

ASHAMINTALLU

One of the demonic daughters of the original overseer of the Lady's Light, Ashamintallu has been trapped for millennia in the monument after succumbing to the curse of the *Shard of Lust*.

ASHAMINTALLU

CR 10

XP 9,600

Female alu-demon enchanter 7 (*Tome of Horrors Complete* 154)

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

Init +7; Senses darkvision 120 ft.; Perception +22

DEFENSE

AC 28, touch 14, flat-footed 24 (+4 armor, +3 Dex, +1 dodge, +6 natural, +4 shield)

hp 129 (13 HD; 6d10+7d6+72)

Fort +8, Ref +10, Will +14; +2 vs. enchantment

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

OFFENSE

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

Melee +1 keen guisarme +12/+7 (2d4+4/x3) or 2 claws +11 (1d6+2 plus vampiric claws)

Alu-Demon Spell-Like Abilities (CL 8th; concentration +12)

3/day—charm person (DC 15), detect thoughts (DC 16), suggestion (DC 17)

1/day—dimension door

Arcane School Spell-Like Abilities (CL 7th; concentration +12)

8/day—dazing touch

Shard of Lust Spell-Like Abilities (CL 7th; concentration +12)

1/day suggestion (DC 17)

Spells Prepared (CL 7th [8th ench.]; concentration +12 [+13 ench.])

4th—charm monster (DC 20), confusion (2, DC 20), phantasmal killer (DC 19)

3rd—dispel magic, fireball (DC 18), hold person (2, DC 19), reckless infatuation^{UM} (DC 19)2nd—flaming sphere (DC 17), glitterdust (DC 17), hideous laughter (DC 18), touch of idiocy, unnatural lust^{UM} (2, DC 18)

1st—burning hands (DC 16), charm person (2, DC 17), mage armor, magic missile (2), protection from good, shield

0 (at will)—bleed, detect magic, ghost sound (DC 15), mending

Thassilonian Specialization Enchantment^{ISM}; Opposition Schools Transmutation, Necromancy

TACTICS

Before Combat Ashamintallu casts *mage armor*, *protection from good*, and *shield*.**During Combat** Ashamintallu activates her *boots of haste* on the first round of combat, then uses flight to hover out of reach from melee attacks while she uses her spells to pick

the party apart. Her first act in combat is to use *confusion* on the PCs, followed by a *fireball* in the second round. She's fond of using *charm monster*, *charm person*, and *suggestion* to compel enemies to cast aside their weapons and strip off their armor and gear. Once she manages to neutralize the party through enchantments, she picks off the stragglers with her spells and at reach with her guisarme.

Morale If reduced to fewer than 30 hit points, Ashamintallu flees combat using *dimension door* to area **L22**, where she begins scouring the dungeon for allies and drinks her *potions of cure serious wounds* before returning to confront the PCs. If the PCs goad her into revealing her true nature, though, her madness takes over and she fights the PCs to the death.

STATISTICS

Str 15, Dex 17, Con 19, Int 20, Wis 15, Cha 18

Base Atk +9; CMB +11; CMD 25

Feats Arcane Strike, Combat Casting, Craft Wondrous Item, Dodge, Hover, Iron Will, Scribe Scroll, Spell Focus (enchantment), Toughness**Skills** Acrobatics +19, Bluff +20, Escape Artist +17, Fly +19, Intimidate +20, Knowledge (arcana) +21, Perception +22, Spellcraft +21, Stealth +19; **Racial Modifiers** +4 Perception**Languages** Abyssal, Boggard, Common, Thassilonian, Varisian; telepathy 100 ft.**SQ** arcane bond (guisarme), change shape (*alter self*, Medium humanoid), cursed, enchanting smile**Combat Gear** *potion of cure serious wounds* (4), *wand of dimension door* (14 charges); **Other Gear** +1 keen guisarme, *boots of haste*, spell component pouch

SPECIAL ABILITIES

Cursed The effects of the curse affecting Ashamintallu are detailed below and in the description for area **M3**. As a side effect of the curse, she gains the benefits of the *Shard of Lust* as if she were carrying it as long as the shard is within a mile of her.**Vampiric Claws (Su)** Each time Ashamintallu damages a foe with her claw attack, she gains an amount of temporary hit points equal to the amount of damage she dealt. She cannot gain more hit points than her target's current hit points plus the target's Con score (which is enough to kill the target). These temporary hit points vanish in 1 hour.^{ISM} See *Pathfinder Campaign Setting: Inner Sea Magic*.^{UM} See *Pathfinder RPG Ultimate Magic*.

Ashamintallu is an alu-demon, the offspring of a succubus and human. Her natural appearance is that of a well-formed woman with flawless skin, red eyes, pointed ears, crimson horns that protrude from her forehead, a demonic tail, and large red bat-like wings. However, she has not worn this visage for centuries. Unlike most alu-demons, she inherited the change shape ability from her succubus mother (this ability replaces the typical alu-demon *disguise self* spell-like ability), and she has used this ability to adopt and maintain the shape of the Runelord Sorshen, based on her fragmented memories and the artwork found within the dungeons beneath the Lady's Light.

Ashamintallu's memories of her life before she fell under the curse of the *Shard of Lust* are vague and fragmented. Now and then, strange memories of serving Thassilonian wizards float to the surface of her mind, as do remembrances of her mother, the succubus Ayandamahla, who once served as the primary demonic "soul" of the Lady's Light. Likewise, Ashamintallu only barely remembers her mother's two betrayals—first by handing her over to Sorshen to serve within a glass golem in the dungeons below (see area **K6**), and then many centuries later after Ayandamahla discovered a way to use her daughter as a surrogate of sorts, forcibly passing on the effect of her binding to the Lady's Light to Ashamintallu. Compared to serving as the mind of a glass golem, the freedom to wander the Lady's Light and, during the new moon, the surrounding hinterlands (for periods of no more than 1 night per month) seemed at first to be a fantastic freedom to Ashamintallu, but she soon came to see this as no lesser a prison. Years wore into centuries during the Age of Darkness, and whereas her mother managed to use her time to focus on a method of escape, Ashamintallu instead fell victim to a powerful curse—the curse within the *Shard of Lust*. Over the course of thousands of years, this curse has become a part of Ashamintallu, and has grown in scope. Today, she believes that she is Runelord Sorshen reborn, and hopes some day to throw off the shackles that bind her to the Lady's Light so that she might return to the world and launch her empire anew.

Unfortunately for Ashamintallu, the curse also tends to make her easily distracted, forgetful, and capricious. Her life in the Lady's Light has been a long series of dalliances with those unfortunate enough to wander into the ruined monolith or to encounter her on one of those moonless nights along the

Lady's Cape, alternating with periods of depression during which she spends years asleep in her boudoir. At this point in her cursed life, even freedom wouldn't change a thing. She's lived too long as Sorshen in the Lady's Light, and despite the fact that she thinks she wants out, in truth she's cursed to be here until the day she dies.

CAMPAIGN ROLE

Ashamintallu, in the guise of Sorshen, is the final villain who stands between the PCs and the *Shard of Lust*. Even handicapped by her emotional instability and delusional beliefs, she remains a potent foe. If she survives, the desire to seek revenge against the PCs may just be the motivation she needs to finally find a way to escape the Lady's Light.



ORIANA

Commander of a mercenary band of unrepentant Gray Maidens and compelled by a deep-seated need for vengeance, Oriana hopes some day to retake the rule of her beloved Korvosa in Queen Ileosa's honor.

ORIANA

CR 7

XP 3,200

Female fighter 8

CN Medium humanoid (human)

Init +0; Senses Perception +7

DEFENSE

AC 24, touch 10, flat-footed 24 (+10 armor, +4 shield)

hp 96 (8d10+48)

Fort +11, Ref +3, Will +2; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +2 longsword +15/+10 (1d8+8/17–20)

Ranged mwk composite longbow +9/+4 (1d8+3/×3)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Oriana prefers to fight side-by-side or back-to-back with allies or those she commands so as to prevent foes from flanking her, but does not shirk from battle when she must fight on her own. She uses Power Attack against foes at the start of combat, but switches to Combat Expertise whenever she's reduced below 55 hit points. She uses Improved Disarm on foes with her second attack in a round unless the foe appears to be heavily wounded or isn't wielding a dangerous weapon.

Morale Oriana is no coward, and as long as those she commands or allies with still live, she'll fight to the death. On her own, she flees (or surrenders, if flight is impossible) once reduced to fewer than 15 hit points.

STATISTICS

Str 16, Dex 10, Con 18, Int 13, Wis 8, Cha 13

Base Atk +8; CMB +11; CMD 21

Feats Combat Expertise, Improved Critical (longsword), Improved Disarm, Intimidating Prowess, Power Attack, Shield Focus, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +6, Intimidate +15, Knowledge (history) +3, Perception +7, Sense Motive +3, Survival +10

Languages Common, Varisian**SQ** armor training 2

Other Gear +1 full plate, +1 heavy steel shield, +2 longsword, cloak of resistance +1, maiden's helm

Oriana was raised by a kindly city guard named Chanbeck who found her at the age of 2, abandoned in an alley. Himself an orphan, Chanbeck had few fond memories of his childhood, so rather than turn the child over to an orphanage he elected to raise her as his own child. He did some research into her history and learned she'd been abandoned by her mother, who still lived in Korvosa and worked as a tavern wench and part-time whore in Old Korvosa. Upon learning this, Chanbeck vowed to protect Oriana from her mother—a woman he felt didn't deserve a treasure like a daughter. Growing up, little Oriana had many aunts and uncles—each and every guard who called that barracks home treated her like a beloved niece or adored mascot, bringing her treats and telling her fanciful stories. She was the apple of Chanbeck's eye, and he doted on her, dressing her in fine dresses and vowing to make of her “a lady like her mother.” Oriana was 12 when Chanbeck was killed while attempting to break up a tavern brawl. Devastated, she prevailed upon her “aunts and uncles” to tell the truth about her mother. Finally, they relented and the child sought her out.

The years had not been kind to Oriana's mother, who had grown increasingly severe and bitter. When Oriana presented herself, her drunken mother callously turned the girl away. “You aren't mine!” she shouted with revulsion. “Some drunken slattern birthed you!” Devastated, Oriana returned to the barracks in tears and burned all the fine clothes her father had given her. She then donned the smallest chainmail shirt she could find, picked up a sword, and began swinging it about with fury, making a vow to forget her mother—she would be a soldier, like her father. Within 6 months, many guards sported bruises and black eyes from sparring with wooden swords, as Oriana proved to be a natural.

Oriana grew into a beautiful young woman, with dark auburn hair, a creamy complexion, and deep blue eyes like brilliant sapphires. As she grew, her aunts and uncles died off one by one, only to be replaced by guards who'd never known her as a child, only as a woman. Many of them made sexual advances toward her, but she'd vowed never to have children and those she couldn't easily rebuff with words were turned aside by her fists or blade. When one particularly odious guard tried to take things too far, she broke his jaw. Unfortunately,

this man happened to be the son of a well-respected captain in the guard, and for several years afterward, Oriana found herself always enduring the least desirable of tasks and posts in the guard. She grew ever more bitter and resentful as time wore on, but retained her pride in both the city of Korvosa and her own martial prowess.

Then things changed—King Eodred died and Queen Ileosa took control of Korvosa. Oriana was one of the first to answer when Ileosa first put out the call among her favored guards that she was putting together a new martial group called the Gray Maidens to protect herself and Castle Korvosa. The period of time most of Korvosa's people look back upon now as one of the city's darkest is one that Oriana remembers fondly. As the months under Ileosa's rule wore on, it became clear to many that the Gray Maidens were anything but mere "queen's guards." Ileosa increasingly turned to extreme measures in recruiting for the Gray Maidens, but through it all, Oriana maintained her admiration for Ileosa's growing ruthlessness—she'd long felt that Korvosa had grown too soft, and under Queen Ileosa's rule, pride in what she felt would be a stronger Korvosa swelled in her heart. She wears the scars on her face, inflicted by Ileosa herself as part of Oriana's indoctrination, as a badge of pride. When Queen Ileosa was defeated, Oriana knew she had only a few days at most to escape the city before those same enemies came for her. She fled with a band of her most loyal followers, retreating to central Varisia where she and her group served as mercenaries until her rancor at having "lost Korvosa" drove her to a daring plan—she intended to loot the Lady's Light of its magic and wealth in order to fund and bolster an attempt to retake her home town.

Oriana now questions the wisdom of coming to the Lady's Light. For many weeks, she served "Runelord Sorshen" devoutly. But when Oriana dared to question her mistress's command to seek out and kill the half-orc witch Maroux for rebuffing an invitation to join the growing "army" within the Lady's Light (Maroux had treated Oriana and her Gray Maidens fairly, and Oriana felt that a death sentence for the witch was too much), her mistress struck her in a fury and banished her to this room. It wasn't long thereafter that the *charm monster* effect that kept Oriana loyal expired, allowing her to fully realize the extent to which "Sorshen" had duped her. She now believes that when "Sorshen" comes to visit her again, it will be to either murder her or re-establish her magical control—and Oriana isn't sure which of those fates frightens her more.

CAMPAIGN ROLE

Oriana may serve as the party's last obstacle before the false Sorshen, or a vital ally for the final confrontation

against Ashamintallu, depending on the PCs' interactions with her in the Lady's Light. If Oriana survives, she has a significant change of heart as she realizes that her quest for revenge led her to this doom. She decides to seek asylum in Magnimar, along with any of her surviving Gray Maidens, and hopes to rebuild her life.

SIDE QUEST

Oriana is wracked with guilt at having led her Gray Maidens into such danger. She's eager to find new homes and posts for the surviving Gray Maidens in Magnimar. If the PCs put in a good word for her with the Pathfinder Society or any other contacts in Magnimar, her integration into the city is much smoother.

Reward: 3,200 XP. In addition, and at your discretion, Oriana may offer her services to one of the PCs as a cohort.



SHATTERED STAR TREASURES

The following unique treasures can be found in “Curse of the Lady’s Light.” Player-appropriate handouts appear in the GameMastery Shattered Star item card set.

DEATHBALM TALISMAN

Aura moderate conjuration; **CL** 5th
Slot neck; **Weight** 1 lb.; **Price** 5,000 gp

DESCRIPTION

A *deathbalm talisman* grants its wearer a +5 resistance bonus on Fortitude saves against disease or poison, and if placed around the neck of an individual already suffering the effects of poison or disease, it allows a new save (with no additional bonus from the *deathbalm talisman*) to immediately remove the affliction. Whenever a wearer successfully saves against the effects of disease or poison while wearing a *deathbalm talisman*, it becomes dormant for 24 hours. After this time has passed, it refreshes and functions again. A character who wears a functioning *deathbalm talisman* for a period of 24 hours heals 1d4 points of ability damage to any one ability score currently suffering ability damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *lesser restoration*, *neutralize poison*, *remove disease*; **Cost** 2,500 gp

MAIDEN’S HELM

Aura moderate enchantment; **CL** 6th
Slot head; **Weight** 3 lbs.; **Price** 3,500 gp

DESCRIPTION

A *maiden’s helm* appears as the distinctive plate and plumed helm worn by the Gray Maidens. The helm imparts enhanced power and gravitas to the wearer’s voice, granting a +5 competence bonus on Intimidate checks. The wearer of a *maiden’s helm* can use *command* three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*, *command*;
Cost 1,750 gp

ORB OF CONSUMPTION

Aura strong enchantment; **CL** 15th
Slot none; **Weight** 9 lbs.; **Price** 10,000 gp

DESCRIPTION

This cruel Thassilonian device could not seem less intimidating—it appears as nothing more frightening than a hollow sphere of pink glass the size of a halfling’s head. When it is held in both hands and its command word is spoken, a pulsing light throbs at the core of the sphere and the sound of an ongoing exhalation of breath emanates from the orb.

This effect lasts for as long as the user concentrates, up to a maximum of 6 rounds per day. All creatures within 10 feet of the orb that possess an Intelligence of 3 or higher (save the orb’s user, who is immune to its effects as long as it is held) must succeed at a DC 15 Will save or be compelled to approach the sphere and touch it—this save is required every round the creature remains within 10 feet of the user and the orb. This is a mind-affecting sonic effect. The first applicable creature to touch an active *orb of consumption* takes 1d2 points of Constitution damage and 1d2 points of Wisdom damage (a successful DC 15 Will save negates this damage). The life energy and sanity consumed by the orb grant the user a +4 enhancement bonus to Charisma for 1 hour per point of Constitution or Wisdom damage dealt. Additional uses do not increase the bonus to Charisma but do increase the duration of the effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, *eagle’s splendor*; **Cost** 5,000 gp

SILVERFANG

Aura moderate necromancy; **CL** 8th
Slot none; **Weight** 2 lbs.; **Price** 9,320 gp

DESCRIPTION

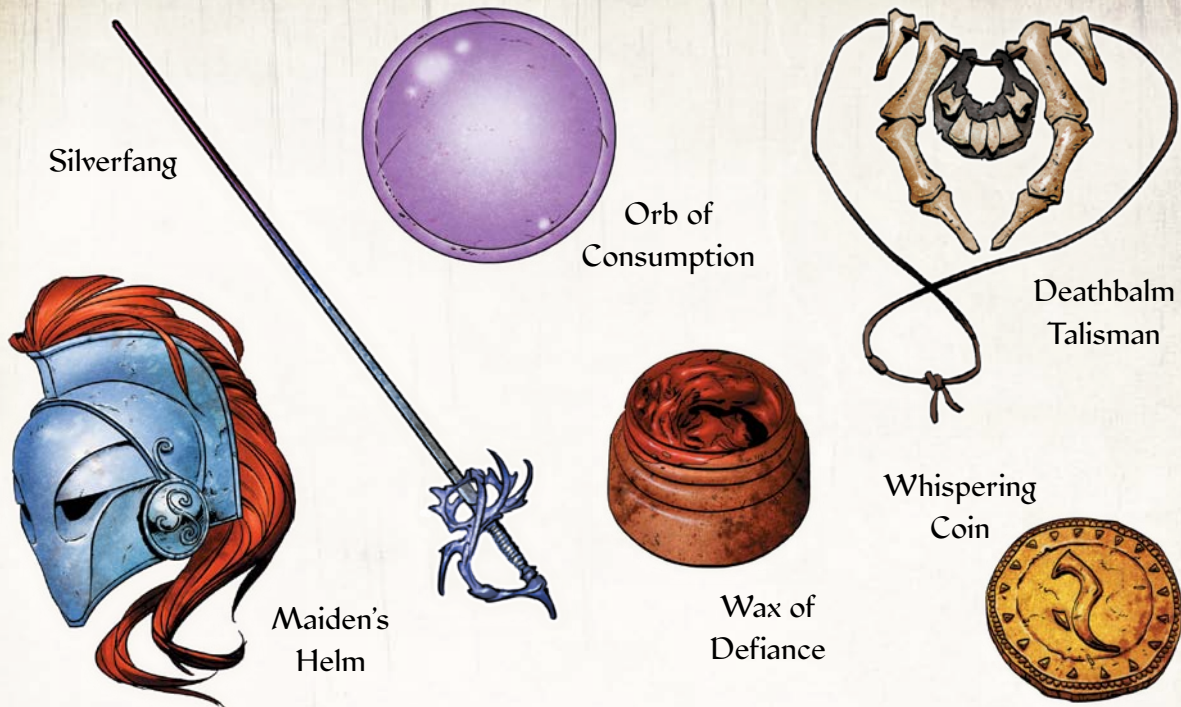
Silverfang is a +1 *undead bane mithral rapier* originally forged by a cabal of vampire hunters in Ustalav as a weapon against their hated foes. Ironically, the rapier was claimed by a powerful Nidalese vampire named Volsazni Dezarr as a trophy after he single-handedly slew the entire cabal during their foolish attempt to destroy him. Since then, Volsazni has bequeathed the weapon as a token of his favor to no fewer than a dozen vampiric thralls and five of his dhampir children—Gnaeus being the latest of these recipients.

As long as *Silverfang* is carried, the user gains a +2 resistance bonus on all saving throws against negative energy and level drain, and whenever he makes a Fortitude save to recover from a negative level, he may roll the save twice, taking the better of the two results as the actual result. Once per day, *Silverfang* can target an undead creature it just successfully critically hit with a *halt undead* effect (Will DC 14 negates) as a swift action.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *death ward*, *halt undead*; **Cost** 8,250 gp

SHATTERED STAR TREASURES



WAX OF DEFIANCE

Aura faint abjuration; **CL** 5th

Slot none; **Weight** —; **Price** 1,200 gp

DESCRIPTION

This waxy amber substance is typically stored in a lidded container that holds 10 applications. One application is enough to plug both of a creature's ears—applying the wax is a standard action. Once applied, the wax imparts a –2 penalty on Perception checks, but imparts a +4 resistance bonus on all saving throws against charm or language-dependant compulsion effects, like *charm monster*, *command*, and *suggestion*. If placed in the ears of a willing or helpless creature currently under a charm or language-dependant compulsion effect, the dose immediately allows the creature to make a new saving throw against the original effect to throw off the charm or compulsion effect (although without the normal +4 bonus granted by the wax if used when a creature is first targeted by such an effect). A single dose of *wax of defiance* lasts for 1 hour once applied.

CONSTRUCTION

Requirements Craft Wondrous Item, *break enchantment*, *silence*; **Cost** 600 gp

WHISPERING COIN

Aura moderate divination; **CL** 9th

Slot none; **Weight** —; **Price** 3,000 gp

DESCRIPTION

This ancient gold coin measures an inch in diameter and a quarter of an inch thick. One face bears one of the seven Thassilonian runes for magic and sin, while the opposite

side bears the image of a broken column. When carried, a *whispering coin* periodically haunts its carrier with soft whispers that seem to be in Thassilonian, but which are never loud enough to understand. These whispers are only slightly distracting, and in fact offer a boon to the carrier of the coin—they grant a +1 resistance bonus on saving throws against spells of the school of magic associated with the coin's rune (the coin found in this adventure bears the rune of lust, and thus grants a +1 resistance bonus against enchantment spells).

Once per day, when the bearer flips the *whispering coin* and asks a question in Thassilonian while the coin is in the air, the coin provides an answer to the question as it lands, either “yes” (the Thassilonian rune) or “no” (the broken column); the word “yes” or “no” is also whispered into the user's ear as the answer is determined. A *whispering coin*'s knowledge is limited to events that have a significant chance to affect the coin's carrier in the immediate future (no further out than a few minutes), and is further limited to facts, not conjecture. You could ask a *whispering coin* whether a door you were about to open is trapped, but not “Is the king the mastermind of the conspiracy we just learned about?” The GM, in other words, can determine whether or not a *whispering coin* can answer or not—if the coin can't answer, it spins on its edge upon landing for several seconds before flopping over to a random side and does not whisper a “yes” or “no” into the user's ear. The coin's one use for the day is still consumed.

CONSTRUCTION

Requirements Craft Wondrous Item, *augury*, *resistance*; **Cost** 1,500 gp