eldritch study, or diabolical learning. It might not always be clear where a worm that walks lurks, but the environments that typically harbor them tend to be the same: dark, moist, and full of crawling and wriggling creatures.

Worms That walk In Popular Culture

Best known by many as a denizen of roleplaying games, the worm that walks has been used in literature and film for years to horrify and repulse audiences. According to some interpretations, the origin of worms that walk can be traced back to a 1925 H. P. Lovecraft short story entitled "The Festival." Others reference descriptions of creatures in "The Dunwich Horror" as inspirations for these wriggling monstrosities. Regardless of the exact inspiration, the creatures appeared in the Call of Cthulhu RPG and have since crawled their way into other games.

The worm that walks and its concept have been used in popular culture whenever a revolting, unexplained, and resurrected enemy is required. Creatures similar in form and function to worms that walk have appeared in the television show *Buffy the Vampire Slayer* and in John Carpenter's film *Prince of Darkness*. Even the animated movie *The Nightmare Before Christmas* features a character named Oogie Boogie who is a mass of insects—and even a snake—contained within a sackcloth form.

In "The Festival," an unnamed narrator visits a New England town that seems centuries out of date. There, he learns the people have commanded their descendants—including the narrator himself—to maintain an ancient ritual once every hundred years. Taking part in the ritual, the narrator witnesses horrific things and flees, waking later in a hospital where he recalls a selection from the *Necronomicon* that states: "For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fests and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."

Worms That walk On Golarion

Though they're rare, more than a few worms that walk have been recorded over the world's long history, from nations far and wide. Below are just a few examples of these foul abominations who currently stain the face of Golarion with their dark magics.

The Lurker of the Woods (CE female worm that walks sorcerer [abyssal bloodline] 11): Roaming the borders of the Shudderwood, located just south of Ustalav, is a heinous example of spellcasting gone awry. Once a proud member of a Sarkorian tribe, this sorceress—whose real name is now lost to time—emerged as a worm that walks after years of dabbling in fiendish magic. Devoid

of her original humanity and reveling in her newfound form, this cave-loving worm that walks now calls Abyssal creatures to her lair and binds them for study and cruel experimentation, hoping to derive greater power by siphoning their otherworldly magic.

Malkay Enrili (LE male worm that walks conjurer 15): Thousands of years ago, Malkay Enrili was a powerful Thassilonian wizard who traveled far and wide in his search for new sources of arcane knowledge and power. Unsurprisingly, his searches led him to the city of Xin—yet this proved to be his undoing, as Malkay found himself among the countless others who lost their lives as the great city sank down into the sea. Unlike those others, however, Malkay was a conjurer of such great power that his violent passing in that magic-drenched place resulted in an unexpected rebirth as a writhing abomination. Effectively immortal, Malkay still walks the silent streets and halls of sunken Xin to this day, summoning allies from across the planes to educate him on the state of Golarion and the worlds beyond, as well as helping him increase his mastery over the arcane. Not all of his “companions” are satisfied with this arrangement, however—his most recent assistants, a group of four piscodaemons (*Pathfinder RPG Bestiary* 2 72), were promised mortals to torture and souls to savor, but now they have grown bored, hungry, and agitated within the drowned city.

Rhenmari Thot (LE male worm that walks transmuter 14): Deep underneath Osirion, in the depths of Sekamina, lies the lair of this evil creature—an evil wizard who was obsessed with the strange magic used by some of the ghouls of Nemret Noktoria. Once he arrived, the scholarly ghouls were impressed with Thot’s single-minded devotion to his magical pursuits, and they welcomed him as a sage and formidable ally of their city. Unlike some spontaneous worms that walk, Thot spent his life learning strange rites and gathering forbidden information. He plotted his death thoroughly, hoping to emerge as a worm that walks—and his plans succeeded. His lab in the city of the ghouls is constantly abuzz with various arcane experiments, including an elixir that can recreate his condition in others while they still live.

Urca Namat (NE male worm that walks conjurer 13): Within the deadened lands of Ustalav lies the ruined monastery of Renchurch, a spiritual center of the Whispering Way. Within this place of unrest lurks Urca Namat, residing in a 2-foot-deep pool writhing with millions of maggots. While mostly left to his own devices, he guards the inner sanctum and attacks with impunity any who disturb his meditative slumber.

The Wriggling Man (NE male worm that walks transmuter 17): The personal advisor of the nymph queen Nyrrissa, this hideous creature remembers only that

he was a powerful human wizard whose final mission ended with his death in the First World. It was here that he spontaneously reanimated—to his delight—as a powerful arcanist who helps the nymph queen with her plans to one day rule the River Kingdoms’ Stolen Lands. Despite tales that heroes may have slain him, rumors of the Wriggling Man’s existence within the flickering First World persist, leading some to seek out this caster for his profane secrets.

Variants

Because of the odd and usually accidental circumstances through which worms that walk are born, the process of such birth is far from standardized. Thus, the worms themselves can take more shapes than simply the most common one. For purposes of clarity, all of the variants presented below are referred to as worms that walk, even if their main components are not actually worms. These variants are created using the same statistics presented in *Pathfinder RPG Bestiary* 2, and usually the only changes are cosmetic in nature (though see locust variant, below).

Army Ants: Common in Garund’s deserts and lush, tropical jungles, army ants swarm over the land like a living carpet, devouring everything they come across. A worm that walks composed of army ants likewise consumes everything in its path—including the body of the spellcaster it once was. Disturbingly, these worms that walk spend little of their time in humanoid-shaped form, preferring to crawl as a biting swarm of legs and pincers. This form of worms that walk is mostly likely to be encountered in underground-dwelling; these horrific creatures are said to include one who calls the dangerous sands of Thuvia home.

Cockroaches: Cockroaches can be found in great numbers anywhere civilization stains the landscape with its refuse. Worms that walk composed of cockroaches are more likely to be found in urban areas, especially in large cities where they can go unnoticed by most, usually arising when both corpses and magical effluent are deposited in sewers and garbage dumps. A worm that walks composed of cockroaches is a creature of stealth and guile. Frequently keeping to the shadows and sewers of the city, these worms that walk broker information and engage in blackmail, augmenting their unnatural talents with strong illusion and enchantment magic. Some say that a powerful enchantress worm that walks made of cockroaches runs a guild of thieves in Absalom, but no reliable sources can say they’ve met her.

Locusts: Found in any area that sports—or once sported—verdant plant life, this worm that walks variant has plague-like nuances and can be particularly hard to kill. Made up of ravenous locusts, these worms that walk make meals of any creatures weaker than they, and are

Ecology of the worm that walks

particularly attuned to their animalistic instincts. One of these particularly appalling worms that walk is said to threaten the agriculture-rich lands of Geb, and due to the influence of Deskari in the Worldwound, a few of these creatures have been spotted in the ruins of Sarkoris.

Wasps: Typically found in warm, moist regions, these worms that walk are made from hundreds of thousands of buzzing, swarming wasps. Aggressive and cruel, these worms that walk favor poison and other debilitating substances, and commonly focus their arcane knowledge on creating potent toxins. Rumor has it that one of these horrific creatures rules over a tribe of hunters along one of the winding tributaries threading throughout the Mwangi Expanse.

Locust Variant

Hordes of swarming locusts coalesce to make up the form of a humanoid woman carrying a scythe, a demonic symbol emblazoned on her chest.

THE PLAGUED ONE

CR 8

XP 4,800

Female human worm that walks cleric of Deskari 7
CE Medium vermin (augmented human)

Init +2; **Senses** blindsight 30 ft., darkvision 60 ft.;
Perception +15

DEFENSE

AC 19, touch 19, flat-footed 16 (+1 deflection, +2 Dex, +1
dodge, +5 insight)

hp 77 (7d8+42); fast healing 8

Fort +9, **Ref** +4, **Will** +10

Defensive Abilities worm that walks traits; **DR** 15/—;
Immune disease, paralysis, poison, sleep

OFFENSE

Speed 30 ft.

Melee mwk scythe +8 (2d4+1/x4) or
slam +6 (1d4+1 plus grab)

Special Attacks disincorporate, channel negative energy
6/day (DC 16, 4d6), destructive smite (+3, 8/day),
squirming embrace, tenacious

Domain Spell-Like Abilities (CL 7th; concentration +12)
8/day—touch of evil (3 rounds)

Cleric Spells Prepared (CL 7th; concentration +12)

4th—*air walk*, *divine power*, *unholy blight*^o (DC 19)

3rd—*contagion* (DC 18), *dispel magic*, *magic circle against*
good^o, *protection from energy*

2nd—*cure moderate wounds*, *darkness*, *hold person* (DC 17),
shatter^o, *spiritual weapon*

1st—*command* (DC 16), *cure light wounds*, *doom* (DC 16),
obscuring mist, *protection from good*, *shield of faith*,
true strike^o

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D domain spell; **Domains** Destruction, Evil

STATISTICS

Str 13, **Dex** 14, **Con** 18, **Int** 8, **Wis** 20, **Cha** 12

Base Atk +5; **CMB** +6 (+14 grapple); **CMD** 29 (33 vs. grapple)

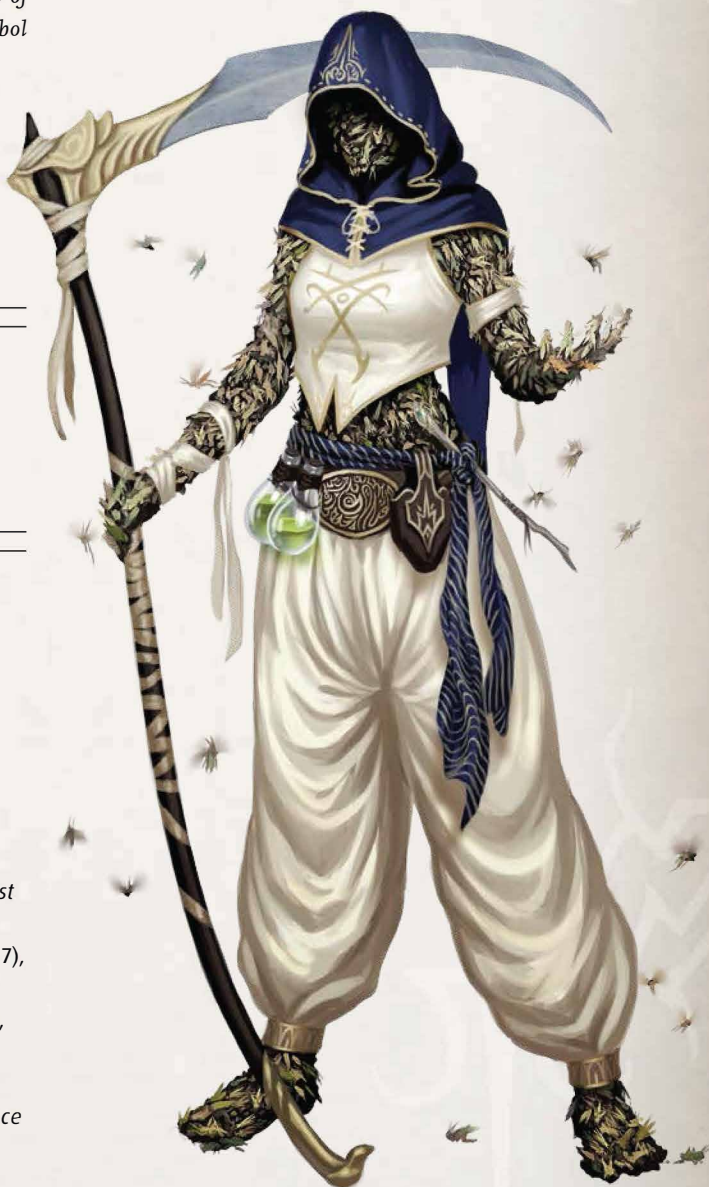
Feats Diehard^o, Dodge, Extra Channel, Improved Channel,
Toughness, Weapon Focus (scythe)

Skills Knowledge (planes) +6, Knowledge (religion) +5,
Perception +15, Sense Motive +13, Spellcraft +7, Stealth +10;

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

Languages Common

Gear mwk scythe, headband of inspired wisdom +2, ring of
protection +1





The Site

PATHFINDER'S JOURNAL: SWEET ICHOR 3 OF 6

Letter received by Venture-Captain Zhanneal of Razmiran,
12 Gozran

The woods of the southern Worldwound keened and sibilated. Bloating insects hung from corpse-white trees, drinking their putrid sap. The air smelled coppery and burned in the back of my throat. Splotches broke out on my arms. The sky turned red or purple by day, black or dimly green by night. One morning I woke with my bedroll filled with maggots.

Calliard wore his reluctance like a cloak. Me he scarcely acknowledged. But his old friends, Gad and Vitta, he would not abandon. Whenever we turned south, the demons hunting for him intercepted us, driving us further into the demonlands. Mostly we encountered

demonic foot soldiers: crawling, hopping, flying, no two of them seeming to display the same anatomy. We clashed with enormous insects with humanoid features, fiery goat-headed demons, armored leeches, scorpionlike monstrosities with screaming human faces looking out from between their claws, shambling corpses with enormous worms protruding from their necks. Disparate in form, yet interchangeable in purpose—the drooling, snarling flotsam of the Abyss. And as we fought, Calliard named them: verMLEKS and brimoraks, kithangians and derakni. Ugly words for ugly things.

They charged at him with special hate, as if sensing his predation upon their kind. I would tell you that we fought not to slay them, but to evade, except that on occasion Calliard did finish off a straggler, then drag its corpse

off into the greasy underbrush. Gad and Vitta turned away; under no such compunction, I watched as Calliard drained them of blood, drank his fill, and stored the rest in wineskins.

Though I have heard it described as an intoxicant, the demonblood exerted only a weak effect on Calliard. His attitude became frenetic after a swig, slowly tapering into a dulled lassitude, at which point he would partake again, renewing the cycle. From this I concluded that whatever it might have done for him at first, the drug now gave him at best fleeting pleasure, and was needed simply to maintain his state of being. Most of those unfortunate enough to succumb to the demonblood's lure needed the substance prepared via precise alchemical methods before it became a true narcotic—while Calliard seemed to have entered a new phase of addiction in which he could consume the stuff raw, perhaps the blood still wasn't as potent for him in its unaltered state.

None of us slept soundly in the Worldwound, Calliard least of all. He showed keen alertness to the different degrees of demonic presence all around us, able to discern the merely horrifying groan of a carnivorous briar from the signs of a demonic ambush. Yet in all other matters he remained steadfastly distraught, ignoring most of all Vitta's efforts to draw him into talk of old days and better times. My hopes that I might overhear clues to the whereabouts of the magical sextant Gad stole from you did not avail.

We acted on unspoken agreement. Perhaps because it offered hope, they set aside their skepticism, accepting my story of Ylyda Ssyn and her fortress impervious to demons. We took a zigzagging route through smoking hills and cancerous fens—Calliard leading us away from trouble, I by increments pulling us toward the fortress.

After several days of travel, we came upon a trio of demons feasting on a prone, screaming victim. Calliard planted a dart in the third eye of a fanged and fetal demon, Vitta bludgeoned a fluttering mass of tumorous growths, and I struck off the head of one of the flaming goat things. When we dragged the corpses away for Calliard's use, I at first took their victim for another demon—a succubus, perhaps. Beneath the filth and blood that drenched her, a damaged beauty could still be discerned. Jet-black hair clung to an elegantly sculpted face; her ice-blue eyes communicated a wordless terror. Yet from the neck down her humanity ceased. Pulsing suckers covered her exposed torso, which had twisted into a barrel shape interrupted by hairy ridges. Her thighs hewed to a roughly humanoid configuration, but from the knees down her legs resembled those of a boar or goat. I was ready to strike her head off when Gad stayed my hand.

He knelt over her, cleaning her face with a cloth, and offering her water. This she finally accepted, though she would not take any food. For near to half an hour she could

form nothing but whimpers. With confident words Gad calmed her. Only once did he misjudge her, saying:

"We'll get you out of here, I promise."

At this his work was undone, and the woman writhed and grabbed for his knife. "No, no, don't don't don't," she repeated.

At length he restored her shattered calm and got her to speak her name: Uldii.

"Uldii," he said, "I hate to admit it, but we're in a bit of a fix ourselves. You could help by telling us what happened to you. If you can manage it."

The suckers on her torso stilled as she visibly fought for composure. "Punished... punished."

"By demons?"

She shook her head furiously.

"Here in the Worldwound?"

She nodded, gasping.

"Who else but demons would do ill to you here?"

"Yuh yuh yuh..."

Gad petted her forehead. "Take your time, Uldii. Take your time."

(From here I will render Uldii's halting speech without her many moans and stutterings.)

"A crusader. I came here to work for her, as a guard, but she accused me of sin, and did this to me."

"This crusader wouldn't be Ylyda Ssyn?"

"That is her name."

"For what crime were you punished?"

"All who serve her must vow celibacy, so that demons cannot exploit our carnal urges to pierce the bubble of her fortress. It..."

"It's warded against demons, even here in the Worldwound. We've heard of it."

"I made no such promise, nor knew of the requirement when I signed on back in Nerosyan. Once here, she surprised us by forcing the vow on us. I agreed, but then..."

"You had feelings for someone," Gad suggested.

"Yes."

"And she found out."

Uldii threw her head back and closed her fists tight. "It was a moment's lapse, Endran and me. We begged for understanding, but she would not yield. She's hungry for more subjects."

"Subjects?"

"For this." She gestured to her ruined body. "Her experiments."

"What she has done to you—what purpose can it serve?"

Yellow tears pooled in her eyes and slid down her cheeks. "She says she will understand the secrets of demons."

"By infecting people with demonic traits? Why?"

"Something about bodily humors. It was all madness to me."

"You made the mistake of saying so?" Gad asked.

"I got away, but Endran did not."

Gad caressed her brow.

"If you go there," she said, "do not waste time with her delusions. Help the others leave. Away from this place, their senses might return."

He asked her more of Ylyda Svyn's intentions, but she knew little more, and soon lapsed into unconsciousness. With Calliard off in the bush drinking demonblood, the three of us conferred.

"We should get her out of here," Gad said.

Although this would be contrary to our aims, Zhanneal, I did not wish to say it and lose whatever tenuous esteem Gad had acquired for me. Fortunately, Vitta took our part, though of course unknowingly:

"She won't make it half a mile. She can't even walk."

"We can't leave her here to die."

"Then we can stand vigil with her, while she does."

Uldii cried out in pain; Gad's head snapped toward her. "Isn't there something we can do for her?"

"A healing draught would only prolong her agony," said Vitta.

Gad turned on me. "I thought you said this Ylyda Svyn was a crusader."

"So I understood. I had no idea she'd lost her bearings."

"She came here, didn't she?" Vitta adjusted her wire-lattice hairpiece, frowning as it refused to stay in place. "Are you complaining, Gad? Don't you prefer to gaffle the loathsome?"

"There is that." Gad bit down on his lower lip in concentration. "But I hate to work a crazy mark."

"Why?" I dared ask.

"Any good gaffle exploits its target's self-interest. Which the unhinged tend to lose track of."

Calliard knelt over Uldii, listening to her speak. Gad spotted it and bolted in their direction. By the time he reached them, Calliard was rising, and the woman lay dead at his feet, her neck askew. Gad grabbed Calliard by the tunic, sending both men toppling over into a patch of rotting vegetation. Vitta pulled Gad off; I did the same with Calliard, surprised by the power of his slender limbs.

"It was her request," Calliard said. Once away from Gad he ceased to struggle, so I let him go.

Gad brushed slimy leaves from his leggings. "That didn't mean you had to do it."

Calliard stood. "Maybe someday I'll ask you to do the same for me."

"Not a helpful statement, Cal."

Vitta patted his sleeve. "It was a mercy, Gad."

"That's not for us to say," Gad replied, heading off in a random direction. I pointed him to the likeliest path. The fortress had to be close at hand. From the look of her legs, Uldii would not have gotten far before the demons downed her.

For a time, the silence between us pressed on us more heavily than did the Worldwound's pervasive wrongness. Careful not to expose ourselves, we skirted a clearing. We heard the bellows of a pained beast, and saw a milk-white, two headed snake, easily six feet in diameter and perhaps forty feet long, fight itself to the death. This animal should not exist, but here the illogical principles of the Abyss pertained, in defiance of earthly law. With one of its heads, the creature ripped out the throat of the other, then shuddered in shock as blood rushed from the wound. Its death shrieks pierced our ears, deafening us to the sounds of an approaching patrol.

When we turned around, they had encircled us: a dozen men and women, heavily armored and better armed, shields and tunics bearing the heraldry of a crusader order. A bear and stag supported an escutcheon featuring a lantern, from which beams of white light coursed. Each held a readied crossbow. As the biggest man among our party, I had the usual pleasure of being

"Sometimes death is the greater mercy."



targeted by more than my share of them. I held my hands up, and the others followed suit—Vitta first, Calliard a moment later, and then Gad.

A slim warrior, who unlike the others wore a flowing green plume on his helmet and held no weapon, raised his visor, revealing a long-bridged nose and widely separated, arched brows. "Identify yourselves," he called, as if making an effort to deepen a naturally nasal voice.

"We could ask the same of you," said Gad, "unless the Order of the Solar Lantern now grants fiefs in the Worldwound, and we trespass on your lord's domain."

"That you have heard of our order gives us no particular assurance," said the knight.

"I am Gad of Mendev. My comrades Calliard and Vitta, and our business associate Ba-El Racid, who comes to us from far-off Garund."

"You may address me as Sir Byre," said the knight, "and indeed these lands are under our protection. None of you bear crusader arms."

"We do not," said Gad.

"Then I cannot but wonder what honest business brings you to this pit of demonkind."

"We came here fleeing demons."

"Then you fled to the wrong place."

"We reached the same conclusion. One might suspect that the demons who drove us here bore us ill will."

"What sort of demons?"

"They're all the same to me," said Gad. "Calliard?"

The poet's lips twitched in annoyance. "Quite the variety. Most recently, we came upon a brimorak and a gibrileth, and some sort of fetal thing I'm not sure has a name."

The knight eyed Calliard suspiciously. "An expert on demons, are we?"

"He is a close student of their ways," said Gad.

Calliard stifled a wince.

Byre removed his helmet, revealing a shaven skull of slightly narrow proportions. "You were driven here, you say?"

"They're massing on the border," Gad replied. "We keep trying to find a way back that isn't clogged with the things, so far to no avail. If you don't want us here, that's a sentiment we echo."

"You be quiet," Byre said, turning to address Calliard. "Your expertise in demonology. The smart-mouth hints at something unsavory about it."

"No need for rudeness," Gad muttered.

"All we want is to leave," said Calliard. "We harbor neither intention nor capacity to interfere with your affairs."

I could barely contain my bafflement. Our perfect chance to seek entry to Ylyda Sryn's sanctum, and they were resisting it!

Byre placed himself nose to nose with Calliard. "You left my question unanswered."

"My friend suffers from undue modesty," said Gad. "Demons dislike him because he hunts them too effectively. A personal grudge, you might call it. Makes him a dangerous man to rub elbows with."

"Your crusade is not ours, knight," said Calliard. "Let us be."

"You're coming with us." Sir Byre replaced his helmet and dropped his visor. His people arrayed themselves behind us, crossbows at our backs.

"This is a mistake," Calliard said.

The crusader's voice echoed inside his helmet. "My lady will want to speak with you. If you are the demon hunter you claim—"

"I make no claims whatsoever—"

"And with a demon army forming on the border, we may require your services. Whether you lend them voluntarily or not."

As they marched us through across a smoking clearing, I realized what Gad and Calliard had done. Had they portrayed themselves as seeking entry to the fortress, they would have aroused suspicion and perhaps been refused. By vexing Byre and then making a show of their wish to leave, they'd finagled him into the invitation we needed. What's more, they had fallen into the stratagem without prior discussion, each picking up the other's cues. They'd even used the genuine tensions between them to lend their deception a touch of reality.

I resolved to find a way to use this insight against them, when the time comes.

The fortress rose from a patch of blackened earth in the middle of a brown and gnarled heath.

"Not what you expected?" Gad asked.

Indeed it was not. Our talks, Zhanneal, had led me to imagine a grand structure, all turrets and buttresses towering in marble glory over the corruption of the demonlands. Instead it recalled the fortifications of a primitive era. An outer wall of pine logs encircled the installation, including a corral and parade ground. A pair of blockhouses interrupted the wall at opposite points of the circle. Their outward faces lay open, allowing helmeted guardians within to swivel ballistae toward flying targets. Inside the wall squatted a boxlike construction, three stories high, topped by another guard station behind a crenelated wall. As if built on an unsound foundation, this main structure tilted noticeably toward the west. Scorch marks and the occasional gouge marred the wooden surfaces of the wall, blockhouses, and central fortress. I noted no particular signs of magical warding, but that absence surprised me less than the general poverty of the place that has for so many months dominated our

aspirations. The Bile of Abraxas's effect would likely become apparent, if visible at all, only when activated by demonic attack.

A portcullis-style gate beside the southerly blockhouse controlled entry through the outer wall. Seeing Sir Byre and his patrollers approach, watchmen above signaled to men below to heave it up. Inside the wall a handful of smaller outbuildings provided fortress inhabitants with meager necessities. A covered stable stood next to an open pen, where piglets nosed the teats of a malnourished sow. Soot-colored pigeons trilled from an ill-made coop, beside a series of sheds that might have been armories or storehouses. Ladders inside the wall led up to additional fighting platforms, allowing defense from all directions.

I watched Gad and the others size up the place, perhaps wondering why their expertise would be needed to snatch a treasure from such a hardscrabble outpost. But its guardians were many, alert, and uniformly well armed. The crusaders of the Solar Lantern regarded us with undisguised wariness. Were we not with Sir Byre, I am sure they would have set upon us with the same ferocity with which they greeted demonic assaults.

A half-orc warrior, her armor not so constricting as to conceal her generous frame, bared tusks at us as we passed.

Gad leaned over to Vitta. "Remember, there's a vow of celibacy here."

The halfling answered him with a mock snort. "You know soldier girls aren't my type."

Byre escorted us into what you might call a reception hall, were it not stacked with bags of grain and racks of spears. It led toward a staircase to a second-floor hallway. We waited, as he instructed. My weary legs pulled at me, but with only crates to sit on I remained upright. I would not be caught by the lady of the fortress in a shameful lollygag.

We did not have to wait long before a human woman in a stained linen smock and shapeless dark leggings appeared at the top of the staircase. Her left shoulder tipped down; her steps down the stairs betrayed a barely perceptible limp. She wore her hair in a sloppy brown tangle. These defects of appearance, however, paled in comparison to a tin mask that concealed the left side of her jaw, all the way up to her ear. A dirty leather strap held it in place. You might have taken her for some drudge, brought on by the people of the fortress out of pity for her pitiful condition, if not for Byre's obvious reverence for her. He kept a step behind her, as if ready to catch her should she stumble.

Right away, she made for Gad. "Sir Byre says you come to us as an expert in demonkind."

Never had I heard so deferential a throat-clearing as Byre made to warn her off. In a less dicey situation I might have laughed. "Not that one, milady," he said, in an all-too-audible whisper. With a twitch of his shoulder, he indicated Calliard. "This is the hunter."

Ylyda Svyn broke from Gad to regard the poet. She shrank back from him. "Byre, can't you see? Get him out of here."

Byre jolted as if struck. "What, milady?"

"He's blood-addled! An addict!"

Gad stepped between Ylyda Svyn and Calliard. "Hold on a moment. None of us begged to come here."

"He presented himself as a capable demon fighter." Byre put a hand on Ylyda Svyn's good shoulder; she pulled away.

Gad ignored him, focusing only on the masked woman. "In fact, we were invited here with crossbows. So if you're going to insist on us coming here and then act like we're dogs not fit to darken your doors, well, I'm going to ask you to make up your minds."

As if Gad had pulled some hidden lever in her, Ylyda Svyn's demeanor abruptly altered, from command to apology. "Perhaps you should tell me again who you are."

"I am Gad of Mendev, and these are my associates, Calliard, Vitta, and Ba-El Racid. We were driven here in flight from demons, which gather on the Numerian border. If you crusaders really are the demon-fighters you claim to be, maybe you should do that, instead of delaying the escape of innocent refugees from this godsforsaken pest-hole."

To the extent she could, she straightened her spine. "I'll have you know, Gad of Mendev, that this 'pest-hole,' as you call it, is soon to be scourged, cleansed, and rendered whole again. And that is a goal that justifies the dragooning of any number of travelers, should they prove their worth to us."

Gad cast a mocking gaze about the room. "You mean to remake the Worldwound, from this place? You'll be lucky if it lasts another week."

Her transfixed expression, face turned heavenward, would have resembled a painting of a saint or prophet, were it not for the mask. "Flimsy though these walls seem, what we'll achieve here will prove the mockers wrong—a thousand times over. You might remain here to see it. But jokes are always told out of cowardice, aren't they?"

"You lost me on that last turn," said Gad.

She swept over to Calliard. "Show me your tongue."

"Why?" asked the poet.

"Humor her," said Gad, "so we can go."

Calliard opened his mouth, but did not quite stick his tongue out.

The walls rattled, buffeted by the wind. "A storm comes," said Ylyda Svyn. "Demons often follow. You're safer in here, until it passes." She turned to Sir Byre, who moved with speed to her side. "Order bunks made up for these four in one of the storage chambers."

"Milady?" He regarded her with a fanatic zeal which, in a way I could not exactly pinpoint, reminded me of Calliard's expression when he flayed the demon back in Numeria. Other crusaders had gathered on the landing above, exuding the wary professionalism of the well-honed soldier.

"Should they prove worthy, we'll induct them, as probationaries," Ylyda Svyn told him. "If not, they will go on their way, when it is safer."

"Yes, milady."

She redirected her attention to us. "We do not expect visitors to follow the oaths of our order in their entirety, but for the length of your stay, there is one promise we must exact, for the safety of all. Hold yourself pure from carnal temptation. Wards of my own devising bulwark this fortress against demonic incursion. Should you feel the pull of animal lusts, know that these are the workings of demons. If you give in to them and defile your bodies, you create a crack in the protective sphere, which they can pry open to get at us. You may think this foolish but I assure you of its absolute necessity. Am I understood?"

"I think it's safe to say," Gad pronounced, "that none of us took this for that kind of house."

She glowered at him. "It is no joking matter."

"Understood, milady," Gad said.

"Now I must return to my researches." She exited through a door to some other first-floor room.

Vitta, I could tell, was already making a mental map of the building.

Byre and his subordinates left to fulfill their mistress's orders.

Vitta raised an eyebrow at Gad. "She likes you."

"Part of the job," Gad said.

"The broken ones always do," Vitta said. An uncomfortable silence hung, referring, I inferred, to a history I did not share with them.

Shortly thereafter, rank-and-file crusaders arrived to settle us into a drafty room.

When they had gone, Calliard said, "She wants us to break her rules. To feel justified, when she decides to do to us what she did to that poor woman."

"She'll come to love us," said Gad.

An envy seethed in me, for the ease with which he drew others to him, the way he stirred them and twisted them around.

As the storm crested, we heard shouts from outside, and what might have been the twang of firing ballistae. If it was a battle we heard, it was a perfunctory one, and nothing came of it.

Since then our residency at the fortress has been a tenuous one. We have played the roles Gad cast us in—initially reluctant, but increasingly open to joining their order. They—Byre especially, but also his mistress—remain wary of us. She finds reasons to visit Gad, but he arouses a nervousness in her, giving him scant opportunity to create the bond he seeks.

They do, however, run short of supplies, from alchemical compounds to further her researches to everyday staples. To this purpose I gained knowledge of their supply train.

Appended to this message you'll find a list of items they require, and the contacts through which you can arrange for goods, equipment, and a sum of coins to be conveyed to them. As difficult as you may find it to loose the cash on short notice, I urge you to do it. Fanatic as they may be, the crusaders of the Solar Lantern understand the practicalities of their position. I see no faster or firmer way to make ourselves indispensable to them than with a shipment of goods. When considered against the value of the Bile of Abraxas, it represents a shrewd investment. It will earn us the trust we so desperately need to achieve our ends. This in turn ought to protect us from the greatest danger we now face, greater still than the demons outside the walls—the prospect of winding up on Ylyda Svyn's surgery slab.



"Something in Ylyda is damaged—and not just her face."



Bestiary

It was after an encounter with a profane, demonic creature that my affliction first manifested. The fiend took over my mind and then forced itself into my very being. My connection to Iomedae was severed. Eventually I wrested myself free from its control, but not before murdering three of my companions. I write this with a sorrowful heart and expect the proper punishment for my weakness, but I plead that you meet my request upon my arrival in Nerosyan. You will find that my true motivations have not changed. I long to once again walk in the light.

—Commander Lythus Mardravian,
requesting atonement from the church

This volume of the Wrath of the Righteous Adventure Path features a host of foul creatures from the Abyss, and this month's Pathfinder Bestiary includes a swarm of angry spirits, spectral crusaders, a demon dedicated to blasphemy, and the demon lord Sifkesh.

MORE MALICIOUS ENCOUNTERS

The random encounter table presented here features a number of typical threats the PCs could run across while making their way through the Worldwound. During the course of the adventure, the PCs have a 45% chance of a random encounter every hour they spend traversing the tainted waste. Since this adventure spans a range of levels, some of the results might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or simply choose a more appropriate encounter.

During the adventure, the PCs must fight a woundwurm named Scorizscar. If you roll a random encounter but don't want to use the result from the table, have the PCs spot the eyeless, six-legged dragon soaring high above them. This foreshadows the coming encounter with Scorizscar and allows the PCs an opportunity to plan for the difficult fight.

GMs looking for information about the region the PCs will be traveling in, or looking for other encounter ideas or hazards to use during the course of this adventure, should check out *Pathfinder Campaign Setting: The Worldwound*.

Cult Champion (CR 14): Having proved herself against crusaders and the celestial beings with whom they are aligned, this champion (use the statistics for an angel slayer on page 138 of the *Pathfinder RPG NPC Codex*) now heads out on her own every week to bring new victims back to her cult's camp. Ruthless and cruel, the champion stalks her prey for days at a time, harrying them into a nervous frenzy before striking.

Demon and the Dead (CR 11): A rogue nabasu (*Pathfinder RPG Bestiary* 64) has been causing problems among the cultists of Baphomet. It waits until small groups venture from their camp for food or water and ambushes them with its gaze attack. It has managed to gain 4 growth points and has a small band of four ghouls (*Bestiary* 146). The demon has yet to successfully mature enough to plane shift to the Abyss, so it is always on the lookout for new victims.

Foul Coven (CR 10): In a tumbledown hut built among cracked boulders, a witchfire (*Pathfinder RPG Bestiary* 2 284) and two green hag sisters (*Bestiary* 167) form a coven. These creatures reside in the eastern edge of the Worldwound and mostly keep to themselves, though they take advantage of any humanoids that wander too near their hut. Looking down their noses at cultists and crusaders alike, they use their heightened coven powers to create minor undead minions to patrol the area and act as lookouts. Even though

MARCHLANDS ENCOUNTERS

d%	Result	Avg. CR	Source
01–07	Demon and the dead	9	See below
08–11	1d4 rot grub swarms	9	<i>Bestiary</i> 3 215
12–14	1 vrook	9	<i>Bestiary</i> 69
15–20	1 bebilith	10	<i>Bestiary</i> 32
21–25	1d4 bodaks	10	<i>Bestiary</i> 2 48
26–28	1 derakni	10	<i>Worldwound</i> 43
29–36	Foul coven	10	See below
37–41	1d4 warped ones	10	<i>Worldwound</i> 62
42–45	1 young red dragon	10	<i>Bestiary</i> 98
46–49	1 carnivorous crystal	11	<i>Bestiary</i> 3 45
50–57	The Plagued One	11	See below
58–64	1 shachath	11	See page 84
65–70	1d8 cultists	12	<i>NPC Codex</i> 249
71–76	1d4 fallen	12	See page 90
77–84	Mothers of chaos	12	See below
85–88	1d6 tick swarms	12	<i>Bestiary</i> 2 265
89–91	1 dwiergeth	13	<i>Worldwound</i> 54
92–95	1 glabrezu	13	<i>Bestiary</i> 61
96–98	1d4 retrievers	13	<i>Bestiary</i> 234
99–100	Cult champion	14	See below

the witchfire is more powerful than the sisters, they manage to enforce their dominance over the undead creature.

Mothers of Chaos (CR 12): Though not typically associated with the Worldwound, followers of Lamashtu sometimes wander the broken land to collect strange Abyssal creatures. Three clerics (use the statistics for a mother of beasts on page 51 of the *NPC Codex*) have converted a small cave complex into their lab and temporary home. Here they have begun experiments on normal creatures, trying to use the region's Abyssal nature to turn them into monsters.

The Plagued One (CR 11): A buzzing abomination stalks the Worldwound in search of the power it can harvest from the palpable Abyssal energies streaming from the rift. This worm that walks is a dedicated worshiper of Deskari, and her form is composed of hundreds of thousands of locusts (see page 75 for her complete stat block). During the day, she travels in disguise and is accompanied by a contingent of other cultists with various skills, so the group resembles a typical adventuring party at first glance. Just ahead of the group ranges their scout (use the statistics for a cave stalker on page 146 of the *NPC Codex*), accompanied by the face of the group (use the statistics for a con artist on page 29 of the *NPC Codex*). The Plagued One's personal bodyguard is a brainwashed cultist recently kidnapped from the ranks of Mendev's army (use the statistics for an expert bodyguard on page 269 of the *NPC Codex*). The two newest members of the party is an elven couple (use the statistics for a forest guardian on page 12 of the *NPC Codex* and a storm sorcerer on page 163 of the *NPC Codex*) who aid in artillery support.

Demon, shachath

This winged abomination is a horrid mix of demonic and angelic features, as if two bodies were carelessly fused into one. Its fanged, inhuman face is frozen in permanent contempt, while a beautiful visage with an expression of horror bulges from the back of its skull.

SHACHATH

CR 11



XP 12,800

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

Init +11; **Senses** all-around vision, darkvision 60 ft., *detect good*; Perception +27

DEFENSE

AC 25, touch 18, flat-footed 17 (+7 Dex, +1 dodge, +7 natural)

hp 148 (11d10+88)

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

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

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

Melee +1 *longsword* +19/+14/+9 (1d8+8/19–20), 2 claws +14 (1d4+3)

Special Attacks blasphemous influence, lingering doubt, merge with host

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*detect good*, *misdirection*

At will—*detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

3/day—*chaos hammer* (DC 19), *desecrate*, *greater invisibility*, *major image* (DC 18), *suggestion* (DC 18)

1/day—*blasphemy* (DC 22), *screaming* (DC 19), *summon* (level 4, 1 succubus or 1 incubus 65%)

1/week—*unhallow* (only one such effect can be active at a time)

STATISTICS

Str 25, **Dex** 25, **Con** 26, **Int** 18, **Wis** 20, **Cha** 21

Base Atk +11; **CMB** +18; **CMD** 36

Feats Combat Reflexes, Deceitful, Dodge, Improved Initiative, Iron Will, Weapon Focus (claw)

Skills Bluff +23, Diplomacy +19, Disguise +14, Fly +21, Knowledge (planes) +16, Knowledge (religion) +16, Perception +27, Sense Motive +19, Sleight of Hand +18, Stealth +21, Use Magic Device +19; **Racial Modifiers** +8 Perception

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

SQ change shape (Medium or Large humanoid; *alter self*), subtle magic, trophy taker

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or cabal (1 plus 1–2 succubi and 1–3 incubi)

Treasure standard (+1 *longsword*, other treasure)

SPECIAL ABILITIES

Blasphemous Influence (Su) A victim that falls under the effects of a shachath's merge with host ability becomes

chaotic evil. Divine spellcasters subject to a shachath's merge with host ability temporarily lose connection with their faith, and now gain their divine powers from the Abyss or a demon lord the shachath serves. Though they can still cast the spells they had prepared, they cannot cast spells with the lawful or good descriptor. If the victim of a shachath's merging had access to the Good domain, that access changes to the Evil domain. If the victim had access to the Law domain, that access changes to the Chaos domain. If the victim had access to a subdomain associated with the Good or Law domain, that subdomain changes to the Demon subdomain. These changes last as long as the shachath remains merged with the victim. Other domain choices are not adjusted. If the victim is rescued from the shachath's influence and the merge ends without the victim's death, the victim remains chaotic evil—this may result in the victim losing some or all class abilities. An *atonement* spell can restore the victim's alignment at no additional cost, at which point lost class abilities are restored.

Lingering Doubt (Su) Once per day, a shachath can use a touch attack to affect a creature with lingering doubt. The target must be able to cast divine spells, be able to channel positive energy, or have the lay on hands ability. If the target fails a DC 20 Will save, all *augury*, *commune*, *divination*, and similar spells cast by the target automatically fail. In addition, using divine spells and spell-like abilities, channeling positive energy, or using lay on hands has a 20% chance of failure. This curse is permanent, but can be removed normally. The target cannot detect the curse on itself, but other creatures may detect the curse normally. A shachath may use *screaming* on the cursed creature as if it knew the target well, and doing so requires only a full-round action. A shachath may only curse one creature at any given time. The save DC is Charisma-based.

Merge with Host (Su) As a full-round action that provokes an attack of opportunity, a shachath can merge its body with that of a helpless creature and control it if the victim fails a DC 20 Will save. A creature that successfully saves is not subject to the same shachath's merge with host ability for 24 hours. While merged with a victim, a shachath gains control of the body and may use it as its own, as if it controlled the target via *dominate monster*. *Misdirection* or similar effects can hide the victim's alignment change. The shachath has full access to all of the host's defensive and offensive abilities, and the shachath can still use its own spell-like abilities as well. As long as the shachath occupies the host, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality. It can learn specific memories or knowledge from the victim by telepathic communication as needed. Damage dealt to a host body does not harm the shachath, and if the host body is slain, the shachath emerges and is dazed for 1 round. A shachath can choose to abandon a host body as an immediate action, but doing so causes the host

to be dazed for 1 round, and the shachath must wait 24 hours before attempting to use merge with host again on any target. A shachath can be ejected from a host through the use of *break enchantment* (against CL 13th), *dispel chaos*, or *dispel evil*. Merge with host is a mind-affecting possession effect. The save DC is Charisma-based.

Subtle Magic (Su) Whenever a shachath targets a creature with a spell, spell-like ability, or supernatural ability, and that spell or ability has no obvious physical effects, the targeted creature has no sense of having been the target of a magical effect after making a successful saving throw against the effect. If the ability requires a touch attack but the target is unaware of being threatened, the shachath can attempt an opposed Bluff or Sleight of Hand check to touch the target without arousing suspicion or being noticed.

Trophy Taker (Su) A shachath that takes a personal item from a prospective target can wield greater power over that creature. The item must be something that the target considers its own possession and carries with it most of the time (for example, a piece of jewelry, a favored weapon, a holy symbol, or some other memento). The shachath gains a +2 bonus to the saving throw DCs for all of its supernatural or spell-like abilities that target the owner of the trophy. This bonus increases to +4 if the trophy is the target's holy symbol. A shachath can only have one trophy at any time, and it loses any benefit from an existing trophy if it takes a new one.

A shachath's duplicitous nature is reflected in its physical form. It is literally two-faced, and sees and speaks easily from either side of its skull. One face is angelic and the other horrific, but a shachath is a single being of pure malevolence. Shachaths are concerned with the destruction of mortal faith in anything, and are most often found in the service of Baphomet, Pazuzu, Sifkesh, or Socothbenoth. A typical shachath is 7-1/2 feet tall and weighs 320 pounds.

ECOLOGY

Shachaths are living embodiments of blasphemy. They form in the Abyss from truly blasphemous souls—those who actively work against true believers. Their merged forms can be inverted at their whims; at one moment, the demonic face might be carrying on a conversation, and in the next, with

a folding of flesh and a cracking of bones, the shachath can bring its angelic face to the fore.

HABITAT & SOCIETY

Shachaths that reside in the Abyss typically act as advisors and counselors to more powerful demons that seek their unique insight into good gods, outsiders, and the mortal condition itself. Others are skilled at interrogating and breaking good-aligned prisoners. On the Material Plane, shachaths dedicate their efforts toward the corruption of mortal faith. This can represent an attack upon a devout cleric or an entire community—or both, if they can manage.



B/13



Demon Lord, Sifkesh

This gaunt woman has blood-soaked hair, eyes and lips stitched shut with wire, and severed limbs that float nearby as if they were still attached.

SIFKESH

CR 28



XP 4,915,200

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

Init +12; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; Perception +51

Aura frightful presence (120 ft., DC 38), *unholy aura* (20 ft., DC 31)

DEFENSE

AC 49, touch 43, flat-footed 36 (+4 deflection, +12 Dex, +1 dodge, +6 natural, +16 profane)

hp 666 (31d10+496); regeneration 30 (deific or mythic)

Fort +30, **Ref** +33, **Will** +30

Defensive Abilities critical healing, *freedom of movement*, heretical; **DR** 20/cold iron, epic, and good; **Immune** ability damage and drain, bleed, charm and compulsion effects, death effects, electricity, energy drain, petrification, poison, slashing weapons; **Resist** acid 30, cold 30, fire 30; **SR** 39

OFFENSE

Speed 30 ft., fly 120 ft. (perfect)

Melee +5 *unholy speed war razor* +47/+42/+37/+32 (1d4+27/19–20), claw +42 (4d6+27/19–20 plus 1d4 Cha drain)

Space 5 ft.; **Reach** 30 ft.

Special Attacks Charisma drain, despairing cry, precise cuts, suicide

Spell-Like Abilities (CL 28th; concentration +41)

Constant—*detect good*, *detect law*, *freedom of movement*, *true seeing*, *unholy aura*

At will—*astral projection*, *blasphemy* (DC 30), *crushing despair* (DC 27), *desecrate*, *greater dispel magic*, *greater teleport*, *telekinesis* (DC 28), *shapechange*, *suggestion* (DC 26), *unhallow*, *unholy blight* (DC 27)

3/day—*demand* (DC 31), *quicken dominate person* (DC 28), *quicken suggestion* (DC 26), *summon demons*, *symbol of strife*^{UM} (DC 32)

1/day—*sympathy* (DC 31), *time stop*, *weird* (DC 32)

STATISTICS

Str 32, **Dex** 35, **Con** 42, **Int** 33, **Wis** 29, **Cha** 36

Base Atk +31; **CMB** +42; **CMD** 85 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Dodge, Improved Critical (war razor), Improved Critical (claw), Mobility, Power Attack, Quicken Spell-Like Ability (dominate person, suggestion), Spring Attack, Staggering Critical, Whirlwind Attack

Skills Acrobatics +46, Bluff +47, Diplomacy +47, Fly +54, Intimidate +44, Knowledge (arcana) +42, Knowledge (engineering) +42, Knowledge (history) +42, Knowledge (local) +42, Knowledge (nobility) +45, Knowledge (planes) +45, Knowledge (religion) +42, Perception +51,

Sense Motive +43, Spellcraft +45, Stealth +46, Use Magic Device +44; **Racial Modifiers** +8 Perception

Languages Abyssal (can't speak), Celestial (can't speak), Common (can't speak); telepathy 300 ft.

SQ demon lord traits, detached limbs

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple (+5 *unholy speed war razor*, other treasure)

SPECIAL ABILITIES

Charisma Drain (Su) Sifkesh's claw leaves hideous scars that resist healing even via magic; these scars manifest as Charisma drain. The more scars a victim gains in this manner, the more despondent and depressed its personality grows. A creature whose Charisma score is drained to 3 or lower by this attack automatically fails any Will save against any spell-like ability or supernatural attack made by Sifkesh. A successful DC 41 Will save resists the Charisma drain inflicted by this attack, and instead causes the victim to be sickened for 1 round. The save DC is Charisma-based.

Critical Healing (Ex) Critical hits cause Sifkesh to experience a sudden rush of energy and healing. Any additional damage dealt to Sifkesh by a critical hit actually heals her of that amount of damage rather than harming her. This damage applies simultaneously to the attack's normal damage, and can prevent her from being slain if the damage from the normal attack would otherwise have been enough to kill her. Sifkesh takes no damage at all (but neither does she gain healing) from critical hits she or her allies deal to her—only attempts to actually damage her can heal her in this way. Whenever Sifkesh is healed of any damage in this manner, she becomes hasted for 1 round. Sifkesh takes normal damage from sneak attacks and other precision-based damage.

Despairing Cry (Su) Once every 1d4 rounds as a swift action, Sifkesh can unleash a soul-rending mournful scream that affects all creatures in a 60-foot-radius spread. A creature in this area must attempt a successful DC 38 Will save or be overcome by suicidal despair—on a successful save, a creature is merely sickened for 1d4 rounds. A creature fully affected by this special attack takes a –6 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls, and cannot gain the benefit of any morale bonus for 24 hours. A creature that is normally immune to fear loses that ability while under the effects of despairing cry, and can be ordered to take obviously suicidal acts while under the influence of effects like *charm person*, *dominate person*, and *suggestion*. The effects of multiple despairing cries do not stack. This is a mind-affecting sonic curse effect. The save DC is Charisma-based.

Detached Limbs (Su) Sifkesh's arms, legs, and head are not physically attached to her torso. Instead, they float in

approximately the positions they would normally take up, but never quite perfectly aligned. She is immune to any effect that severs limbs or her head. In addition, when she attacks, her limbs can move with surprising speed, effectively granting her exceptional reach for a Medium creature.

Heretical (Ex) Sifkesh's heretical persona protects her from servants of faith. Against any spell cast by a divine spellcaster, her Spell Resistance increases to 41, and she gains a +2 bonus on all saving throws against such spells. A divine spellcaster who willingly touches Sifkesh must succeed at a DC 38 Will save or be nauseated for 1d4 rounds. The save DC is Charisma-based.

Immune to Edged Weapons (Ex) Sifkesh is immune to all forms of slashing damage and bleed effects.

Precise Cuts (Ex) Sifkesh deals an amount of additional damage equal to her Intelligence bonus on any successful attack that deals slashing damage.

Suicide (Su) Once per day as an immediate action, Sifkesh can drop her defenses when attacked by a foe. She is treated as flat-footed for this attack, loses her profane bonus to her AC and spell resistance, and automatically fails any saving throws against that attack. If this attack kills her, she immediately utters her despairing cry (even if she's already used it within the previous 1d4 rounds). Any creatures affected by this particular despairing cry are also stunned for 1d4 rounds. One round after she commits suicide, Sifkesh automatically comes back to life, as if affected by true resurrection.

Sifkesh, the Sacred Whore, is the demon lord of suicide, heresy, and hopeless despair. She rules the Abyssal realm of Vantian, the legendary City of Open Windows. The city itself is constantly destroying itself, as its buildings continually plummet into the churning surf along an eternally crumbling coastline.

Sifkesh is among the most enigmatic of all demon lords, for she seems more diabolic or even daemonic in her personality and appearance. Planar scholars have long struggled to interpret the demon lord's position and power. The belief that Sifkesh rose from the animus of a heretical erinyes who became the first of Hell's heretics is correct, and she constantly works to seduce and lure additional powerful devils from their infernal roles, inviting some to join her as favored minions but leaving others in place so they can more easily work to subvert Hell's machinations.

SIFKESH'S CULT

Sifkesh is worshiped by blasphemers, heretics, outcasts from other religions, and survivors of botched suicide attempts. Her faithful are relatively solitary individuals, and there isn't a strong element of group worship of the demon lord—her cults tend to be small and often amount to only a single worshiper who might employ or rule his own group of minions or followers who don't actually serve the Sacred Whore. Worship of Sifkesh is a deeply personal and secretive thing, and many of her followers publicly belong to other religions, worshiping the demon lord of heresy in secret as they work to undermine the faith their allies and companions believe them to have. Holy sites to Sifkesh include desecrated churches, haunted houses, and towers with too many windows—nearly always, such temples and shrines to Sifkesh are empty and abandoned. The lone worshiper might share the site with other creatures such as predators or undead, and may even rely upon the presence of such creatures as convenient protection and defense against the enemy.

Sifkesh's unholy symbol is a pair of feminine hands crossed at slashed wrists. Her favored weapon is the war razor (*The Inner Sea World Guide* 290–291). She grants access to the domains of Chaos, Evil, Madness, and Trickery, and to the subdomains of Deception, Demon, Loss, and Nightmare (even though she normally wouldn't be able to grant access to the subdomain of Loss, she can do so due to her close associations with despair and hopelessness).



Drocha Swarm

Hundreds of twisted, distorted faces roil in a miserable cloud, screaming of their unquiet deaths.

DROCHA SWARM

CR 7



XP 3,200

CE Tiny undead (incorporeal, swarm)

Init +4; **Senses** darkvision 60 ft.; Perception +2**Aura** fear (30 ft., DC 18, 1d6 rounds)

DEFENSE

AC 20, touch 20, flat-footed 16 (+4 deflection, +4 Dex, +2 size)**hp** 76 (9d8+36)**Fort** +7, **Ref** +7, **Will** +8**Defensive Abilities** incorporeal; swarm traits; **Immune** undead traits

OFFENSE

Speed 0 ft., fly 30 ft. (perfect)**Melee** swarm (4d6 plus blood drain)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** blood drain (1d2 Con), ghost touch jaws, project death

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** —, **Wis** 15, **Cha** 19**Base Atk** +6; **CMB** —; **CMD** —**Skills** Fly +16

ECOLOGY

Environment any**Organization** solitary or pack (2–5)**Treasure** none

SPECIAL ABILITIES

Ghost Touch Jaws (Su) A drocha swarm's many biting jaws are considered to have the ghost touch special ability. This allows it to deal its swarm damage to corporeal foes, and to deal normal damage to incorporeal creatures such as ghosts, shadow demons, and even other drocha swarms.

Project Death (Su) As a standard action, a drocha swarm can target a creature within 30 feet and cry mournful wails that fill the listener with images of its own death. The targeted creature must succeed at a DC 18 Will save to steel itself against this morbid onslaught. If that save fails, the victim must succeed at a Fortitude save or die from fear. Even if the Fortitude save succeeds, the victim takes 4d6 points of damage. A creature that successfully saves against the initial Will save is not subject to the same drocha swarm's project death ability for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

The opening of the Worldwound brought many horrors to the world, and one of the more tragic and horrible results was the elimination of the Sarkorian people. The mass deaths of these people spawned roiling clouds of unquiet spirits called drocha swarms. Each made of the spirits of hundreds of Sarkorians who died at once, these ghostly

swarms reveal the screaming faces of those who once lived and thrived in this verdant land. Their lives were cut short either by the ripping open of the terrain itself or by the demons that subsequently poured forth from the Abyss. Now, these tortured swarms of spirits roam the Worldwound, alone or in packs. Drocha swarms are devoid of the goodness and respect for nature they had in life. All these tortured souls can do is scream and torment others, and though incorporeal, their razor-sharp teeth materialize just long enough to tear at any creatures they happen across.

Mostly translucent, drocha swarms contain only the faintest traces of black and green delineating the writhing mouths and rolling eyes of the faces within. The faces moan independently, creating a cacophony of voices, each shouting rage at its death or screaming for others to listen to the story of its plight. It would be maddening to pick out individual voices and follow their terrible cries. The swarm can expand and contract as necessary, pouring over enemies and draining them of the life drocha swarms were so violently denied, an action that does not seem to bring the pitiful creatures any relief from their hideous afterlife.

ECOLOGY

It is postulated drocha swarms can form anywhere death has occurred on a massive scale. Before the Worldwound opened, they were virtually nonexistent in the Inner Sea region, though some theorize the Soddan Lands could have their own form of drocha swarms made up of those who perished when the Eye of Abendego formed and ravaged the Lirgeni people, practically eliminating them from the Inner Sea.

The dead individuals that make up a drocha swarm have lost any identity they once had and are hideously transformed; they are now horrific vehicles of undeath, created only when the conditions are right. As dead souls trapped on the Material Plane are wont to do, drocha swarms are angry and vengeful, and attack any living thing near them with impunity.

Since these swarms are composed of undead spirits, once reduced to 0 hit points, drocha swarms are immediately destroyed instead of dispersing. Whether these unquiet spirits are then freed from their connection to the Material Plane and are able to pass on to the Boneyard is unclear. Many scholars believe that destroyed drocha swarms do not pass on to their final judgment and instead are flung to different edges of the Worldwound, where they slowly reform. These scholars state that the real tragedy in regard to putting these horrifying beings out of their tortured misery is that those who defeat them are not liberating the tortured souls, but rather just postponing future encounters with new drocha swarms. This theory is telling, for if drocha swarms were indeed destroyed,

there would be fewer and fewer of them every year. However, encounters with these deadly swarms have shown no hint of letting up.

HABITAT & SOCIETY

Drocha swarms typically stay in the area in which they died, repeatedly going over the same territory in an ostensible attempt to understand why the villages and cities in which they lived are no longer there. In contrast, some drocha swarms float all about the Worldwound attacking demons and humanoids alike. When drocha swarms attack demons, their screams and wails change tone and pitch, as if the spirits understand demons were responsible for their demise.

Because of their roaming nature, these swarms infrequently encounter each other. As unintelligent undead, drocha swarms have no society. Even when swarms come across each other, they seem unaware of each other's existence—which is perhaps unsurprising since drocha swarms focus on living things.

On rare occasions, drocha swarms have been reported to collide with each other. When this event occurs, a strange thing happens. The two (or more) swarms appear to merge together, the translucent cloud of screaming faces darkening and billowing out in an even more chaotic roil. The screaming faces that float within the deadly mass pass through one another in a twisted dance and the volume of their wails increases to a painfully uncomfortable level. The merged swarm pulses and continues to grow larger than the volume of the two individual drocha swarms. This horrid mass coalesces and ceases flying, coming to rest on the ground, and remaining stationary for hours at a time. During this period, living creatures can actually approach the merged swarm without the drocha swarms pursuing them, though some have reported that pseudopod-like appendages stretch out from the mass and probe the air in the direction of the living. After several hours, the wails and shrieks build to a crescendo loud enough to make one's ears bleed and the area of the swarm's fear aura doubles. Once this happens, the merged cloud of drocha swarms rapidly pulses, then dramatically contracts to the size of a single drocha swarm. It's unknown whether the two merge and take up the same space or one swarm takes over the other. Some believe the two swarms engage in a brutal battle with one another until a single swarm is destroyed. It's believed this is the only way the component spirits can be freed from their tortured existence, but what truly happens in these rare circumstances is unknown.

To the few untainted individuals who still call the Worldwound home, drocha swarms are as infamous as demons for their ability to cause destruction

and turmoil wherever they go. Because they are clearly not demons, however, a few stories have emerged in the hundred years that drocha swarms have existed. Some say the Sarkorians, who nervously predicted the thinness of their realm, deserve their fate for not fleeing. Others say there was no way the Sarkorians could have predicted their fates. Still others claim the Sarkorians are the victims of a greater force, which needed thousands of lives to manifest its evil nature on the Material Plane. Who is correct is anyone's guess.



BJ13

Fallen

This ghostly crusader floats just above the ground. Its translucent form would be harder to see if not for the twin motes of hellish red light staring out from behind its helmet.

FALLEN

CR 8



XP 4,800

LE Medium undead (incorporeal)

Init +3; Senses blindsense 60 ft., darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)

hp 93 (11d8+44)

Fort +7, Ref +6, Will +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits; Resist acid 5, fire 5

Weaknesses light sensitivity

OFFENSE

Speed fly 30 ft. (perfect)

Melee longsword +10/+5 (1d8/19–20 plus 2d6 negative energy and agent of despair), light shield +9 (1d3 plus 2d6 negative energy and agent of despair)

Ranged longbow +11/+6 (1d8/x3 plus 2d6 negative energy and agent of despair)

Special Attacks agent of despair, curse of the unburied, phantom armaments, touch of the grave

Spell-Like Abilities (CL 12th; concentration +16)
3/day—deeper darkness, telekinesis (DC 19)

STATISTICS

Str —, Dex 16, Con —, Int 13, Wis 17, Cha 18

Base Atk +8; CMB +11 (+13 sunder); CMD 28 (30 vs. sunder)

Feats Combat Expertise, Improved Shield Bash, Improved Sunder, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Fly +10, Intimidate +18, Knowledge (religion) +10, Perception +17, Ride +10, Sense Motive +15, Survival +13

Languages Common

ECOLOGY

Environment any (Worldwound)

Organization solitary, squad (2–6), or platoon (7–16)

Treasure none

SPECIAL ABILITIES

Agent of Despair (Su) A fallen's attacks can weaken a creature's resolve. Any creature that takes damage from a fallen's attacks must succeed at a DC 19 Will save or take a –4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw, its immunity is temporarily suppressed. This effect lasts as long as a creature still suffers damage taken from a fallen's attacks. This effect is removed if the creature is healed of all damage inflicted by a fallen. The save DC is Charisma-based.

Curse of the Unburied (Su) Once per day, a fallen can demand that a good-aligned cleric, paladin, or cleric whose deity is opposed to the creation of undead locate

its remains and perform a funeral for it on holy ground (through specific use of *consecrate* or *hallow*). The target must succeed at a DC 19 Will save or take a –2 penalty to each of its ability scores. Each day, the target can attempt a new saving throw; success keeps the target from accruing an additional –2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing the funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they're carried out. The save DC is Charisma-based.

Phantom Armaments (Su) A fallen possesses a semblance of the gear it carried in life. A fallen's weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. Though solid and formed of force, this gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen's longbow vanish after dealing damage to their target.

Rejuvenation (Su) A fallen is tied to the place where it fell in battle or the location where its remains were dragged after it fell in combat. Unless slain permanently, it reforms there 2d4 days later. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed on its remains while on consecrated or hallowed ground.

Touch of the Grave (Su) All of a fallen's melee and ranged attacks deal an additional 2d6 points of negative energy damage.

The fallen were once sworn champions of the previous four crusades against the Worldwound to whom fate has perpetrated a cruel trick. Unable to receive Pharasma's judgment and receive whatever reward awaits them in the afterlife for the deeds they performed in life, they are the grim, ghostly remains of the men and women they once were. However, the fallen's original goal of valiantly marching into the Worldwound to save Golarion from the demonic tide has washed from their tortured minds, and is replaced instead by pain, sorrow, and hatred. Their fall in battle remains the greatest disappointment in their souls. Most fallen are still adorned in the battered and breached armor they died in and armed with the weapons they once carried into battle. Sentient and suffering, the fallen wander the Worldwound in search someone to end their misery by performing last rites.

At a glance, a fallen might be mistaken for a well-armed ghost or spectre, but even casual study reveals that their fiery eyes are not vacant, and they're anything but mindless. In battle, fallen move in an efficient and deliberate manner, and they are absolutely silent until they deign to speak in raspy, sepulchral tones.

ECOLOGY

Upon death, a soul normally enters the Great Beyond and travels to the Boneyard, and once there, travels to an appropriate Outer Plane to become a petitioner. Whatever fate befalls that petitioner, whether it is destroyed or its energies are released to create an outsider, it never returns to the Boneyard again. Spiritualists speculate that the Abyssal energies pervasive throughout the Worldwound have altered the planar structure of the region in such a way that in very rare cases, typically among the strong-willed, some souls instinctively react as if were on an Outer Plane already and never depart for the Boneyard. These are the fallen.

The fallen are spontaneously created, and are similar to ghosts but for one crucial difference—the fallen have no remaining unfinished business to tie them to the Material Plane aside from receiving a proper burial. Like many other types of undead, the fallen have an aversion to sunlight. They are incapable of becoming corporeal, but can open and close doors, hurl objects, and otherwise manifest their displeasure through the use of telekinesis, and their ghostly weapons still strike true and deal damage since they are made of force. A fallen can even shroud itself in darkness so tangible that most demons cannot penetrate it. When funeral rites are conducted upon the place where they died, the infusion of positive energy scours away the Abyssal taint. This localized restoration of the natural cosmological order allows the soul of the fallen to escape to the Great Beyond and thus receive judgment.

Though they were crusaders in life, fallen typically avoid the demons of the Worldwound unless they happen upon an injured or distracted one. Their shame at dying by demonic claws and their tortured existence hinders their ability to strike at the demons in their current state. When fallen encounter mortals, they typically plead for release from their condition through burial. They don't give the mortals much time to decide for themselves, instead using their abilities to compel the mortals into service—or slaying them in anger and frustration.

HABITAT & SOCIETY

The fallen desire nothing but release from the Material Plane. Existence is agony and horror for the fallen, a state that they cannot end themselves. They are not evil for evil's sake, but their situation fills them with uncontrollable rage and they cannot help but resent the living and act selfishly to end their plight. Some fallen lie to would-be rescuers, promising to reveal great treasure near the place they died. Others attack outright if not helped, take hostages, or threaten reprisals against family members or other innocents. That the Worldwound is too dangerous for most adventurers is inconsequential

to them—for when did the fallen ever waver when duty called? Some simply go mad and cannot be reasoned with. The most tragic and desperate of the fallen are those that cannot remember where they died.

Their dark nature notwithstanding, the fallen understand enough about the reality of their situation to call upon clerics and paladins to help them. They can manage to hold back their rage in these situations and refrain from attacking the one who can help end their plight, but this doesn't stop them from attacking a cleric's companions. Likewise, the fallen do not hinder those affected by their curse of the unburied ability.



THE MIDNIGHT ISLES

By James Jacobs and Greg A. Vaughan

An audience with the Crusader Queen leads the heroes to a fortress that lies between Golarion and the demonic Abyss. The enigmatic *Nahyndrian crystals* that have been granting demons mythic power are refined here, but the heroes' true goal lies beyond the immense rift housed in the fortress's heart, in the Abyssal realm known as the Midnight Isles. From a hidden mine on a remote island, the minions of Baphomet secretly unearth raw *Nahyndrian crystals*. But before the PCs can assault this operation, they must gain the right to do so from the demonic ruler of this realm, Noctacula. Can the heroes navigate the intrigues of three demon lords to strike a critical blow for the forces of good without losing their souls to darkness?

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Explore the plane of pure evil and chaos in this expansive gazetteer of the Abyss. Learn more about each nigh-infinite realm of the Abyss, and uncover some of their dark and cruel secrets.

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Not all Abyssal realms are monstrous and horrific to behold. The islands of the Midnight Isles display a disturbing beauty and unsettling grandeur, and nowhere are these traits more apparent than in the home of the demon lord Noctacula.

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Khorramzadeh

Demonic Ruler of Iz

The Storm King's defeat at Nerosyan during the Siege of the Diamond City, in large part due to the aid of the Pathfinders, ranks the powerful balor lord. He returns to his palace in Iz to run the war from afar as he plans for greater and more devastating attacks to come.



Areelu vorlesh

Architect of the Worldwound

As this adventure begins, Areelu Vorlesh has recovered from her recent wounds. She spends much of this adventure on the Midnight Isles, striving to broker a treaty between Deskari and Nocticula, but is frustrated by the Lady in Shadow's apparent disinterest in aiding her cause.

Nurah Dendiwhar

Deceitful Worldwound Historian

While this Adventure Path assumes Nurah was slain in the previous adventure, she may instead have been given a chance at redemption by the heroes. If this is the case, her ability to repent depends on how much the heroes aid her in her attempt to redeem herself from evil.



Staunton vhane

Traitorous Warden of Drezen

Staunton was likely slain at the end of the previous adventure, but at your option the dwarven antipaladin could well rise as an undead horror. His ghost may come to haunt Citadel Drezen, or perhaps his body and armor go missing—only to rise in the future as a graveknight!



Xanthir vang

Master of the Blackfire Adepts

Xanthir Vang spends this adventure waiting patiently for the next shipment of potent elixirs to arrive from the Midnight Fane, only to find his Ivory Sanctum has come under attack. The worm that walks fights back as best he can, and if forced to flee, he may well become a recurring villain.



Minago

Vengeful Agent of Baphomet

Minago's lost her post as ruler of Raliscrad, but Baphomet has given her a new chance to regain his favor—if she can defeat the heroes, all will be forgiven. She spends this adventure learning what she can of the heroes, in anticipation of a chance to serve her lord.

Hepzamirah

Daughter of Baphomet

Hepzamirah continues to mine for Nahyndrian crystals under the Midnight Isles. The crystals' growing scarcity has her worried she'll need another island to mine, but doing so would bring about ruin unless she can arrange an accord with the realm's demonic ruler, Nocticula.



Deskari

Lord of the Locust Host

Until the heroes disrupt the Ivory Sanctum, they remain below Deskari's notice. The demon lord continues to prepare for a monstrous transposition of the Rasping Rift, his Abyssal realm, into the Worldwound—if successful, this process will crush the crusade in one fell blow.



Into the Worldwound!

After reclaiming the city of Drezen and recovering the lost sacred banner known as the Sword of Valor, the heroes have established a significant foothold behind enemy lines. With the demon armies still concentrating their attacks to the south, the heroes must now set off into the heart of the Worldwound to seek out powerful new allies and strike a mortal blow against the Templars of the Ivory Labyrinth—but in doing so, they discover a disturbing truth about the crystalline source of mythic power the demons have been using against the crusaders. Will the heroes survive the terrors of the Worldwound long enough to end the demons' increasing attacks?

This volume of Pathfinder Adventure Path continues the Wrath of the Righteous Adventure Path and includes:

- “Demon’s Heresy,” a Pathfinder RPG adventure for 9th-level characters with 3 mythic tiers, by Jim Groves.
- A study of the Green Faith, an ancient philosophy revolving around nature, by Sean K Reynolds.
- A look at the unnatural horrors known as worms that walk, by Amanda Hamon.
- A journey to a crusader outpost inside the Worldwound in the Pathfinder’s Journal, by Robin D. Laws.
- Four new monsters, by Jim Groves, Amanda Hamon, and James Jacobs.



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