

CADRILKASTA

A native of the Hold of Belkzen, Cadrilkasta has abandoned her homeland and the orcs who have come to fear her for a new venture: an expedition to the Storval Plateau in search of an ancient treasure—the *Shard of Greed*.

CADRILKASTA

CR 19

XP 204,800

Female wyrm blue dragon (*Pathfinder RPG Bestiary* 94)

LE Gargantuan dragon (earth)

Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses; Perception +34**Aura** electricity (10 ft., 2d6 electricity), frightful presence (330 ft., DC 28)

DEFENSE

AC 39, touch 4, flat-footed 39 (–2 Dex, +35 natural, –4 size)**hp** 351 (26d12+182)**Fort** +22, **Ref** +15, **Will** +20; +2 vs. conjuration spells**Defensive Abilities** evasion, *freedom of movement*; **DR** 20/magic; **Immune** electricity, paralysis, sleep; **SR** 30**Weaknesses** curse of sloth

OFFENSE

Speed 20 ft., burrow 10 ft., fly 125 ft. (clumsy)**Melee** bite +38 (4d6+16/19–20), claw +38 (2d8+16), tail slap +33 (2d8+19), 2 wings +36 (2d6+9)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** breath weapon (120-ft. line, 22d8 electricity, Reflex DC 30 half, usable every 1d4 rounds), crush (4d6+19, DC 30), desert thirst (DC 28), mirage, storm breath (DC 30), tail sweep (2d6+19, DC 30)**Dragon Spell-Like Abilities** (CL 26th; concentration +35)At will—*create water*, *ghost sound* (DC 15), *hallucinatory terrain* (DC 19), *minor image* (DC 16), *veil* (DC 21), *ventriloquism* (DC 16)**Shard of Sloth Spell-Like Abilities** (CL 26th; concentration +35)
1/day—*summon monster III***Spells Known** (CL 15th; concentration +25)7th (4)—*greater scrying* (DC 22), *prismatic spray* (DC 22)6th (6)—*chain lightning* (DC 21), *contingency*, *geas/quest*5th (7)—*dominate person* (DC 20), *nightmare* (DC 20), *sending*, *teleport*4th (7)—*charm monster* (DC 19), *greater invisibility*, *phantasmal killer* (DC 19), *wall of ice*3rd (7)—*dispel magic*, *displacement*, *gaseous form*, *slow* (DC 18)2nd (7)—*alter self*, *command undead* (DC 17), *detect thoughts* (DC 17), *glitterdust* (DC 17), *scorching ray*1st (8)—*charm person* (DC 16), *endure elements*, *grease* (DC 16), *magic missile*, *reduce person* (DC 16)o (at will)—*bleed* (DC 15), *detect magic*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 15)

TACTICS

Before Combat Cadrilkasta casts *endure elements* every day.

During Combat Although Cadrilkasta is a dangerous foe, the curse that afflicts her helps to soften that danger somewhat. She doesn't bother casting many preparatory spells before combat, and for the first few rounds of battle she doesn't bother taking more than a move action, and stays in her nest. She clutches the *Shard of Sloth* tightly in one claw at all times, which prevents her from making a second claw attack even when she does start making full attacks. At the start of combat, Cadrilkasta activates her storm breath ability, calling down a bolt of lightning on the closest foe. She continues calling down bolts each round until she's reduced to fewer than 250 hit points. At this point, she realizes she's up against significant foes. She then leaps into the air and starts taking her full complement of actions (at which point her curse makes her sickened). She prefers not to make full attacks, and instead swoops back and forth while casting spells or breathing lightning on the PCs. She also starts using *Quicken Spell* to cast additional spells each round—*displacement* on the first round, followed by *glitterdust*, *scorching ray*, *magic missile*, *grease*, and *reduce person*. She saves a 7th-level spell slot for *summon monster VII*, three 5th-level spell slots for her *teleport* spells, and at least two 4th-level slots for *charm monster* spells to be used as detailed in her *Morale* section if she flees. Once she's reduced to fewer than 150 hit points, her *contingency* spell activates, turning her invisible. She then casts *teleport* to retreat to area **F3**, where she casts *summon monster VII* to summon 1d3 lillend azatas, then orders them to heal her with *cure serious wounds* and *cure light wounds*. Once they exhaust their healing, she uses her mirage ability to create a duplicate image of herself farther up the tunnel, making it appear that she's come back to cast more spells and breathe more lightning at foes while her lillends move up to attack the PCs as well. As soon as her mirage ends or the PCs confront her in **F3**, she lands in their midst and starts making full attacks (still minus one claw attack).

Morale Cadrilkasta tries to escape if reduced to 60 hit points or fewer, taking with her only the

NPC GALLERY

treasures she carries or wears and leaving the rest behind in area **F10**. She casts *teleport* to return to area **F1**, then flees through the portal back to area **E3** in the Embassy of Leng (she doesn't realize she can do the same by fleeing into the clouds below). The dragon makes her way back through the dungeons—pausing to breathe a bolt of lightning into the pit at area **E3** to wake up and anger the bhole so that pursuing PCs need to deal with it (unless they've already damaged the bhole enough to make it retreat for an extended time). As she works her way back up through the dungeon, Cadrilkasta uses *charm monster* to recruit additional creatures to slow down her pursuers. Once she exits the dungeon (or immediately upon returning to the Material Plane if the abyssium reactor is no longer functioning), she uses *teleport* to escape into an old lair in the Kodar Mountains.

STATISTICS

Str 37, **Dex** 6, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +26; **CMB** +43; **CMD** 51 (55 vs. trip)

Feats Combat Casting, Combat Reflexes, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Maximize Spell, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Vital Strike

Skills Bluff +34, Diplomacy +34, Fly +13, Intimidate +34, Knowledge (arcana) +34, Knowledge (geography) +34, Knowledge (history) +34, Knowledge (nature) +34, Perception +34, Sense Motive +34, Stealth +15

Languages Aquan, Common, Draconic, Giant, Thassilonian, Varisian

SQ *contingency*, sound imitation

Gear *amulet of mighty fists* +3, *portable hole*, *ring of evasion*, *ring of freedom of movement*, *Shard of Sloth*, *contingency* statuette worth 4,500 gp

SPECIAL ABILITIES

Contingency If Cadrilkasta is reduced to 150 hit points or fewer, *greater invisibility* activates on her.

Curse of Sloth Cadrilkasta is under the curse of sloth from the *Shard of Sloth* she carries (*Pathfinder* #61 69).

Cadrilkasta's mother was slain by a party of adventurers not long before Cadrilkasta's egg hatched, but the miscreants failed to locate the dragon's lair. Having hatched with no parents or siblings but inheriting a sizable treasure, Cadrilkasta spent her early years making raids against the orcs to the south and barbarians to the north. By the time she was an adult, she was frustrated by her lack of learning and relocated her lair to the Hungry Mountains. There she spent many decades abducting scholars to force them to broaden her education, particularly with stories of ancient Thassilon. Once she felt she'd learned all she could, she returned to Belkzen to build her legend among the orc tribes—although killing orcs was generally only a method for her to gain access to more Thassilonian ruins to explore and loot.

CAMPAIGN ROLE

If Cadrilkasta makes it back to her old lair, she hides out long enough to heal, during which time she uses *greater scrying* to spy on the PCs and *nightmare* to show them she will come after them someday. The dragon could track the PCs all the way to Magnimar or even the city of Xin in an attempt to kill them and get back her treasure!



XAIVANSHEE RASIVREIN

Xaivanshee leads a small group of highly trained specialists far beyond the walls of the drow city of Zirnakaynin in search of an artifact that she needs to complete her personal quest to become a vampire.

XAIVANSHEE RASIVREIN**CR 15****XP 51,200**Female drow noble cleric of Zura 15 (*Pathfinder RPG Bestiary* 115)

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Perception +17**Aura** *cloak of chaos* (DC 23)**DEFENSE****AC** 28, touch 20, flat-footed 22 (+7 armor, +4 deflection, +5 Dex, +1 dodge, +1 shield)**hp** 172 (15d8+101); fast healing 10**Fort** +17, **Ref** +14, **Will** +18; +2 vs. enchantments, +4 vs. fear and poison**Defensive Abilities** Zura's favor; **Immune** sleep; **SR** 26**OFFENSE****Speed** 30 ft.**Melee** +3 *horacalcum rapier* +18/+13/+8 (1d6+3/18–20), +3 *keen mithral rapier* +17 (1d6+3/15–20)**Special Attacks** aura of madness (DC 22, 15 rounds/day), channel negative energy 5/day (DC 19, 8d6), chaos blade (7 rounds, 2/day)**Demonic Obedience Spell-Like Abilities** (CL 15th; concentration +20)
1/day—*vampiric touch***Domain Spell-Like Abilities** (CL 15th; concentration +20)
8/day—touch of chaos, vision of madness (+/–7)**Drow Noble Spell-Like Abilities** (CL 15th; concentration +17)
Constant—*detect magic*
At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*
1/day—*dispel magic*, *divine favor*, *suggestion* (DC 15)**Cleric Spells Prepared** (CL 15th; concentration +20)
8th—*cloak of chaos*^D (DC 23), *rift of ruin*^{BOTDz} (DC 23)
7th—*destruction* (DC 22), *insanity*^D (DC 22), *mass cure serious wounds* (DC 22)
6th—*blade barrier* (DC 21), *heal*, *heroes' feast*, *phantasmal killer*^D (DC 21)
5th—*breath of life* (2), *dispel law*^D, *greater command* (2, DC 20), *mass cure light wounds* (DC 20)
4th—*air walk*, *confusion*^D (DC 19), *cure critical wounds*, *freedom of movement*, *greater magic weapon* (2)
3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *cure serious wounds* (2), *magic circle against law*^D, *magic vestment*2nd—*cure moderate wounds* (2), *hold person* (DC 17), *resist energy*, *silence* (DC 17), *touch of idiocy*^D1st—*command* (DC 16), *cure light wounds* (3), *lesser confusion*^D (DC 16), *obscuring mist*, *shield of faith*0 (at will)—*bleed* (DC 15), *detect magic*, *read magic*, *stabilize*
D Domain spell; Domains Chaos, Madness**TACTICS****Before Combat** Xaivanshee uses her *extend metamagic rod* to cast an extended *heroes' feast* for herself and her allies every day. She also casts *magic vestment* on her armor and *greater magic weapon* on both rapiers, then casts *cloak of chaos* on herself (this lasts for 24 hours due to her favor with her deity). If she knows she's about to enter combat, she casts *air walk* and *freedom of movement*.**During Combat** Xaivanshee hangs back in combat, letting her allies occupy foes in melee as long as possible. Her first act in the battle is to cast *rift of ruin* to open a chasm under the feet of any enemies standing on the ground. On the second round, she causes the rift to close by summoning a bebilith through it to fight alongside her. (If you don't have access to *rift of ruin*, replace this spell with *summon monster VIII*.) Xaivanshee uses her ranged attack spells in following rounds. If she sees her allies have become wounded, she moves in to aid them with healing spells. She's well aware that the longer they live, the longer they can protect her. She enters melee combat if she has to, but tries to cast *divine favor* beforehand. She saves *heal* to cast on herself once she's reduced to 50 hit points or fewer.**Morale** Xaivanshee goes to any lengths to remain alive if faced with certain defeat, taking hostages to bargain for escape, fleeing in outright cowardice, offering bribes, or begging for mercy (in that order of preference).**STATISTICS****Str** 10, **Dex** 20, **Con** 18, **Int** 10, **Wis** 20, **Cha** 15**Base Atk** +11; **CMB** +11; **CMD** 31**Feats** Craft Magic Arms and Armor, Craft Wondrous Item, Demonic Obedience^{BOTDz}, Dodge, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse**Skills** Diplomacy +13, Knowledge (religion) +12, Linguistics +6, Perception +17**Languages** Abyssal, Common, Elven, Necril, Undercommon
SQ elven magic, poison use, weapon familiarity**Combat Gear** *extend metamagic rod*; **Other Gear** +1 elven chain

shirt, +1 horacalcum rapier, +1 keen mithral rapier, belt of physical might +4 (Dex, Con), gloves of arrow snaring, instant fortress, slave collar keys (3, each attuned to her hunt mistress's slave collars), spell component pouch, unholy symbol of Zura, fine spidersilk robes worth 2,500 gp

^{BOTD²} See *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2

SPECIAL ABILITIES

Demonic Obedience This feat grants Xaivanshee *vampiric touch* as a spell-like ability and a +4 profane bonus on saving throws against the supernatural abilities of undead. In order to maintain Zura's Favor and the other effects of the feat, every day while she prepares her spells Xaivanshee must drink the blood of a willing creature while allowing that creature to drink some of her own blood.

Profane Gift (Su) Xaivanshee has a +2 profane bonus to her Constitution—a profane gift from the succubus Liluresha, who serves the demon lord Zura.

Zura's Favor (Su)

Xaivanshee currently enjoys the favor of her patron demon lord, Zura. As a result, her *cloak of chaos* spell lasts for 24 hours when cast, and she gains fast healing 10. If she ever loses Zura's favor or fails to perform her Demonic Obedience, she loses these benefits forever, takes 2d6 points of Wisdom drain, and gains 2d4 permanent negative levels.

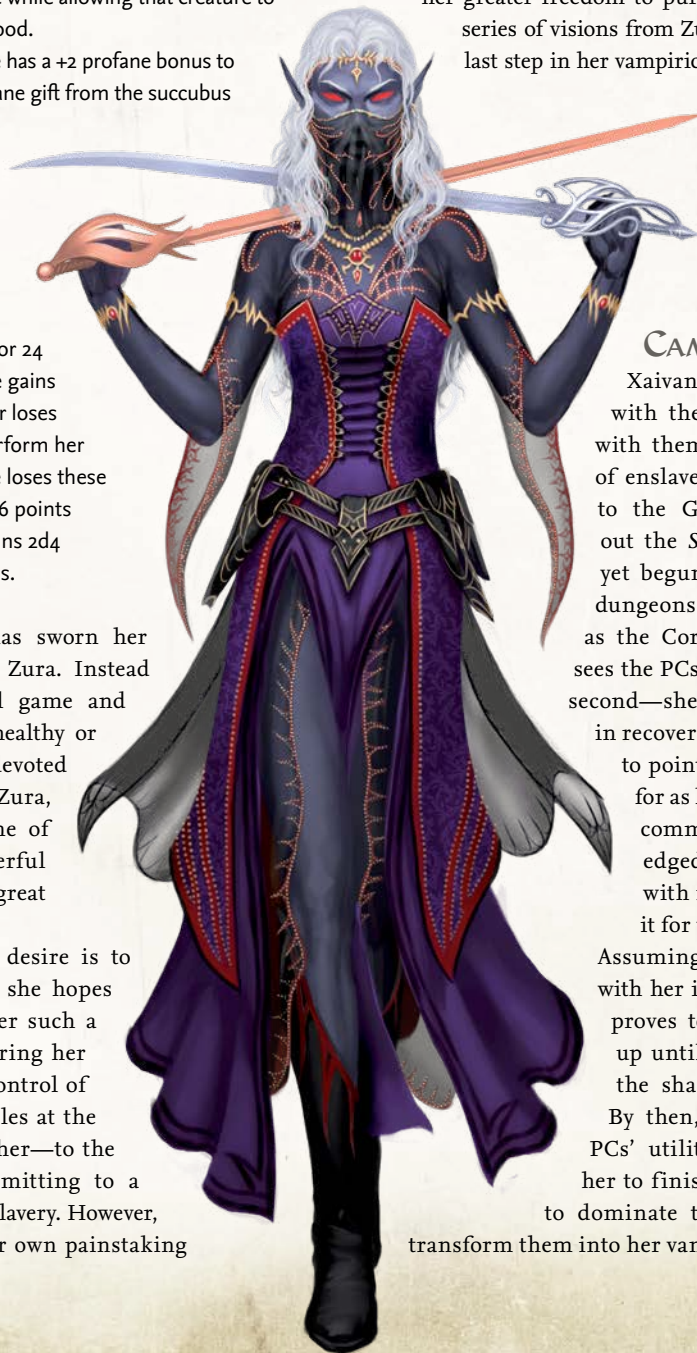
Xaivanshee Rasivrein has sworn her life to the demon lord Zura. Instead of playing the political game and building relationships (healthy or otherwise), Xaivanshee devoted herself completely to Zura, and in time became one of her house's most powerful clerics—a fact she took great pains to keep to herself.

Xaivanshee's greatest desire is to become a vampire, and she hopes that the newfound power such a transformation would bring her will allow her to seize control of her House. Yet she rankles at the thought of serving another—to the domineering drow, submitting to a vampire's bite is akin to slavery. However, with Zura's favor and her own painstaking

research into a vile ritual, Xaivanshee has developed her own method to achieve vampirism.

But as she has worked on her necromantic goals, the city of Zirnakaynin grew increasingly unstable. When one of the city's most powerful groups, House Azrinae, attempted a devastating attack on the surface elves only to be defeated by heroes from the surface world, Zirnakaynin was thrown into chaos. House Rasivrein, like the city's other noble houses, grew increasingly desperate to fill the vacancy in power left by Azrinae's fall. Xaivanshee watched in amusement from the shadows as her kin struggled to increase their house's standing in the growing violence and discord, enjoying the fact that the growing turmoil gave her greater freedom to pursue her own goals. A final series of visions from Zura recently showed her the last step in her vampiric transformation ritual—she

must seek out a specific powerful and ancient necromantic artifact with which to take her own life. She must recover the *Shard of Sloth* and use it to slit her own throat.



CAMPAIGN ROLE

Xaivanshee can either compete with the PCs or temporarily ally with them. Leading a small group of enslaved half-sisters, she's come to the Guiltspur Depths to seek out the *Shard of Sloth*, but has not yet begun her investigation of the dungeons beyond the region known as the Core. Wise in her ways, she sees the PCs as tools first and enemies second—she wants to recruit their aid in recovering the shard, and is quick to point out that she needs it only for as long as it would take her to commit suicide with the sharp-edged artifact. Once she's done with it, the PCs are free to keep it for themselves.

Assuming the PCs decide to work with her instead of fighting her, she proves to be a trustworthy ally—up until the point when she uses the shard to become a vampire.

By then, she's come to value the PCs' utility, and if the PCs allow her to finish her ritual, she attempts to dominate them all and, eventually, transform them into her vampiric thralls.

SHATTERED STAR TREASURES

The following unique treasures can be found in “Into the Nightmare Rift.” Player-appropriate handouts appear in the GameMastery Shattered Star item card set.

CENSER OF DREAMS

Aura moderate abjuration; **CL** 11th
Slot none; **Price** 8,000 gp; **Weight** 5 lbs.

DESCRIPTION

Typically crafted of bronze, brass, or copper with an upper section of silver or mithral, a *censer of dreams* protects sleeping minds from the fell influence of magical nightmares. A *censer of dreams* can burn any type of incense as per a normal censer, but can also be commanded to emit lavender-scented fumes that fill a 30-foot-radius spread for up to 8 continuous hours per day, as long as the censer remains immobile. Strong winds disperse this effect, and moving the censer causes the effect to end immediately, but otherwise, any creature that sleeps in this area gains a +4 bonus on all saving throws made against dream- or nightmare-related effects, such as the *nightmare* spell or the effects of the nightmares caused by the abysium reactor in this adventure. A night hag cannot use her dream haunting ability in an area under this effect, and at the GM’s discretion, the effect can block other strange effects that target sleeping or dreaming minds. All creatures who sleep for the full 8 hours in this area awaken particularly refreshed, having had pleasant dreams in which they explored idyllic landscapes and spoke with charming and eccentric creatures. Upon awakening, these subjects heal as if they’d taken complete bed rest for an entire day and night (recovering twice their character level in hit points).

CONSTRUCTION

Requirements Craft Wondrous Item, *dream*; **Cost** 4,000 gp

CRYSTAL BALL OF THE DARK VOID

Aura moderate divination; **CL** 10th
Slot none; **Price** 60,000 gp; **Weight** 7 lbs.

DESCRIPTION

Crystal balls of the dark void look like dark-colored *crystal balls*. Upon inspection, most appear to be filled with roiling clouds of midnight blue smoke, but some seem to contain motes of light that evoke the night sky. This item functions as a standard *crystal ball*, but can be used to cast *sending* once per day targeting any creature observed in the crystal ball.

Once per month, the user can attempt to use a *crystal ball of the dark void* to contact a flying creature from the depths of space called a shantak (*Pathfinder RPG Bestiary* 2 244). The user must attempt at a DC 25 Spellcraft check. If the attempt to contact a shantak is successful, the monster flies

to the location where the user was when contact was made. It arrives there in 3d20 hours, at which point the user must use Diplomacy or magic to compel the shantak to serve him. Failure to do so (or failure to meet the shantak) causes the angry shantak to remain in the area for 2d6 hours, attacking anything that comes near.

Every time a *crystal ball of the dark void* is used, there’s a 5% chance that the item doesn’t work as intended and instead reveals glimpses of alien horrors from the depths of the Dark Tapestry to the user, who must immediately attempt a DC 20 Will save to avoid taking 1d4 points of Wisdom drain.

CONSTRUCTION

Requirements Craft Wondrous Item, *scrying, sending*; **Cost** 30,000 gp

NIGHTGAUNT MASK

Aura moderate divination; **CL** 11th
Slot head; **Price** 30,000 gp; **Weight** 1 lbs.

DESCRIPTION

A black, horned *nightgaunt mask* has two eyeholes but no other facial features. When the mask is worn, even the eyeholes vanish, leaving the wearer with no visible face at all. The wearer gains the advantages shared by the faceless nightgaunts on which the mask is based. The entire face of the mask functions as a sort of “eye,” allowing the wearer to see normally. The wearer also gains a +4 bonus on all saving throws against gaze attacks, and does not breathe (and is thus immune to inhaled toxins and scent-based effects). However, the wearer can’t speak, and therefore can’t cast spells or use items that require verbal components or command words.

Once per day, but only after wearing the mask for at least 1 hour, the wearer can summon 1d4+1 nightgaunts to do her bidding, as if by casting *summon monster VI*. These nightgaunts remain for 11 rounds. Alternatively, the wearer can summon a single nightgaunt that remains for 24 hours. She can communicate with and thus give orders to these nightgaunts via telepathy to a range of 100 feet. If the wearer removes the *nightgaunt mask*, any summoned nightgaunts immediately turn on her and attempt to carry her off and drop her from a great height before vanishing.

CONSTRUCTION

Requirements Craft Wondrous Item, *alter self, blindness/deafness, summon monster VI*; **Cost** 15,000 gp

SHATTERED STAR TREASURES

Nightmare Rod



Censer of Dreams



Crystal Ball of the Dark Void

Nightgaunt Mask



Slave Collar

NIGHTMARE ROD

Aura strong illusion; **CL** 13th
Slot none; **Price** 80,000 gp; **Weight** 5 lbs.

DESCRIPTION

A *nightmare rod* is a wooden rod with a smooth, purple, crystalline octopus clutching one end, its tentacles wrapped around the length of the rod and its bulbous body serving as a sort of mace head. Indeed, a *nightmare rod* can be wielded as a +2 *heavy mace*. On a critical hit, a *nightmare rod* floods the target's mind with horrific visions of nightmarish dooms that stagger the victim for 1 round if it fails a DC 15 Will save. This is a mind-affecting fear effect.

In addition, a *nightmare rod* has the following powers.

- Once per day as a free action when the rod hits a living creature, the user can affect the creature struck with a *phantasmal killer* spell (Will/Fort DC 16).
- Once per day, the user can cast *nightmare*. If the recipient is awake when the spell begins, the wielder need not enter a trance (as he would if he had cast the spell)—the *nightmare rod* maintains its own sort of trance on the spell and automatically finishes casting the spell as soon as the recipient falls asleep. If the recipient does not fall asleep within 24 hours, the *nightmare rod* ceases attempting to cast the spell automatically.
- As long as the wielder carries the *nightmare rod* in his hand, he is immune to fear effects.

CONSTRUCTION

Requirements Craft Rod, *fear*, *nightmare*, *phantasmal killer*, *remove fear*; **Cost** 40,000 gp

SLAVE COLLAR

Aura moderate divination; **CL** 9th
Slot neck; **Price** 25,000 gp; **Weight** 1 lb.

DESCRIPTION

Slave collars are popular items among drow, duergar, and other Darklands societies that require obedience and servitude from slave castes. As these collars are relatively costly, they are typically reserved for use on particularly powerful or desirable slaves. A *slave collar* consists of a simple ring of metal (typically brass or bronze) that latches in place with a lock. Many feature additional adornments like short lengths of chain. Each *slave collar's* lock is attuned to a unique key. The person who carries a collar's key is aware of that collar's wearer as if it were the target of a constant *status* spell. In addition, the key carrier can communicate telepathically with the wearer of the collar as long as the wearer is within 100 feet of her. As long as a *slave collar* is worn, that collar's key carrier automatically penetrates the collar wearer's spell resistance (if any), and the collared creature takes a –5 penalty on all saving throws against the key carrier's spells. A *slave collar's* lock can be picked with a successful DC 40 Disable Device check, or broken open with a successful DC 30 Strength check—either method immediately destroys the *slave collar*. The wearer of a *slave collar* takes a –10 penalty on Disable Device or Strength checks made to disable the *slave collar* it wears.

CONSTRUCTION

Requirements Craft Wondrous Item, *status*, *telepathic bond*; **Cost** 12,500 gp