

ARDATHANATUS

The name “Ardathanatus” is well known among the priests of Windsong Abbey—as a nightmare, a bogeyman, and a monstrous traitor from the dawn of the Age of Lost Omens.

ARDATHANATUS

CR 14

XP 38,400

Male elf cleric of Yamasoth 15

CE Medium humanoid (elf)

Init +4; Senses low-light vision; Perception +17

DEFENSE

AC 29, touch 17, flat-footed 29 (+12 armor, +4 deflection, +1 insight, +2 profane)

hp 205 (15d8+134)

Fort +13, Ref +7, Will +17; +2 vs. abjuration effects, +2 vs. enchantments, +4 vs. fear and poison

DR 3/—, 10/adamantine (150 points); Immune sleep; Resist acid 20; SR 27

Weaknesses curse of envy

OFFENSE

Speed 20 ft.

Melee *flaying halberd* +20/+15/+10 (1d10+9/x3)

Special Attacks channel negative energy 4/day (DC 18, 8d6), fury of the Abyss 8/day (+7 attack, +7 damage, –2 AC), scythe of evil 2/day

Domain Spell-Like Abilities (CL 15th; concentration +20)
8/day—acid dart

Shattered Star Spell-Like Abilities (CL 15th; concentration +20)
1/day—*dispel magic*

Cleric Spells Prepared (CL 15th; concentration +20)

8th—quicken *cure critical wounds*, *earthquake*^D (DC 23)

7th—*blasphemy*^D (DC 22), quicken *cure serious wounds*, *repulsion* (DC 22)

6th—*blade barrier* (DC 21), *heal*, *heroes' feast*, *stoneskin*^D

5th—quicken *cure light wounds*, *flame strike* (DC 20), *spell resistance*, *plane shift* (DC 20), quicken *shield of faith*, *wall of stone*^D

4th—*air walk*, *cure critical wounds* (2), *freedom of movement*, *greater magic weapon*, *spike stones*^D (DC 19)

3rd—*cure serious wounds* (2), *dispel magic*, *magic vestment*, *meld into stone*, *rage*^D

2nd—*cure moderate wounds* (2), *lesser restoration*, *sound burst* (DC 17), *soften earth and stone*^D, *spiritual weapon*

1st—*command* (2, DC 16), *cure light wounds* (3), *doom*^D (DC 16), *sanctuary* (DC 16)

o (at will)—*bleed* (DC 15), *detect magic*, *light*, *read magic*

D Domain spell; **Domains**

Demon^{APG}, Earth

TACTICS

Before Combat Ardathanatus casts *lesser restoration* every day to remove the effects of fatigue brought on by lack of sleep, then casts *heroes' feast* so that he and the creatures

that aid him in his long-running ritual can be fed. He casts *magic vestment* on his armor and *greater magic weapon* on his halberd

every day. Once he knows that the PCs are drawing near, he also casts *air walk*, *freedom of movement*, *stoneskin*, and *spell resistance* on himself.



NPC GALLERY

During Combat Ardathanatus casts quickened *shield of faith* on the first round of combat (this bonus is already calculated into his AC above along with *repulsion* to prevent PCs from approaching him. He then remains at the northern end of the chamber and uses ranged magic such as *blade barrier*, *flame strike*, and *blasphemy*. He resorts to using his halberd in melee once foes come to him, or in the unusual event that he has used up his ranged attack options. Whenever he's reduced to fewer than 150 hit points, he uses a quickened cure spell on himself. He saves *heal* for when he's fallen below 50 hit points.

Morale Ardathanatus fights to the death, as long as his faith in Yamasoth remains unshaken (but see his Side Quest). If faced with certain defeat, he casts *earthquake* in a last-ditch attempt to bring down the dungeon on both himself and his enemies.

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 12, **Wis** 20, **Cha** 13

Base Atk +11; **CMB** +16; **CMD** 34

Feats Craft Magic Arms and Armor, Craft Construct, Craft Wondrous Item, Improved Initiative, Quicken Spell, Selective Channeling, Toughness, Weapon Focus (halberd)

Skills Knowledge (arcana) +14, Knowledge (history) +7, Knowledge (religion) +9, Linguistics +6, Perception +17, Spellcraft +19 (+21 to identify magic item properties)

Languages Abyssal, Common, Elven, Necril, Thassilonian

SQ elven magic, mark of Yamasoth, weapon familiarity

Gear +1 *adamantine full plate*, *flying halberd*, *belt of physical might* +4 (Str, Con), *cloak of resistance* +2, *doomsday key*, *headband of inspired wisdom* +2, *Shard of Envy*, spell component pouch, unholy symbol of Yamasoth, diamond dust (for casting *stoneskin*, worth 750 gp)

SPECIAL ABILITIES

Curse of Envy (Su) Ardathanatus suffers from the curse of the *Shard of Envy*. He becomes sickened whenever he's within 30 feet of a cleric or elf. Physical contact with another cleric or elf (including being the target of or while delivering touch spells) nauseates Ardathanatus unless he makes a successful DC 20 Fortitude save.

Mark of Yamasoth (Su) Ardathanatus has pledged his soul to Yamasoth by undergoing a foul ritual, at the climax of which he gouged out and ate his own left eye. As a result, he gains a +2 profane bonus to his Armor Class and an additional +4 hit points per Hit Die—but only as long as he remains of value to Yamasoth. In addition, he takes no penalties on Charisma checks made while interacting with conjured qliphoth.

^{APG} See the *Advanced Player's Guide*.

Very tall for an elf, Ardathanatus is also haggard and pale, almost to the point of looking undead—although most of the time he wears a suit of imposing adamantine full plate that covers his entire body. Ardathanatus gouged out his own eye in offering to Yamasoth, and the socket is now nothing more than an angry pit of scar tissue. His thin, livid lips are often bent into a grin of insane cruelty.

An aristocrat from a small but ancient elven community, the young, inquisitive, and ambitious Ardathanatus took his grandiloquent-sounding name when he joined the church of Pharasma and spent several years as an adventuring cleric. After outliving his boon companions, Ardathanatus joined Windsong Abbey, but with Aroden's death, he went mad and murdered several priests before fleeing into the wilds. Eventually he found a new faith in the qliphoth lord Yamasoth deep under Hollow Mountain, and today longs to usher in his new god to finish the task he began at the dawning of the Age of Lost Omens.

CAMPAIGN ROLE

If the PCs can redeem Ardathanatus (see his Side Quest, below), he takes the restoration of Windsong Abbey as one of his primary goals for rebuilding his faith in Pharasma.

SIDE QUEST

A character who prays before the statue of Sarenrae in the Temple of Sunset (area C3) receives a vision of Ardathanatus and feels the pain and horror that he wrought upon Windsong Abbey a century ago when he went berserk, but also becomes convinced that the elf's soul is not lost forever. The vision confirms that an ember of his old faith in Pharasma still smolders and could be rekindled. With this vision, the PC knows that in order to give Ardathanatus the chance to be redeemed, the cleric must not be killed.

To complete this quest, Ardathanatus must be captured alive—using mind-affecting effects like *charm person* suffices, as does simply rendering him unconscious but binding his wounds before he perishes. Once he's been defeated but captured alive, he must be shown the error of his ways. This requires succeeding at three consecutive DC 41 Diplomacy checks made over the course of several 1d4-hour-long discussions (at a rate of no more than one discussion per day, to provide Ardathanatus some time to ponder the words). A worshiper of Pharasma gains a +10 circumstance bonus on these Diplomacy checks. If the speaker incorporates Ardathanatus's notes from area D2, she gains a +5 bonus on the Diplomacy checks. Up to three additional people can use the aid another action to bolster the primary roller's Diplomacy check. Once these three checks are successfully made, Ardathanatus loses his faith in Yamasoth and begins the long road to redemption—at this point, no further checks are needed and the elf becomes an ex-cleric eager to regain his good standing in Pharasma's religion.

Reward: Aside from earning XP normally for defeating Ardathanatus, the PCs gain an additional 51,200 XP as soon as they redeem him from his evil ways. Ardathanatus also offers them all of his magic items, save his *doomsday key*, which he keeps for himself to prevent further miscreants from abusing the power hidden within the dungeons below Windsong Abbey.

CASAMIR AZMEREN

Casamir has been a part of Windsong Abbey for many years—and now that he is one of the abbey's sole survivors, he is in desperate need of aid!

CASAMIR AZMEREN

CR 7

XP 3,200

Male middle-aged half-elf cleric of Desna 8

CG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)**hp** 35 (8d8–4)**Fort** +6, **Ref** +6, **Will** +10; +2 vs. enchantments**Immune** sleep

OFFENSE

Speed 30 ft.**Melee** +2 *starknife* +7/+2 (1d4+1/x3)**Ranged** +2 *starknife* +11/+6 (1d4+1/x3)**Special Attacks** channel positive energy 7/day (DC 16, 4d6), holy lance (4 rounds, 1/day)**Domain Spell-Like Abilities** (CL 8th; concentration +11) 6/day—bit of luck, touch of good**Cleric Spells Prepared** (CL 8th; concentration +11)4th—*freedom of movement*^D, *holy smite* (DC 17), *sending*3rd—*create food and water*, *dispel magic*, *meld into stone*, *protection from energy*^D, *searing light*2nd—*aid*^D, *consecrate*, *hold person* (DC 15), *silence* (DC 15), *sound burst* (DC 15)1st—*detect undead*, *divine favor*, *obscuring mist*, *protection from evil*^D, *sanctuary* (DC 14), *shield of faith*o (at will)—*create water*, *detect magic*, *read magic*, *stabilize***D** Domain spell; **Domains** Good, Luck

TACTICS

Before Combat Casamir casts *create food and water* every morning.**During Combat** Casamir spends the first few rounds of combat preparing defenses, casting *freedom of movement* and *shield of faith* on himself, then casting *sanctuary* so he can move with greater ease on the battlefield. He focuses his spellcasting on healing allies, using attack spells only if no allies appear to be greatly wounded.**Morale** Casamir tries to flee back to safety (preferably to the Pharus Pharasmae) if reduced to fewer than 10 hit points while no allies are nearby to protect him, wanting to try to stay alive so that he can at least call for help again via *sending* or report what happened to Windsong Abbey.

STATISTICS

Str 9, **Dex** 16, **Con** 8, **Int** 13, **Wis** 16, **Cha** 14**Base Atk** +6; **CMB** +5; **CMD** 19**Feats** Combat Casting, Dodge, Extra Channel, Point-Blank Shot, Skill Focus (Survival)**Skills** Diplomacy +9, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (religion) +12, Perception +5, Survival +14; **Racial Modifiers** +2 Perception**Languages** Common, Elven, Varisian**SQ** elf blood, good fortune (1/day)**Gear** +1 *studded leather*, +2 *starknife*, *cloak of resistance* +1, Pharus Pharasmae statuette, silver holy symbol of Desna, spell component pouch, 32 gp

A nearly lifelong resident of Windsong Abbey, Casamir is thin and tall, with blue eyes, a receding chin, and a broad smile. His handsome face is starting to finally show his age in the form of a few wrinkles, but his hair remains as luxuriously red as it was in his youth. Normally a patient, cheerful man, Casamir has been severely shocked by recent events—being confronted with the death of several friends and the manifestation of the very horrors stories told in his childhood was but a cruel prelude to the defeat and petrification of his daughter, Koriah.

Casamir was born to a human woman who lived in the small village near Windsong Abbey, and was the result of a passionate but ultimately fleeting tryst with a traveling elven adventurer—his mother never even learned his father's name. She raised him as a worshiper of Desna, and as he grew older, he became enamored not only with these teachings, but with the majesty of Windsong Abbey itself. Not even tales of the monster Ardathanatus, who had murdered so many not quite 2 decades before he was born, could blunt Casamir's love for the monastery, and when his mother died, he officially joined Windsong Abbey.

For the next several decades, Casamir served as an acolyte under the tutelage of another half-elf, a beautiful woman named Melusia. Over those decades, the two worshipers of Desna slowly nurtured a bond stronger than faith, but Melusia worried that Casamir had not properly experienced the wonders of the world. She loved him dearly, but knew that should they wed, he would be

even more unlikely to travel. And so, when on his thirtieth birthday he finally worked up the courage to ask for her hand in marriage, she sadly issued him an ultimatum. She would marry him, but only if he brought her three gifts: three pots of soil harvested by him from three diverse grasslands—the Rostland Plains in Brevoy, the M’neri Plains in Sargava, and the Plains of Paresh in Qadira. Of course, these three locations were not idly chosen, for in traveling to these distant lands, Casamir would wander the width and length of the Inner Sea region. Of course, being a priest of Desna himself, Casamir instantly understood his lover’s request, and he did not despair. Instead, he secured permission for a leave of absence, and when he returned, successful, a year later, he and Melusia were wed.

The half-elven priests of Desna tried several times to have a child, yet after three miscarriages, the couple sadly accepted that a family would not be in their future. Instead, they threw themselves into their work, and were more instrumental in recruiting additional priests to the abbey than any other. Then, in 4679 AR, a miracle and a tragedy struck when Melusia gave birth to a daughter, yet died in childbirth. Distraught, Casamir had a crisis of faith, for there were no clerics at Windsong at that time capable of casting *raise dead* now that Melusia had died, but his love for his newborn daughter Koriah helped the cleric weather this crisis, and in the end, he found his faith even stronger than before. He raised Koriah as best he could, and when she came of age and went out into the world to become not only a successful adventurer but also a well-respected and famous Pathfinder, Casamir came to feel that Koriah was the best thing he’d ever been involved in—he regards her as his greatest triumph.

CAMPAIGN ROLE

Casamir’s initial role in the adventure is to inform the PCs of some of the backstory about what’s happened to Windsong Abbey. He recognized Ardathanatus during the battle from old depictions of the elf in artwork, and can also help the PCs with healing, as detailed further in area A5. While he’s hesitant to accompany the PCs on their adventures, there’s one thing he can certainly do for the PCs before they venture into the dungeons—inform them of a large stash of emergency magical supplies stored in the Temple of the Windsong (area C2) that he’s relatively sure none of the abbey priests were able to reach before the attack was over. If provided with drawing materials, he can also sketch a map of the upper levels of the dungeon—he knows nothing, however, of the chambers beyond doors sealed by *doomsday locks*.

Once the adventure is over, Casamir wishes to stay on at Windsong Abbey to help its restoration and rebuilding efforts. If the PCs redeemed Ardathanatus, Casamir may need to be convinced of the wisdom of allowing the onetime traitor to remain active at the abbey, but

assuming the PCs rescued his daughter and comported themselves well during the adventure, he’s willing to trust their judgment and decisions. In the long term, he certainly offers the PCs his lasting friendship, and should they ever return to the abbey in the future, he’ll be more than willing to ensure they receive both healing and room and board free of charge.

SIDE QUEST

When the PCs first meet him, Casamir’s greatest concern is not for the abbey’s or even his own well-being, but for the rescue of his daughter, petrified and taken away by Ardathanatus’s medusa minion. He suspects Koriah’s statue is still located aboveground, but has no way to provide for her restoration to flesh—yet still begs the PCs to save her.

Reward: 9,600 XP for restoring Koriah to flesh and reuniting her with Casamir.



KORIAH AZMEREN

Opinionated and quick to act, often to the point of being rash, Koriah Azmeren has made more than a few enemies during her rapid rise through the ranks of the Pathfinder Society. She is an expert on the Darklands, but her recent encounter in Windsong Abbey has proven to be more than she could handle.

KORIAH AZMEREN

CR 10

XP 9,600

Female half-elf ranger (deep walker) 11 (*Pathfinder RPG Ultimate Combat* 66)

CG Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +24

DEFENSE

AC 25, touch 17, flat-footed 19 (+4 armor, +1 deflection, +5 Dex, +1 dodge, +3 natural, +1 shield)

hp 142 (11d10+77)

Fort +12, **Ref** +12, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 40 ft.

Melee +1 frost mithral bastard sword +13/+8/+3 (1d10+4/17–20 plus 1d6 cold), lashing aklys +13/+8/+3 (1d8+2)

Ranged lashing aklys +17/+12/+7 (1d8+1)

Special Attacks favored enemy (elves +4, undead +4, vermin +2)

Ranger Spells Prepared (CL 8th; concentration +10)

3rd—*cure moderate wounds*

2nd—*barkskin*, *bear's endurance*

1st—*lead blades*^{APG}, *longstrider*, *resist energy*

TACTICS

Before Combat Koriah casts *barkskin*, *longstrider*, and *bear's endurance*, drinks a *potion of bull's strength*, and uses her *wand of cat's grace* before combat.

During Combat Koriah casts *lead blades* on the first round of combat and uses her hunter's bond to grant appropriate favored enemy bonuses to her companions. If she has to move to engage foes in battle, she's fond of making a single attack with her aklys against the target to try to trip it before moving up to attack it. She saves *cure moderate wounds* to use on an ally knocked down to negative hit points in battle, or for herself if she's fighting alone and falls to fewer than 25 hit points before she tries to flee combat.

Morale If reduced to fewer than 25 hit points, Koriah withdraws from combat. She uses her aklys to try to trip foes and deter them from chasing her, but as long as any allies remain in battle, she won't completely abandon a fight.

STATISTICS

Str 16, **Dex** 20, **Con** 20, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +11; **CMB** +14 (+16 tripping with aklys); **CMD** 31

Feats Dodge, Endurance, Exotic Weapon Proficiency (aklys), Exotic Weapon Proficiency (bastard sword), Greater Two-Weapon Fighting, Improved Critical (bastard sword), Improved Two-Weapon Fighting, Skill Focus (Perception), Toughness, Two-Weapon Defense, Two-Weapon Fighting

Skills Climb +17, Craft (writing) +14, Knowledge (dungeoneering) +10, Linguistics +4, Perception +24, Sense Motive +13, Stealth +19

Languages Aklo, Common, Elven, Terran, Undercommon, Varisian
SQ deep knowledge, elf blood, hunter's bond (companions), quarry, rock hopper, swift tracker, track +5, wild empathy +10

Combat Gear *potions of bull's strength* (3), *wand of cat's grace* (6 charges), *wand of cure moderate wounds* (7 charges); **Other Gear** +1 studded leather, +1 frost mithral bastard sword, lashing aklys, ring of protection +1, holy symbol of Desna

Korih Azmeren is a lean and muscular half-elven woman with red hair, blue eyes, and a pale complexion that tends to get more sunburned than bronzed. While she's attractive, her personality tends to make social situations complex, for she is confident in her abilities to the point that someone could rightly call her egotistical. In fact, Koriah has always felt awkward around other people, never quite fitting in with humans, elves, or any large groups, and as a defense mechanism she's cultivated an acerbic wit in addition to an overconfident reliance on her own skills.

Korih's childhood was spent entirely at Windsong Abbey, and while her father doted on her, the death of her mother left him quite overprotective of the young half-elf. She wasn't allowed to play with other children, and was only very rarely allowed outside of the abbey walls. Korih compensated for this by becoming a voracious reader, particularly of the nearly complete collection of *Pathfinder Chronicles* kept at the abbey (a collection that's now destroyed, sadly). Tales of Durvin Gest, Escobar Vellian, and other heroes filled Korih's mind with a longing not only to see these exotic locations and experience these hair-raising adventures, but also, one day, to immortalize herself in print as well.

When she came of age, Korih left Windsong and traveled to Absalom to join the Pathfinder Society. She impressed her

venture-captain with her tenacity and skill on missions, but even more so with her gift at writing, an unanticipated boon granted her by a childhood spent reading everything she could lay her hands on.

As she gained prestige in the society, however, Koriah increasingly found that she clashed with other agents she was grouped with, and she developed something of a reputation as being a snob, a busybody, and an egotistical shrew. Fewer and fewer Pathfinders wanted to work with her—and jealousy over her skill at writing certainly didn't help. Rather than admit to herself that she could, perhaps, be a bit more open and welcoming of others' advice or be a little more empathetic toward her companions, Koriah increasingly sought solo assignments. And through luck and skill, she excelled.

But it was her multi-year solo expedition into the Darklands that would become Koriah's crowning glory. For various reasons, this dangerous frontier had been ill-explored by the Pathfinder Society, and Koriah had noticed. She volunteered for the expedition and convinced her venture-captain to approve the risky endeavour, and after several years spent exploring and mapping the Darklands below central Avistan (including several months in disguise in the drow city of Zirnakaynin, an exhaustive exploration of the Long Walk of Nar-Voth, and even a few necessarily short but very informative descents to Orv), she emerged with enough notes to fill an entire volume of the *Pathfinder Chronicles*. Volume 44 was published, but it immediately became embroiled in scandal because of its revelations regarding the existence of the drow. The Winter Council of Kyonin spent a large amount of money trying to bribe the Society to suppress the volume. The Society refused the bribes, and Koriah's words were the first about the drow and many other underground horrors to reach the public eye—that many regarded this particular volume as more fiction than fact initially annoyed her, but today the volume is regarded as one of the more important among the recent entries in the *Pathfinder Chronicles*.

Since then, Koriah has spent most of her time continuing to explore the Darklands, but of late has been focusing more on Varisia, as homesickness has plucked at her heartstrings. She's volunteered to aid

Sheila Heidmarch in establishing the Pathfinder Society in Varisia, but when she received a panicked *sending* from her father, she foolishly set out on her own to try to help. This time, however, what she found on her solo adventure was more than even she could handle.

CAMPAIGN ROLE

Koriah's latest misadventure may have been the one that finally got through—once she's rescued and restored to flesh, she has a newfound sense of humility and does her best to address her attitude regarding teamwork. Adventuring with the PCs is just the thing she needs. As a Pathfinder who specializes in the Darklands (and who possesses a singular hatred of drow), Koriah can prove a helpful member of the party in the next adventure,

"Into the Nightmare Rift," and will provide some interesting roleplaying opportunities as the PCs are destined to encounter a not necessarily hostile band of drow in that adventure. Koriah's current experience level should remain within one or two levels of the average party level, so that she remains helpful in encounters but doesn't necessarily outshine any one PC. You don't need to track experience points separately for her—simply level her up every time the average party level increases by 1. If you find that having her along is making the adventure too easy, it's a simple enough matter to have her explain that she feels the need to return to Magnimar to report to the Pathfinders on what she and the PCs have learned so far.

SIDE QUEST

If the PCs rescue Koriah and recruit her aid, she wants to do two things.

First, she seeks to ensure her father is safe (him remaining in the Pharus Pharasmae for now is enough to satisfy her). Second, once she learns that the cleric Zolerim played a key role in betraying the abbey, she wants to ensure that he pays for his crimes, and asks the PCs to help her track him down in the dungeons and capture him alive so that he can be brought back to Magnimar to stand trial.

Reward: 12,800 XP if Zolerim is captured alive, brought south to Magnimar, and turned over to the city for trial.



SHATTERED STAR TREASURES

The following unique treasures can be found in “Beyond the Doomsday Door.” Player-appropriate handouts appear in the GameMastery Shattered Star item card set.

CRYSTALLINE STARKNIFE

Aura moderate evocation; **CL** 13th
Slot none; **Price** 20,324 gp; **Weight** 2 lbs.

DESCRIPTION

The original *crystalline starknife* was the weapon of Nugloss, a powerful priestess of Desna who fought for the Linnorm Kings during the Winter War. Made of a crystal-like substance similar in appearance to ice but as hard as steel, a *crystalline starknife* is a +2 *starknife* that deals +1d6 points of damage against crystalline creatures, as the weapon’s edges are particularly adept at shattering and weakening such foes. When thrown in conditions of bright or normal light, a *crystalline starknife* catches the light and creates a whirling disk of prismatic color. A creature hit by a *crystalline starknife* thrown in such conditions becomes dazzled for 1 round—or dazed for 1 round on a critical hit. A successful DC 14 Will save negates the dazzled or dazed condition. When thrown by a worshiper of Desna, a *crystalline starknife* gains the *returning weapon* special ability.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *daylight*, *shatter*;
Cost 10,324 gp

DEATH BILL

Aura moderate necromancy; **CL** 10th
Slot none; **Price** 14,318 gp; **Weight** 10 lbs.

DESCRIPTION

Death bills are greatly coveted by redcaps, and the loss of a *death bill* is considered a great shame punishable by exile or even death. A *death bill* is a +1 *scythe* that leaves particularly unsightly wounds in its victims’ flesh—these wounds do not bleed, and have dry, flaking edges, almost as if the wound had been desiccated by desert winds. Three times per day, the wielder of a *death bill* can swing the weapon as a standard action to create a scythe-shaped arc of dust that sweeps out from the user in a 30-foot cone. All creatures in this area take 2d4 points of slashing damage plus an amount of additional damage equal to the user’s Charisma modifier, and are staggered for 1 round by the pain of having moisture drawn from their bodies by the supernatural effect. A successful DC 13 Reflex save halves the damage and negates the staggered effect. Once per day as a swift action, as a *death bill* is used to reduce a foe to negative hit points with a melee attack, the user may cast a *death knell* on that victim (Will DC 13 negates).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *death knell*, *inflict critical wounds*; **Cost** 7,318 gp

DOOMSDAY KEY

Aura moderate necromancy; **CL** 9th
Slot neck (but see text); **Price** 9,000 gp; **Weight** 1 lb.

DESCRIPTION

Created ages before the construction of Windsong Abbey by the cult of Groetus, *doomsday keys* are used by the cult to seal certain doors in their temples, as well as the legendary *Doomsday Doors* themselves. See the adventure in this volume for examples of the types of unique locks that *doomsday keys* can work with.

Up to three times per day as a standard action made by twisting the key in the air (as if unlocking an invisible lock), a *doomsday key* causes up to four creatures chosen by and within 20 feet of the user to become shaken for 1 minute (Will DC 14 negates)—this is a mind-affecting effect. A *doomsday key* can also be used to inflict *bestow curse* (Will DC 14 negates) once per day—this use requires a successful touch attack. While worn about the neck (and thus taking up the neck item slot), a *doomsday key* bestows a +4 resistance bonus on the wearer’s saving throws made against curse effects; this protection does not help against curses the wearer may already be suffering from.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, *doom*, *remove curse*; **Cost** 4,500 gp

DOOMSDAY STAFF

Aura strong varied; **CL** 13th
Slot none; **Price** 52,000 gp; **Weight** 5 lbs.

DESCRIPTION

This bulky staff is sacred to the cult of Groetus, and its end bears the god’s holy symbol—a skull-faced moon. This staff allows the use of the following spells.

- *Bestow curse* (1 charge)
- *Confusion* (1 charge)
- *Insect plague* (1 charge)
- *Control weather* (2 charges)
- *Insanity* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *bestow curse*, *confusion*, *control weather*, *doom*, *insanity*, *insect plague*; **Cost** 26,000 gp

SHATTERED STAR TREASURES



FLAYING HALBERD

Aura strong necromancy; **CL** 13th
Slot none; **Price** 24,310 gp; **Weight** 12 lbs.

DESCRIPTION

A *flaying halberd* is a +1 *halberd* that can be used to slice off large swaths of a creature's skin. In combat, a character can denote a maximum of one attack per round to be a flaying strike. This attack deals normal damage, but the resulting wound is particularly painful as skin is torn away from the target's body. This causes an additional 1d6 points of bleed damage, and as long as a victim suffers from this bleed damage, it is staggered. A successful DC 15 Fortitude save made at the time the flaying strike occurs negates the bleed damage and staggered condition. The bleed effect can be stopped by a successful DC 15 Heal check or any spell that cures hit point damage. A flaying strike that results in a critical hit also deals 1d4 points of Charisma damage (no save) to the victim. Creatures immune to ability damage and critical hits are immune to flaying strikes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bleed*, *inflict critical wounds*; **Cost** 12,310 gp

LASHING AKLYS

Aura faint transmutation; **CL** 5th
Slot none; **Price** 4,305 gp; **Weight** 2 lbs.

DESCRIPTION

The *lashing aklys* was first invented by derro magisters to bolster their ability to upend their foes. A *lashing aklys* is a +1 *aklys* that grants a +2 bonus on combat maneuver checks made to trip

foes—this bonus stacks with that granted by Improved Trip. If you have Improved Trip, you can make trip attempts against foes of up to two size categories larger than you with a *lashing aklys*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate rope*;
Cost 2,305 gp

SOUL JAR

Aura strong necromancy [evil]; **CL** 15th
Slot none; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

An empty *soul jar* can be used to contain a soul that has been successfully trapped in a black sapphire gem via *soul bind* by holding the gemstone against the *soul jar's* lid for 1 full round. This action transfers the soul in the gem to the *soul jar* (which can hold the soul of a creature of up to 20 Hit Dice), leaving the black sapphire unharmed and empty of souls 50% of the time. The rest of the time, this transfer of soul from gem to jar shatters the black sapphire. A creature that can use *soul bind* as a spell-like ability (and thus does not use a focus) can automatically place a captured soul in a held *soul jar* as the spell-like ability is used. A soul in a *soul jar* cannot travel to the Boneyard to be judged, but *resurrection* or more powerful magic can restore to life a creature whose soul is caught in a *soul jar*. A *soul jar* can only contain one soul at a time. *Soul jars* are fragile (hardness 1, hp 10); if broken, the soul held within immediately escapes to the Boneyard.

CONSTRUCTION

Requirements Craft Wondrous Item, *soul bind*; **Cost** 2,500 gp