

WRATH OF THE  
RIGHTEOUS

## 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<sup>M</sup>, Deceitful, Improved Critical (composite longbow), Iron Will, Point-Blank Shot, Rapid Shot, Toughness<sup>M</sup>  
**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 bane arrows, 10 +1 phase locking arrows<sup>UC</sup>, 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.

## NPC Gallery

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.



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## 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<sup>M</sup>; **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, disincorporate, 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*<sup>M</sup> (DC 24), *teleport*, *summon monster V* 4th—*dimension door* (2), *enervation*, *greater invisibility*, *phantasmal killer* (DC 22), *summon monster IV* 3rd—*dispel magic*<sup>M</sup>, *displacement*, *fireball* (2, DC 21), *fly*<sup>M</sup>, *slow* (DC 21), *spiked pit*<sup>APG</sup> (DC 22) 2nd—*false life*, *glitterdust* (DC 21), *resist energy*, *scorching ray* (3), *web* (DC 21) 1st—*grease* (DC 20), *magic missile*<sup>M</sup> (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<sup>M</sup>, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Diehard, Sacred Summons<sup>UM</sup>, Scribe Scroll, Simple Weapon Proficiency, Spell Focus (conjuration), Toughness<sup>M</sup>

**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*

## NPC Gallery

*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 Hepzamirah 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 Sodden 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 <i>Bell of Mercy</i> may be destroyed by transporting it to the Abyss, where it must be struck by an <i>adamantine unholy longsword</i> 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:

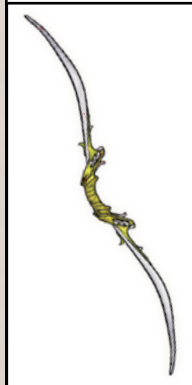
- *ant haul*<sup>APG</sup> (1 charge)
- *water walk* (1 charge)
- *air walk* (2 charges)
- *dimension door* (2 charges)
- *freedom of movement* (2 charges)
- *plane shift* (3 charges)

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		



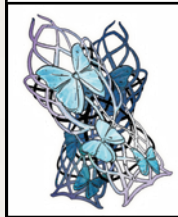
Favored by worshipers of Desna and elves alike, the silvery wooden limbs and green riser of this +3 *composite longbow* are decorated with rows of tiny stars, sparkling comets, and little moons. Arrows fired from this bow trail streams of silvery light, and resemble shooting stars as they fly. Creatures 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*