

## Wrath of the Righteous



# The Midnight Isles

## ⌘ PART 1: THE MIDNIGHT FANE

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The heroes seek out the Midnight Fane, defeat its leaders, and close the portal to the Abyss being used to transport *Nahyndrian crystals*.

## ⌘ PART 2: A DEMON LORD'S FAVOR

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The heroes must attract the attention of Nocticula in order to gain her cooperation in their dangerous mission in the Midnight Isles.

## ⌘ PART 3: LANDFALL ON COLYPHYR

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Having secured Nocticula's cooperation and her promise to not interfere, the heroes come to the isle of Colyphyr to seek out the *Nahyndrian mine*.

## ⌘ PART 4: THE NAHYNDRIAN MINE

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The mine is well protected by demons, dragons, and worse—the heroes must defeat these dangers if they're to stop the flow of *Nahyndrian crystals*!

### Advancement Track

"The Midnight Isles" is designed for four characters and uses the medium XP track.

**L12** The PCs should begin the adventure at 12th level/5th tier.

**L13** The PCs should be 13th level by the time they finish Part 1.

**T6** The PCs should be 6th tier once they become notorious in Alushinyrra.

**L14** The PCs should be 14th level before entering the *Nahyndrian mine*.

**L15** The PCs should be 15th level at the adventure's end.

**T7** The PCs should be 7th tier at the adventure's end.



## The Midnight Isles

### Adventure Background

The witch Areelu Vorlesh did not sit idle after playing her part in opening the Worldwound. Since this ruinous accomplishment, she's served Deskari as an advisor, ambassador, envoy, general, executioner, and more, all while pursuing her own research. One of her greatest discoveries in this time took place on the remote island of Vazglar of the Midnight Isles in the Abyss. In a hidden cavern, she discovered a deposit of exceedingly rare *Nahyndrian crystals* of unprecedented purity. These crystals, the fossilized lifeblood of murdered demon lords, contained within their facets stores of mythic power. Areelu spent years researching a way to unleash that power, and eventually used it to ascend and become a mythic archmage.

But she didn't stop there. The procedure she used on herself to attain mythic power took years and nearly killed her three times—if she could make the process faster and safer, she could distribute this power among the generals and commanders of the Worldwound, and in so doing grant Deskari a new caste of unstoppable mythic demons to complete his task on Golarion. She set up a secret mining operation on Vazglar with the aid of a priestess named Hepzamirah—none other than the daughter of Baphomet. With the aid of minotaur cultists of Baphomet, and using their skill at mining and their ability to function in tangled underground regions, Areelu and Hepzamirah quickly harvested as many *Nahyndrian crystals* as possible from the caves riddling the isle. With the aid of Xanthir Vang, Areelu was even able to expand on the same rift-causing magic she had used to open the Worldwound, creating a portal between one of the Vazglar mines and an old shrine of the empyreal lord Pulura in the Worldwound. This provided an easy and convenient way to transport the purest *Nahyndrian crystals* to a safer place to be processed and used for experimentation.

Dozens of pure *Nahyndrian crystals* were destroyed during these experiments, much to Areelu's frustration, but eventually she solved the problem with the aid of a brilliant alchemist named Mutasafen. With his techniques, a pure crystal could be powdered and liquefied into a single elixir that, when imbibed, would do one of two things: unlock the drinker's mythic potential or kill the drinker. Since then, Xanthir and Areelu have moved on to other projects (not the least of which was the creation of a magical chisel from a *Nahyndrian crystal* that would finish the job of fracturing a damaged *wardstone*), while Mutasafen has been left to the task of making the elixirs distilled from the crystals safer and more efficient.

Back on the Midnight Isles, Hepzamirah now struggles to provide the raw materials needed for these experiments. After the *Nahyndrian crystals* in the mines and caves on Vazglar were depleted, Hepzamirah spent nearly a year searching for a new source of the rare crystals, recruiting Areelu Vorlesh's aid when she met again and again with

frustration. Not any crystals would do; they needed to be mined from the oldest of the Midnight Isles, and powerful minions of Nocticula ruled all these isles. Hepzamirah did not want to involve these minions—or worse, Nocticula herself—knowing that if word of the crystals' value were to spread, competition for this resource would drive her off the plane at best, or at worst would find her a slave to the Lady in Shadow.

When Hepzamirah came to the remote isle of Colyphyr, she at last found what she was looking for—deposits of the crystals that were even more potent than those found on Vazglar. She set to work at once, while Areelu did her best to broker a truce of sorts with Nocticula in order to secure permission to mine on the island. These negotiations came to nothing, but Hepzamirah and Areelu didn't wait for the details to be finalized before they began their operations in secret on Colyphyr. Their rift to the Worldwound remains on Vazglar, so the demons merely teleport their crystals to Vazglar to carry them through to the Material Plane and what is now known as the Midnight Fane, but they must do so carefully lest they attract the hostile attention of Nocticula's minions, or enrage the demon lord herself.

Of course, Nocticula knows all about the mining operation—she's allowed it to continue for now, as it serves her purposes. Ever plotting and scheming, Nocticula knows that soon great heroes will come to her Midnight Isles seeking to destroy the mines and shut off the Worldwound from this fantastic resource. By granting these heroes access to Colyphyr and even aiding them in some small ways, she hopes to curry yet greater favors from the gods of the crusade—for what greater resource is there to a demon lord than favors owed by the enemy?

### Part 1: The Midnight Fane

At the end of the previous adventure, with the defeat of Xanthir Vang, the PCs should have made several important discoveries in the form of intelligence gathered from the Ivory Sanctum. The most important of these should be that the demons have been mining *Nahyndrian crystals* from the islands of Nocticula's Abyssal realm, and that they might even be seeking to recruit her to Deskari and Baphomet's cause! Additionally, the PCs should have learned that the *Nahyndrian elixirs* used to bolster demons with mythic power have been sent out from a location called the Midnight Fane.

When the PCs have had a chance to recover a bit, replenish or augment their gear, and perhaps check in on any downtime projects they may have had running in Drezen, one of them receives notification via a *sending* spell from Queen Galfrey.

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"Have secured an item of utmost significance—something that can shut the Worldwound rift forever. We need to meet as soon as possible to discuss."

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## WRATH OF THE RIGHTEOUS

### KING OF CHAOS

The *Lexicon of Paradox* plays a key part in this adventure, but its history goes much deeper than what is covered in these pages. More information on this important artifact, as well as on the numerous factions competing for its recovery, may be found in the Pathfinder Tales novel *King of Chaos* by Dave Gross.

The queen is ready to teleport in with the aid of a crusader wizard ally and meet with the PCs at once if they are able. The location of her meeting with the PCs is left to your discretion, but it should be somewhere secure and safe—in Citadel Drezen near the *Sword of Valor* is ideal.

### MEETING WITH THE QUEEN

The item the queen has secured is a rare and dangerous tome called the *Lexicon of Paradox*—the same book of forbidden rituals and incantations used over a hundred years ago to open the Worldwound and destroy Sarkoris. Areelu Vorlesh later tore the book in half and destroyed the portion containing the information about how she opened the Worldwound so that no one could reverse-engineer the process. Fortunately for the crusaders, the actions of a small group of mercenaries led by Venture-Captain Varian Jeggare, his tiefling accomplice Radovan, and the half-elven paladin Oparal have resulted in the book's rediscovery and restoration, and the complete text is now in crusader hands (see the King of Chaos sidebar).

When the PCs meet with Galfrey, she does not bring the *Lexicon* with her—it's been placed in a secure vault in Lastwall, where it is being studied by skilled scholars under careful observation by the Knights of Ozem, but she does have a pair of thin copper plates removed from the artifact concerning a ritual that can, in theory, be used to shut down a small rift between the Material Plane and the Abyss.

Galfrey allows the PCs to examine the two plates if they wish—there are densely inscribed with runes, incantations, and equations, switching from Thassilonian to Abyssal to Hallit to Aklo, and even to Druidic in places. A character who can read all five of these languages can confirm with a successful DC 25 Knowledge (arcana or planes) check that the pages seem to describe a ritual for closing rifts between planes, but also that the ritual is incomplete. The magic infusing these two plates, combined with a significant source of magical power such as that now wielded by the PCs, should be enough to shut down a smaller rift. And if that works, then Galfrey can report the success to Lastwall and greatly accelerate the process of deciphering the remainder of the book. She believes that just as the rituals in the *Lexicon of Paradox* were used to open the Worldwound

over a century ago, a powerful group could use the tome to do the reverse: close the Worldwound forever.

At this point, Galfrey asks the PCs for an update on what they've learned. She is particularly intrigued by the revelations from intelligence gathered at the Ivory Sanctum that the potent *Nahyndrian crystals* are being refined into elixirs of mythic power, and she is concerned by the discovery that the cults of Deskari and Baphomet are seeking to draw Noctacula into their plots.

The task before the PCs is complex and dangerous; not only may their growing powers make them the best suited to accomplishing the mission—they may be the only ones capable of doing so. Galfrey goes through the list of tasks she'd like the PCs to accomplish as a prelude to the eventual mission of closing the Worldwound forever.

**1. Destroy the Nahyndrian Refinery:** The PCs must travel to the Midnight Fane where *Nahyndrian crystals* are refined, search the fane for the methods by which the demons and their allies are creating these elixirs, then destroy their tools, resources, and inventors.

**2. Close the Midnight Fane Rift:** Next, the PCs must use the *Lexicon of Paradox* to close the small but permanent rift within the fane that connects this world to the Abyss.

**3. Prevent the Midnight Alliance:** The PCs must travel beyond the rift into the Midnight Isles to sabotage the Worldwound's attempt to secure an alliance with Noctacula. This may require a face-to-face encounter with the demon lord, who seems to have her own reasons to not want to enter this alliance. The best place to go to secure an audience with Noctacula is her capital city of Alushinyrra, and the best way to get her attention would be to seek methods of becoming notorious in the city.

**4. Find the Crystals' Source and Cut Off Their Flow:** The PCs must discover where in the Midnight Isles the *Nahyndrian crystals* are coming from, then put a stop to that operation.

**Treasure:** As the meeting ends, Queen Galfrey gives each PC an *talisman of true faith* (see page 61). Since this mission requires the PCs to delve deeply into the Abyss and to interact with some of its most dangerous and manipulative denizens, these items will help prevent characters from unwittingly acting in ways that might endanger their souls. From a metagame standpoint, awarding these items to particularly holy or zealous characters helps you give them in-game "permission" from their faiths to deal with the lesser of two evils in their fight against the Worldwound. Noctacula is certainly a powerful force for evil, but allying with her is a classic case of the enemy of one's enemy being, if not a friend, at least a necessity.

### RECRUITING ALLIES

As the meeting with the queen wraps up, Galfrey tells the PCs that she intends to accompany them on their mission,



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if they'll have her. She intends to handle the Material Plane side of the ritual to close the rift while the PCs tackle the Abyssal side. Once the rift is closed, they'll need to engineer their own ways back home, but since the remainder of their mission takes place beyond this rift, it only makes sense that the PCs should be on the far side of the rift as it closes.

Galfrey won't accompany the PCs into the Abyss, but at your discretion, other NPCs the PCs have allied with over the course of the campaign might be good choices to accompany them, although only if you've had these allies leveling up as the adventure path has progressed.

In particular, the redeemed succubus Arueshalae might seem an excellent ally to take into the Abyss. Yet Arueshalae is wary about traveling there, for she doesn't quite trust herself to remain on the path of redemption in the presence of such powerful temptations linked so strongly to her nature. If she's become chaotic good, her fears lessen, but in the end she only accompanies the PCs if asked and if you feel that they could honestly use the help.

Instead of accompanying the party, she proposes an alternative—she would like to bestow on the PCs her anarchic gift. If she's chaotic good, she can grant this gift to each PC, but otherwise she can grant her gift to only one of them. This allows her to communicate with them across the planes and to offer advice. She's been to the Midnight Isles many times in the past, and her observations and aid could mean the difference between life and death (or worse) once the PCs reach this realm. By leaving Arueshalae on the Material Plane but maintaining a telepathic connection, you can keep her in reserve. If the PCs get in over their heads, she can come to their aid. If she's chaotic good, she regains the use of *greater teleport*—traveling to the Midnight Isles becomes the primary difficulty, but once she's there she can come to their aid quickly. How quickly this aid arrives depends on your preferences, of course!

### MIDNIGHT FANE FEATURES

The fane is located under a low, now quite barren hill near what was once the headwaters of the Rolling River, approximately 240 miles west southwest of Drezzen. While the PCs can certainly make the journey to the Midnight Fane on foot, this adventure assumes they draw upon their considerable powers to speed the journey along.

The complex known now as the Midnight Fane was once a small shrine devoted to the empyreal lord Pulura, the Shimmering Maiden, but now over half of the structure is gone, absorbed by a rift between the Material Plane and the Abyss. The complex now exists as two halves in two different realities, connected by a wall of crimson fire. While the proximity of the rift provides the agents of the Worldwound a convenient way of traveling to and from the Abyss, and even better, a stable method of transporting *Nahyndrian crystals* back and forth, the overwhelming magic of the rift interferes

with teleportation magic. Within the fane itself (in areas **A1–A15**), no teleportation effect functions properly—when a creature attempts to use any teleportation effect, it must succeed at a DC 20 caster level check to realize an instant before completing the effect that doing so could be disastrous. Canceling the teleportation effect causes it to not function and consumes the resource (be it the use of a prepared spell, a magic item, a scroll, or other means) but leaves the user safe. Otherwise, the teleportation attempt fails and the creature attempting to teleport takes 12d6 points of damage and is staggered for 1d3 rounds. A successful DC 15 Fortitude save halves the damage and negates the staggered effect.

The rift's presence influences the Midnight Fane in other ways as well. All of the areas in the fane are treated as being both on the Material Plane and in the Abyss for the purposes of effects that target extraplanar creatures—in effect, natives of the Material Plane and the Abyss are treated as planar natives, and cannot be affected by spells such as *dismissal* or *banishment*. In addition, areas **A1–A9** are mildly chaos-aligned and mildly evil-aligned—lawful or good characters in these areas take a –2 penalty on all Charisma-based checks. Areas **A10–A15** are actually in the Abyss, and operate under the full planar traits of that plane.

Ceilings in the Midnight Fane run high, and are never lower than 30 feet. All of the strong wooden doors (hardness 8, hp 20, break DC 25) are in good repair and can be locked (Disable Device DC 35). Although the walls once bore shimmering murals associated with Pulura, they are gone now, replaced by vile carvings of Abyssal landscapes and flesh-eating locusts—nothing remains of the location's original purpose.

The entrance to area **A1** lies at the base of a craggy hill, one of dozens of similar knolls in the region. Further, a permanent *mirage arcana* (DC 19, CL 17th) cloaks the region, hiding the actual entrance to the fane and any signs of traffic to and from area **A1**. Fortunately, the information the PCs have gained from the Ivory Sanctum is enough to aid them in finding the location with minimal effort.

### A1. Locust Shrine (CR 12)

A flight of stone stairs leads down to a large octagonal chamber. A second flight of stairs ascends to the south to a large shrine dominated by a fifteen-foot-tall statue of a scythe-wielding insectile demon that looms over a black stone altar, its surface smeared with blood.

This chamber serves as a shrine to Deskari. The altar is the focus of an *unhallow* spell that has an *invisibility purge* tied to it—the *invisibility purge* affects all non-worshippers of Deskari.

**Creature:** The statue of Deskari that looms over the altar is a particularly potent stone golem. This creature rumbles







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to fuel and lubricate the machinery in area **A8**, so new ash giants are recruited from the surrounding hills with some regularity. The giants are not here by choice—they remain solely because they've been charmed into servility by Ursathella.

Currently, one of the three giants lingers here in the barracks, whiling away the hours by playing with stacks of bones discarded from its meals, as it quietly awaits orders with the patience of one magically controlled. He roars in outrage if he sees intruders and attacks on sight, eager to murder in order to please his mistress.

### ASH GIANT THUG

**CR 12**

#### XP 19,200

Ash giant barbarian 1 (*Pathfinder RPG Bestiary 3* 126)

CE Large humanoid (giant)

**Init** +4; **Senses** low-light vision; Perception +21

#### DEFENSE

**AC** 27, touch 10, flat-footed 24 (+7 armor, +3 Dex, +10 natural, -2 rage, -1 size)

**hp** 196 (15 HD; 14d8+1d12+121)

**Fort** +19, **Ref** +8, **Will** +11; +1 vs. traps

**Defensive Abilities** rock catching; **Immune** disease, poison; **Resist** electricity 10

#### OFFENSE

**Speed** 35 ft.

**Melee** +1 heavy pick +25/+20/+15 (2d6+15/19-20/×4 plus disease)

**Ranged** rock +16 (1d8+14 plus disease)

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

**Special Attacks** disease, oversized weapon, rage (10 rounds/day), rock throwing (120 ft.)

#### TACTICS

**During Combat** The ash giant rages at the start of combat, then moves to engage in melee. He has no rocks available in this room to throw at foes.

**Morale** The ash giant fights to the death unless the *charm monster* effect placed on him by the lamia matriarch is dispelled, in which case he swiftly volunteers to aid the PCs in murdering his ex-mistress. The ash giant is good for his word as an ally until Ursathella is slain, at which point he turns on the PCs in an attempt to kill them as well. Without the false courage granted by *charm monster*, the ash giant flees combat if reduced to fewer than 40 hit points.

#### STATISTICS

**Str** 39, **Dex** 18, **Con** 27, **Int** 11, **Wis** 16, **Cha** 8

**Base Atk** +11; **CMB** +26 (+28 bull rush); **CMD** 38 (40 vs. bull rush)

**Feats** Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Critical (heavy pick), Improved Iron Will, Iron Will, Power Attack, Vital Strike

**Skills** Perception +21, Profession (miner) +13, Survival +16

**Languages** Common, Giant

**SQ** fast movement

**Other Gear** +1 black dragonhide electricity resistance breastplate, Huge +1 heavy pick

### A3. Guardroom (CR 12)

A stone balcony—five feet wide to the north and west and ten feet wide to the south—winds around the bulk of this room, providing a view of a workspace with several stone tables below. Each table contains several empty iron chests. A set of double doors leads southeast from the balcony, with a smaller door providing a balcony exit to the northwest.

On the ground level, three doors provide exits from the room—the doors to the west and south are set under short tunnels below the balcony.

This room is where freshly made *Nahyndrian elixirs* are packaged and stored until they are ready for



**Ash Giant Thug**



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transport to the Ivory Sanctum. A dozen chests sit on the tables, each lined with lead and thickly padded inside with demon fur. Complex sifting machines sit on other tables, devices used to extract the most potent powder created by the grinder in area **A8** for use in the lab to the south. These are identical to the chests the PCs may have encountered in the Ivory Sanctum, and are used to pack and transport *Nahyndrian elixirs*, but all the chests are currently empty.

**Creatures:** A group of eight incubi have been “recruited” to serve as workers here, as well as an honor guard for the delivery of *Nahyndrian elixirs* whenever they’re sent out (the delivery itself is generally handled by a group of more powerful demons—the nature of the cargo means teleportation isn’t an option). For now, with no deliveries scheduled and no *Nahyndrian* powder to process from area **A8**, the eight incubi simply stand guard in this room, their uncharacteristic patience and restraint a sure sign of the fear and grudging respect they have for the fane’s more dangerous commanders. Incubi caught trying to fill their hours with pleasure are swiftly slaughtered and replaced. The demons react as detailed in the Development section for area **A1** if they aren’t expecting visitors, but if the alarm has been raised or the PCs attack, they fight back here, retreating to area **A8** if at least four of them are slain.

### INCUBI (8)

CR 6

XP 2,400 each

hp 76 each (*Pathfinder RPG Bestiary* 3 73)

## A4. Storage Vaults

Several alcoves, each containing shelves filled with tools and alchemical supplies, line this hallway. A small desk and chair sits in one corner.

**Treasure:** A total of 12,000 gp worth of assorted magical supplies, components, and reagents are stored here. A successful DC 20 Spellcraft check reveals that the supplies are for the crafting of powerful elixirs.

## A5. Alchemy Lab (CR 15)

The ceiling of this large chamber rises up to what appears to be a vaulted height of about forty feet, although exact distances are hard to judge because of the purple, miasmic haze that lingers in the room’s upper reaches. The walls are lined with worktables covered with alchemical experiments and tools. The center of the room features a large stone slab; atop the slab, what appears to be a five-foot-diameter fishbowl sits within a complex metal-and-crystal framework over an open fire. Inside the bowl bubbles a thick purple sludge, the vapors of which waft up to join the haze above. No fewer than eight snaking tubes extend from below the glass cauldron, each attached to a

smaller alchemical contraption at the edge of the table. The air in this room is sharp with the eye-watering stench of chemicals.

This room is where the brilliant alchemist cambion Mutasafen creates *Nahyndrian elixirs* from the pure powder ground from the cores of *Nahyndrian crystals* exported from the Abyss. Handling the crystals and elixirs is dangerous, so Mutasafen makes use of the disc generator in area **A9** to transport the raw materials between rooms, or when that’s not convenient, simply orders an incubus to help. Incubi are essentially disposable to the cambion, after all.

Mutasafen was forced to record the methods by which he creates the elixirs, but those words have been taken back to Iz. Currently, he’s the only one in the Midnight Fane who knows the exact method of distilling *Nahyndrian crystals* into an elixir. It takes several crystals worth of powder to create a single elixir, and as a further safety precaution, the distillations are spread out among eight different collectors in the center of this room. The current process is about halfway complete—a new elixir will be ready in six days. If a fight breaks out here and things look desperate, any of the eight partially filled vials sitting on the central table can be used as double-strength vials of unholy water.

The entire contraption on the central table is somewhat fragile—it has hardness 2 and 24 hit points. If destroyed, it explodes in a blast of boiling chemicals that deals 8d6 points of fire damage to all creatures within a 20-foot-radius burst (Reflex DC 15 half).

**Creatures:** The cambion Mutasafen spent many years in the laboratory cities of the Cerebulim in the Abyss, serving the demon lord Haagenti, sometimes as apprentice but most often as experimental stock. The pains and humiliations he endured proved well worth it, though, when a strange concoction unlocked in Mutasafen’s mind a vast potential for power—with this potential, he was able to slip away from Haagenti and flee deeper into the Abyss. He eventually came to the Rasping Rifts and traveled through a rift into the Worldwound, knowing that it would be very unlikely for his old master to seek him out here.

It wasn’t long before Mutasafen’s skill at alchemy brought him fame and fortune among the demonic rulers of the Worldwound. Areelu Vorlesh, in particular, was impressed by his skills, and she sought him out when she needed someone to aid in unlocking the secrets of the *Nahyndrian crystals*. Mutasafen soon did just that, inventing the first *Nahyndrian elixir*. Since then, the cambion has been left here, under orders to continue perfecting the elixir so it’s safer for demons to imbibe. By now the cambion feels that he’s done all he can with the elixir, and is growing increasingly impatient and frustrated at how he’s been ignored of late. His current goal is to develop an improved version of the elixir that will enhance existing mythic powers, so that he can drink it and perhaps even replace those who command



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him now and make them his own minions. His eventual goal is no less lofty than the replacement of Haagenti himself as the demon lord of alchemy.

The latest of a long line of indignities Mutasafen has been forced to endure is the loss of his personal quarters. The fact that Minagho has claimed area **A6** as her own chambers has vexed and humiliated the cambion, to the point where he considers turning against her and aiding the PCs in a fight. If and how the cambion does so is left to you. If the PCs make it to this room without raising an alarm, he may take them into his confidence at once, volunteering his aid in return for being allowed to leave the fane unharmed by them once the fighting is over. If the PCs are instead led here to meet with Minagho, he remains quiet and observant until a fight breaks out, in which case he spends the first few rounds of combat preparing his defenses before stepping in to aid the PCs against Minagho.

Of course, if the PCs aren't willing to trust the demonic alchemist and they attack him, he does his best to defend his lab. In any event, destroying the carefully calibrated gear on the central table is enough to overwhelm Mutasafen with rage, causing him to be staggered during his first turn after the destruction as he can do little more than splutter and howl in frustration.

**MUTASAFEN** **CR 14**  
**XP 38,400**

Male cambion alchemist 11/trickster 4  
(see page 84, *Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Mythic Adventures* 44)

CE Medium outsider (chaotic, demon, evil, extraplanar)  
**Init** +12; **Senses** darkvision 60 ft.; Perception +19

**DEFENSE**

**AC** 32, touch 18, flat-footed 26 (+7 armor, +2 deflection, +4 Dex, +2 dodge, +3 natural, +4 shield)

**hp** 218 (14 HD; 3d10+11d8+153)

**Fort** +17, **Ref** +13, **Will** +10

**Defensive Abilities** hard to kill; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

**OFFENSE**

**Speed** 40 ft., fly 120 ft. (perfect)

**Melee** mwk longsword +14/+9/+4 (1d8+1/17-20), claw +13 (1d4+1/19-20)

**Ranged** bomb +17/+12/+7 (7d6+5 fire/19-20)

**Special Attacks** bomb 16/day (DC 20), deadly throw, fickle attack, mythic spellcasting, sadistic strike, sinfrenzy (gluttony)

**Spell-Like Abilities** (CL 14th; concentration +15)

3/day—*command* (DC 12)

1/day—*charm person* (DC 12), *death knell* (DC 13), *enthrall* (DC 13)

**Alchemist Extracts Prepared** (CL 11th)

4th—*cure critical wounds*, *dragon's breath* (DC 16)<sup>APG</sup>, *fire shield*<sup>M</sup>

3rd—*cure serious wounds*<sup>M</sup> (2), *displacement*, *fly*<sup>M</sup>, *remove disease*

2nd—*cure moderate wounds* (3), *invisibility*<sup>M</sup>, see *invisibility*

1st—*crafters' fortune*<sup>APG</sup>, *cure light wounds* (5), *shield*

**M** mythic spell

**TACTICS**

**Before Combat** Mutasafen drinks a *displacement* elixir, a mythic *fire shield* elixir, a mythic *fly* elixir, and a mythic *invisibility* elixir—he augments *fly* as he drinks in order to gain a +4 bonus on his Reflex saves and as a dodge bonus to AC while flying (these bonuses are not included in the stats above, so remember to apply them while Mutasafen is in flight!).

**During Combat** Mutasafen activates his sinfrenzy ability at the start of combat—these adjustments are included in the stats above. Then, if he hasn't had a chance to prepare the effects listed above, he does so. Once he's prepared, he uses bombs against his foes, using the *stinking clouds* created by his gibri leth assistant to conceal himself between attacks.

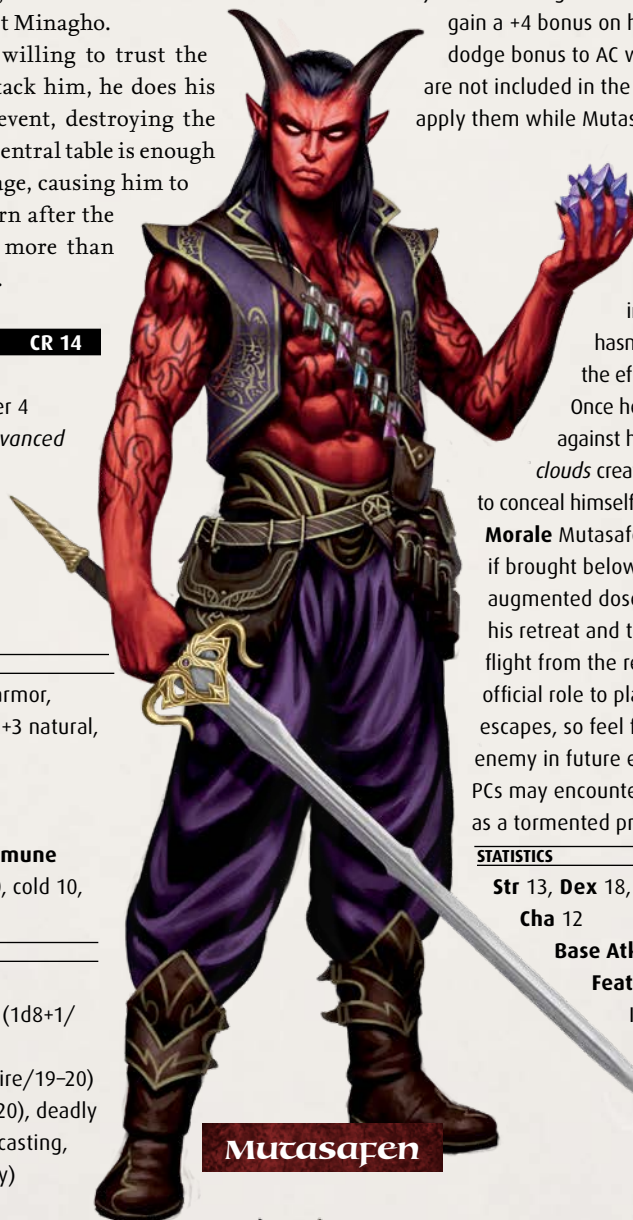
**Morale** Mutasafen attempts to escape if brought below 50 hit points, using an augmented dose of *invisibility* elixir to cover his retreat and then using *fly* to speed his flight from the region. He has no further official role to play in this campaign if he escapes, so feel free to use him as a recurring enemy in future encounters. Alternatively, the PCs may encounter him in the final adventure as a tormented prisoner of the Storm King.

**STATISTICS**

**Str** 13, **Dex** 18, **Con** 24, **Int** 20, **Wis** 14, **Cha** 12

**Base Atk** +11; **CMB** +12; **CMD** 30

**Feats** Brew Potion, Dodge<sup>M</sup>, Improved Initiative, Iron Will, Mobility, Skill Focus (Craft [alchemy]), Spring Attack, Throw Anything, Toughness<sup>M</sup>



**Mutasafen**



## WRATH OF THE RIGHTEOUS

**Skills** Craft (alchemy) +28, Craft (gem-cutting) +22, Disable Device +20, Fly +28, Knowledge (arcana) +22, Knowledge (dungeoneering) +15, Knowledge (planes) +18, Perception +19, Spellcraft +22, Use Magic Device +18

**Languages** Abyssal, Common

**SQ** alchemy (alchemy crafting +11, identify potions), amazing initiative, assured drinker, discoveries (combine extracts, frost bomb, precise bombs [5 squares], smoke bomb, stink bomb), mutagen, mythic craft, poison use, recuperation, swift alchemy, swift poisoning, **Gear** +3 *chain shirt*, mwk longsword, *amulet of natural armor* +1, *belt of mighty constitution* +4, *ring of protection* +2, alchemy kit, formula book (contains all prepared extracts plus 2d4 of your choice for levels 1–4)

### GIBRILETH

CR 11

**XP** 12,800

*Pathfinder Campaign Setting: The Worldwound* 46

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

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +25

#### DEFENSE

**AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)

**hp** 137 each (11d10+77)

**Fort** +14, **Ref** +9, **Will** +10

**Defensive Abilities** amorphous; **DR** 10/good; **Immune** acid, disease, electricity, poison; **Resist** cold 10, fire 10; **SR** 22

#### OFFENSE

**Speed** 10 ft., fly 40 ft. (good)

**Melee** +1 *scorpion whip* +18/+13/+8 (1d6+8/18–20 plus disease), bite +12 (1d8+3 plus disease)

**Ranged** tumor +14 (2d6 acid plus disease)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with whip)

**Special Attacks** disease, tumors, whip specialist

**Spell-Like Abilities** (CL 13th; concentration +16)

At will—*contagion* (DC 17), *grease* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)

3/day—*stinking cloud* (DC 16)

1/day—summon (level 4, 1 gibrileth 35%), *waves of fatigue*

#### TACTICS

**During Combat** The gibrileth tries to summon another gibrileth on the first round of combat, then uses *stinking cloud* to control the battlefield, knowing that it and Mutasafen are immune to the poisonous vapors. The gibrileth stays mobile as necessary to prevent others from engaging Mutasafen in melee.

**Morale** Bound to the fane, the gibrileth has no choice but to fight to the death.

#### STATISTICS

**Str** 24, **Dex** 19, **Con** 24, **Int** 13, **Wis** 16, **Cha** 17

**Base Atk** +11; **CMB** +19 (+23 trip); **CMD** 35 (37 vs. trip)

**Feats** Combat Expertise, Combat Reflexes, Greater Trip, Improved Initiative, Improved Trip, Lightning Reflexes

**Skills** Fly +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +25, Sense Motive +17, Stealth +14, Survival +17

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

**SQ** tumors

**Gear** +1 *scorpion whip*<sup>UE</sup>

#### SPECIAL ABILITIES

**Disease (Su)** Any weapon a gibrileth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrileth or damaged by a weapon it wields is exposed to this virulent disease. The save DC is Constitution-based.

*Demonplague:* Disease—injury or ingested; *save* Fort DC 22; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con damage and 1d6 Wis damage, and the victim is fatigued if it takes any ability damage from the disease (living corporeal creatures with an Int score of 1 or 2 are transformed into undead plagued beasts if slain by the demonplague—see page 56 of *The Worldwound*); *cure* 3 consecutive saves.

**Tumors (Su)** As a swift action, a gibrileth can rip a grapefruit-sized tumor from its body with one of its many arms and throw it as a splash weapon with a range increment of 20 feet. A direct hit deals 2d6 points of acid damage to the target, and deals 1d4 points of acid splash damage to all creatures within 5 feet of the target. A creature can avoid the splash damage with a successful DC 22 Reflex save. The save DC is Constitution-based.

**Whip Specialist (Ex)** A gibrileth does not provoke attacks of opportunity when using a whip.

**Treasure:** The eight vials on the central table function as double-strength doses of unholy water, and are worth 100 gp each. Among the equipment in the room are enough supplies to assemble four alchemy labs. The supplies also include six alkali flasks<sup>UE</sup>, 2 doses of *dust of acid consumption*<sup>UE</sup>, 5 doses of *dust of dryness*, 12 flasks of acid, nine flasks of alchemist's fire, eight flasks of liquid ice<sup>UE</sup>, seven vials of unholy water, and five vials of shadow essence poison.

**Development:** If the PCs have been led here by the incubi, they are greeted by Minagho in her disguise as Yaniel—see area A6 for more details.

## A6. Minagho's Hideout (CR 16)

This clean and spacious bedroom features a fine writing desk, an antique armoire with rune-carved doors, and a large bed strewn with pillows and silks. Several ripped-out shelves lie stacked against the closed armoire.

**Creature:** Until recently, this room served the cambion Mutasafen as a bedroom, but when the demon lord Baphomet decided to give the lilitu Minagho one last chance to redeem her reputation after failed her masters by allowing the *wardstone* fragment at Kenabres to be destroyed, she came here and commandeered the room as her own. She's been doing research for the past several weeks or even months, studying what she can about the PCs, for if she can capture or kill them, Baphomet has



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promised to forget her previous failures and return the rule of the ruined city of Raliscrad to her.

Minagho is a powerful foe, but she knows that defeating the PCs is her last chance. She knows they are powerful enemies, and as such she treats them with extreme caution. She expects the PCs to come here soon—especially once she learns of their success at the Ivory Sanctum—and hopes to use the Midnight Fane as a trap to engineer their capture or death, yet her own overcaution after recent failures may prove to be her undoing.

If the PCs agree to be escorted deep into the fane to meet with Minagho, this meeting takes place in area A5. She disguises herself as a paladin, using *seeming* to appear as if she were wearing plate armor and carrying a longsword. She introduces herself as Yaniel, claiming to be the same legendary hero whose armor and sword the PCs may have discovered in previous adventures, and tells the PCs that she's accepted Baphomet as her lord and that they too should switch sides—the Worldwound is destined to win, after all, and the power the PCs will be awarded if they agree is much greater than what their current allies can offer. If the PCs seek proof, she offers to grant one of them a *wish*, using her spell-like ability to do so and claiming that Baphomet granted her this ability in reward for taking him on as her lord. Minagho grants this *wish* with no strings attached if she thinks doing so might get some or all of the PCs to defect. She doesn't actually expect her trick to work, but if she can convince even one PC to switch sides, that will go a long way toward rebuilding her own reputation! This adventure, of course, assumes the PCs avoid this offer—those who do accept Minagho's offer must prove their new loyalty by aiding her in slaying any PCs who refuse.

Of course, the real Minagho remains in area A6 during this meeting—ever cautious, she uses *project image* while peering through a cracked door into area A5 to interact with the PCs. If the PCs wish to attempt to see through her disguise as Yaniel, she gains a +20 bonus on her Disguise check due to her husk link to the real Yaniel (see Development, below).

If the PCs aren't escorted to this meeting, and Minagho instead hears the alarm raised or hears combat break out in area A5, she uses *project image* to project herself, as Yaniel, into area A5 to aid combat with her spell-like abilities. She's not quite ready at this point to face the PCs in combat, and if the PCs confront her in person, she uses a dose of *dust of disappearance* and then flees through the rift in area A8. Once she exits the caves on the far side and gets out of the area of effect of the rift, she teleports to the city of Alushinyrra to plot the next stage of her actions—see Minagho's Desperation on page 25 for more details.

### MINAGHO

CR 16

XP 76,800

hp 329 (see page 58)

**Development:** Until he was kicked out by Minagho, Mutasafen kept his personal alchemy tools, journals, and gear in the armoire. He carries this gear with him now. Minagho has ripped out the armoire's shelves, ruining its value as an antique but making room for her to store her favorite husk within. This husk appears as a desiccated human woman; her face is frozen in anguish, her body is twisted in agony, and her flesh is hard and leathery. With a successful DC 25 Knowledge (local) check, a PC recognizes this poor soul as none other than the heroine Yaniel, a paladin who regained her faith after a solo mission into the Worldwound and inspired several ballads. She vanished recently on another trip into the Worldwound—the PCs may well have found clues left behind in the form of her sword, *Radiance*, and her armor. In fact, Yaniel was captured by Minagho and transformed into a husk for use by the demon as a disguise.



Yaniel



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If Minagho is slain, this husk absorbs her death blow, allowing the demon a chance to escape but killing Yaniel—in this case, the wound of the displaced death blow appears on the husk. If Minagho escapes to the Abyss, she's forced to leave this husk behind. Cut off by the planar boundary, it is of no more use to the lilitu while she remains in the Abyss.

Yaniel's husk has hardness 15 and 60 hit points; destroying it allows her to die and go on to the Great Beyond. A better solution, however, is to restore her. With a successful DC 27 Knowledge (planes) check, a character realizes what's happened to her and how to save her. The husk is a curse effect, and any spell like *break enchantment* (DC 18 caster level check) or *remove curse* (DC 26 caster level check) can be used to restore Yaniel to life, although only to the brink of death at -13 hit points. If Yaniel can be stabilized or cured before she dies at this point, she can be saved.

Yaniel's stats are given below, to be used if she's restored to life. She has no clothing or equipment of any kind, and will need to rely upon the kindness of the PCs if she's going to survive the return from her latest long journey into the Worldwound. You can have Yaniel fill in some of the background information about Minagho's past if you wish, but for the most part, since Yaniel's been out of commission for a few years, she's woefully uninformed about the current situation. Her greatest desire is to simply get back to Nerosyan and recover (and perhaps retire from the adventuring life). If the PCs give her gear and support her, however, she may well become a cohort or other strong ally. She may even accompany the PCs into the Abyss if you wish. Alternatively, Queen Galfrey (if she's with the PCs) volunteers to take Yaniel to safety once she helps the PCs close the rift.

If the PCs have recovered her sword and armor, Yaniel is stunned and grateful to see her old equipment, but it is a bittersweet reunion. She notes that the gear belongs to the heroes now—if that makes the PCs uncomfortable, she smiles and then tells them to consider the sword and armor a reward or even a gift for saving her. All she asks is to be able to touch her sword one last time. As she does so, the weapon fully awakens into its true power. After she hands it back to the PCs with a proud smile, *Radiance* now functions as a full-fledged *holy avenger*.

<b>YANIEL</b>	<b>CR 11</b>
<b>XP 12,800</b>	
Female human paladin of Iomedae 12	
LG Medium humanoid (human)	
<b>Init</b> +2; <b>Senses</b> Perception +13	
<b>Aura</b> courage (10 ft.), justice (10 ft.), resolve (10 ft.)	
<b>DEFENSE</b>	
<b>AC</b> 12, touch 12, flat-footed 10 (+2 Dex)	
<b>hp</b> 106 (12d10+36)	
<b>Fort</b> +13, <b>Ref</b> +9, <b>Will</b> +12	

**Immune** charm, disease

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### OFFENSE

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**Speed** 30 ft.

**Melee** unarmed strike +14/+9/+4 (1d3+2)

**Special Attacks** channel positive energy (DC 19, 6d6), smite evil 4/day (+3 attack and AC, +12 damage)

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

At will—*detect evil*

**Spells Prepared** (CL 9th; concentration +12)

3rd—*dispel magic*, *magic circle against evil*

2nd—*bull's strength*, *resist energy*, *undetected alignment*

1st—*create water*, *divine favor*, *lesser restoration*

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### STATISTICS

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**Str** 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 8, **Cha** 16

**Base Atk** +12; **CMB** +14; **CMD** 26

**Feats** Alertness, Improved Critical (longsword), Improved Iron Will, Iron Will, Power Attack, Toughness, Weapon Focus (longsword)

**Skills** Diplomacy +12, Heal +11, Knowledge (planes) +5, Knowledge (religion) +8, Linguistics +3, Perception +13, Sense Motive +16

**Languages** Abyssal, Celestial, Common, Hallit

**SQ** divine bond (weapon +3, 2/day), lay on hands (6d6, 9/day), mercies (diseased, fatigued, frightened, stunned)

**Story Award:** If the PCs destroy Yaniel's husk, award them 4,800 for the act of mercy. If instead they save her and restore her to life, award them 12,800 XP, as if they had defeated her in combat.

## A7. Ursathella's Lair (CR 13)

The high ceiling of this chamber stretches nearly fifty feet overhead. In the southeast, a three-tiered dais covered with furs and cushions looks out across the room to an area that's been caged off with iron bars. A single locked iron gate provides access to the cage's interior.

A character who succeeds at a DC 35 Perception check notices the secret door in the eastern wall. The cage door is locked (Ursathella carries the key, or it can be picked with a successful DC 40 Disable Device check).

**Creature:** This chamber serves as the personal quarters of the lamia matriarch Ursathella, once one of Areelu Vorlesh's harem guardians. When Vorlesh's interest in the Midnight Fane grew, she reassigned Ursathella as commander of the area, leaving with her a stack of *scrolls of sending* that the lamia matriarch could use to inform Vorlesh of significant events. Today, Vorlesh is otherwise engaged, and when the fane comes under attack by the PCs and Ursathella uses one of her scrolls to inform her mistress, Vorlesh's reply is terse: "Defend the rift at all costs. I am busy."

Stung by the brief retort, Ursathella spends a few rounds preparing for combat here before she adopts a human



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form so she can pass through the corridor to area A8 and help the giants in defending the rift there. She does not come to Minagho's or Mutasafen's aid. She regards the lilitu as a pitiful usurper who remains dangerous even in her weakened state and Mutasafen as a necessary but unpleasant ally. If neither of them can hold off the intruders, so much the better, since if she can stop the PCs (something that should be easier if they've been softened up by others), Vorlesh will surely reward her well.

Ursathella's tactics and plans make some unrealistic assumptions, for her time spent in close proximity to the portal to the Abyss has somewhat unhinged her. The lamia's madness leaves her with an inability to accept developments that don't match her expectations, and the idea that the PCs might retreat and regroup before attacking her is unthinkable. Other ways her madness manifests are mentioned in her tactics below. Feel free to have interactions with her feel off-kilter in other ways. Not every lamia matriarch the PCs meet should present a life or death struggle, after all, but even with her mental deficiencies, Ursathella remains a dangerous foe. The PCs would do well to not underestimate her—as she is destined to do about them.

Ursathella has kept a wide range of "pets" locked in her cage over the years. She currently does not have a victim kept here, unless you wish to have an NPC that's gone missing or perhaps even a PC or cohort who was captured be found here, deep under the effects of the lamia matriarch's mind controlling magic.

### URSATHELLA CR 13

XP 25,600

Female lamia matriarch fighter 1/  
eldritch knight 5 (*Pathfinder RPG  
Bestiary 2* 175)

CE Large monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft., low-light vision;  
Perception +4

#### DEFENSE

**AC** 33, touch 14, flat-footed 28 (+7 armor, +4 Dex, +1 dodge,  
+8 natural, +4 shield, -1 size)

**hp** 207 (18 HD; 12d10+1d10+5d10+109)

**Fort** +16, **Ref** +16, **Will** +16

**Immune** mind-affecting effects; **SR** 19

**Weaknesses** unhinged

#### OFFENSE

**Speed** 40 ft., climb 40 ft., fly 60 ft. (good), swim  
40 ft.

**Melee** +3 *unholy scythe* +28/+23/+18/+13  
(2d4+13/19-20/x4 plus 1 Wisdom drain on first hit  
each round), touch +19 (1d4 Wisdom drain+10)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** Wisdom drain (DC 23)

**Spell-Like Abilities** (CL 12th; concentration +19)

Constant—*charm monster* (DC 21), *ventriloquism* (DC 18)  
3/day—*deep slumber* (DC 20), *dream*, *major image* (DC 20),  
*mirror image*, *suggestion* (DC 20)

**Spells Known** (CL 10th; concentration +17)

5th (4)—*cloudkill* (DC 22)

4th (6)—*cure serious wounds*, *unholy blight* (DC 21)

3rd (8)—*fly*, *haste*, *lightning bolt* (DC 20)

2nd (8)—*cure moderate wounds*, *glitterdust* (DC 19),  
*misdirection*, *scorching ray*

1st (8)—*alarm*, *cure light wounds*, *lead blades*<sup>APG</sup>, *magic  
missile*, *shield*

0 (at will)—*bleed* (DC 17), *acid splash*, *detect magic*,  
*dancing lights*, *ghost sound* (DC 17), *mage hand*,  
*mending*, *message*, *read magic*

#### TACTICS

**Before Combat** Ursathella casts  
*misdirection* twice per day to help  
hide her aura, and *alarm* twice



ursathella



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per day on the western portion of area **A8** so that anyone entering the room from those doors triggers a mental alarm in her head. She casts *fly* on herself before entering battle.

**During Combat** Ursathella casts *haste* on herself in the first round of battle, then uses *unholy blight*, *lightning bolt*, and *scorching ray* to make attacks at range while she flies out of reach. If her enemies use ranged attacks but can't fly themselves, she's fond of dropping a *cloudkill* on them and then preparing actions to attack them as they emerge from the vapors—but she might fly down into the mists to attack PCs if they don't emerge after too long, exposing herself to the spell's effects. She casts *lead blades* as soon as she needs to enter melee combat, but often moves around to attack new foes each round rather than taking advantage of a full attack action. She uses healing on herself when she's reduced to fewer than 50 hit points if she can, but doesn't bother to cast defensively when she does.

**Morale** Ursathella has a difficult time envisioning a loss in battle, and fights to the death as a result.

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### STATISTICS

**Str** 24, **Dex** 19, **Con** 20, **Int** 16, **Wis** 18, **Cha** 25

**Base Atk** +18; **CMB** +26; **CMD** 41 (can't be tripped)

**Feats** Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Craft Magic Arms and Armor, Dodge, Improved Critical (scythe), Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (scythe)

**Skills** Climb +26, Fly +22, Intimidate +28, Knowledge (arcana) +24, Knowledge (dungeoneering) +12, Profession (miner) +25, Spellcraft +24, Swim +26

**Languages** Abyssal, Common, Draconic

**SQ** change shape (fixed Medium humanoid form, *alter self*), diverse training, undersized weapons

**Other Gear** *scrolls of sending* (3); **Combat Gear** +3 *chain shirt*, +3 *unholy scythe*, *cloak of resistance* +2, facial piercings worth 750 gp in all, key to cage

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### SPECIAL ABILITIES

**Unhinged** Ursathella's ill-conceived tactics, a product of her madness, reduce her CR by 1.

## A8. The Grinder (CR 14)

The ceiling of this vast chamber rises to a height of sixty feet. An immense machine of some sort occupies the center of the room—a frightening-looking contraption of grinding gears, crushing teeth, twisting belts of leather, and shrieking metal that looks almost organic in places. Yet even this strange machine is overshadowed by the spectacle to the east. Here, the room is sheered off by an immense, floor-to-ceiling curtain of churning crimson-and-black fire and electricity that fills the room with a disconcertingly soft whispering sound.

The curtain of fire is a rift between worlds that connects the Material Plane to the Abyss. Although it appears

to be fiery, the portal gives off only a strangely warm exhalation that resembles an almost pleasant tropical breeze. A metallic tang wafts on this breeze, along with the unmistakable stink of rotten flesh. This and the eerie whispers leave little doubt as to the vile nature of the portal. The whispers themselves never quite resolve into intelligible words, but each creature in the room must succeed at a DC 15 Will save at the start of its turn every round or be sickened for 1d6 rounds by the strange sounds. A creature that is already sickened when it fails the DC 15 Will save becomes confused for 1 round. Chaotic evil creatures are immune to this mind-affecting sonic effect.

The machine itself is a magical creation built for the express purpose of grinding raw *Nahyndrian crystals* and reducing them to a fine powder. While the crystals are relatively small and are always fed into the machine one at a time, their hardness and the power required to grind the crystals so finely necessitates this unusually large and noisy device. The eastern end of the machine features a 15-foot-wide “mouth” of teeth that automatically begin chewing and grinding as soon as any object is placed within the opening—that this creates a significant hazard when a small opening for a single crystal would have sufficed is an indication of the mind-set of demonic design. Once an object is pulled inside, it passes through the machine and is pulverized, and is eventually delivered from vents on the west side into a trough for collection.

An unattended object placed in the grinder is ground to powder or paste quickly, taking 6d6+10 points of damage per round. Harder objects take longer to grind, but eventually even something as hard as adamantite or *Nahyndrian crystals* is consumed. If a creature enters the machine or is bull rushed or deposited within the metal maw, the machine immediately attempts to grapple the victim (CMB +25). For the purposes of “noticing” victims, the machine effectively has blindsight and tremorsense. If it grapples a victim, the grinding teeth deal 3d6+10 points of slashing damage. On the next round, if the machine succeeds at a second combat maneuver check to maintain the hold, it pulls its victim inside and begins grinding, dealing the full 6d6+10 points of damage per round (this damage is a combination of bludgeoning, piercing, and slashing). Once a victim is slain, the machine works on the victim's remaining gear—once all gear is destroyed, a slurry of foul-smelling sludge is deposited in the western trough for collection. A victim trapped inside the machine can try to wrest herself free from the machine by damaging the mechanism with a light slashing weapon. The machine's insides have an AC of 15 with hardness 20. Dealing 160 points of damage to the machine causes it to malfunction, and the victim can then climb free from the mechanism.

The machine itself functions as a magic item at CL 20th for the purposes of using magic to disable it. It can also be



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destroyed by dealing at least 800 points of damage to it, but the machine has hardness 10 and repairs damage to itself at a rate of 10 hit points per round. A successful DC 35 Disable Device check, which takes 2d4 rounds to attempt, deactivates the machine for 1d4 rounds. If the check exceeds this DC by 10 or more, the machine is deactivated permanently.

**Creatures:** Two ash giant thugs guard this room at all times. They are, as should be no surprise, quite fond of using combat maneuvers (such as awesome blow, bull rush, or grapple) to knock or push enemies into the grinder. So fond are they of this tactic that on the round immediately following its successful use, both giants spend their entire turn hooting and cheering in triumph as their victim is slowly ground to paste. They do not attempt to push foes into the rift, though, as they prefer to keep their victims here on the Material Plane.

### ASH GIANT THUGS (2)

CR 12

XP 19,200 each

hp 196 each (see page 11)

**Story Award:** If the PCs permanently disable the grinder, award them 9,600 XP.

## A9. Disc Generator

The north wall of this otherwise empty room is covered by a strange contraption. Two three-foot-diameter discs of glass float amid a network of glowing metal rods extending from the walls, while between the discs sits a small table covered with glowing runes.

The device in this room is an immense magical generator. A successful DC 25 Spellcraft check reveals the device's function. Manipulating the runes on the table in a precise manner causes a long-lasting *floating disc* to rise up from one of the two glass discs, at which point the *floating disc*'s motions can be programmed. These discs are used to transport *Nahyndrian crystals*, since physical contact with the crystals is debilitating. The discs can be programmed to travel anywhere in the fane, but wink out of existence if they pass through the rift or move farther than area A1.

**Treasure:** A successful DC 30 Perception check reveals an unusual power source for the disc generator—wedged in a hidden compartment within the control panel is a *ring of force shield*. Removing the *ring of force shield* causes the disc generator to be deactivated until the ring is replaced.

## Closing the Rift (CR 15)

The Abyssal rift that exists between areas A8 and A10 appears as a curtain of black-and-red fire and lightning. A creature that touches the rift takes no damage, but a lawful or good creature who does so must immediately succeed at a DC 20 Fortitude save or it's sickened for 1d4 rounds.

A lawful good creature who fails this save is instead staggered for 1d4 rounds. A creature that steps fully into the rift's energies is immediately transported to the rift's opposite side, appearing in a square directly opposite the one at which it entered the rift.

Closing the rift is a three-step process.

**Step 1—Defeat Ibaheniel:** Nalfeshnee demons see themselves as the protectors of the Abyss, so it should come as no surprise that this rift is guarded by a bloated and powerful nalfeshnee named Ibaheniel. The nalfeshnee spends its time merged with the rift's energies, and allows anyone to come and go through the rift until someone attempts to tamper with the rift, such as by casting spells at it or performing rituals near it. At this point, the nalfeshnee steps out of the rift to attack, fighting to the death. Which side of the rift the nalfeshnee emerges on depends on where it perceives the larger threat to be, but the demon moves back and forth through the rift as needed.

### IBAHENIEL

CR 15

XP 51,200

Advanced nalfeshnee (*Pathfinder RPG Bestiary* 65, 294)

hp 231

**Step 2—Invoke the Paradox Ritual:** The energy contained in the pages taken from the *Lexicon of Paradox* is required to begin the ritual to close the portal. One person must hold a page of the *Lexicon* on the Material Plane side of the rift, and another person must carry a page to the Abyssal side. This adventure assumes Queen Galfrey remains on the Material Plane side to perform this ritual. The ritual requires concentration (as if maintaining a spell effect that requires concentration), but as long as each participant holds a page from the *Lexicon*, no other particular skill is needed at this point. This ritual begins with one of the pages held being thrust into the rift, at which point the rift itself shudders and starts to darken. After both pages have been held in the rift simultaneously for a minimum of 1 minute, the entire portal becomes black and begins to swirl in an angry vortex. At this point, the rift begins emitting bolts of electricity from its surface each round. All creatures within 40 feet of the rift take 4d6 points of electricity damage each round as long as the pages remain inside the rift (Reflex DC 15 half). If one or both pages are removed or the person holding a page is knocked unconscious or killed, the rift immediately reverts to its normal color and the ritual must be started anew.

**Step 3—Close the Portal:** After the portal turns completely black and begins electrifying things, one of the following spells must be cast at the portal from each side: *dictum*, *dimensional anchor*, *dimensional lock*, *dispel chaos*, *dispel evil*, *dispel magic* (against CL 20th), or *holy word* (at your discretion, similar spells may work as well—this adventure assumes Queen Galfrey casts *dispel evil* on her side). When



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one spell is successfully cast, the portal emits a sound not unlike several thousand death shrieks, causing all creatures within 40 feet of the portal to become permanently deafened unless they succeed at DC 15 Fortitude saves. When both spells are successfully cast, the portal suddenly implodes, leaving behind a solid wall that radiates lingering auras of chaos and evil for several days. Both pages of the *Lexicon of Paradise* are destroyed in the process (only to mysteriously reappear in the book 24 hours later), and the two people who were holding the pages in the portal must each succeed at a DC 15 Reflex save or take 6d6 points of damage as their limbs are momentarily crushed by the sudden appearance of the solid wall, then expelled from the wall's space.

**Story Award:** Closing the rift earns the PCs 19,200 XP. This also counts as a mythic trial.

### A10. Arrival Cavern

The walls and ceiling of this natural cavern are encrusted with a tangle of razor-sharp purple crystals, each of which shimmers with a soft, nauseating glow.

The rift along the wall looks identical to the way it does in area **A8**. Once the rift is closed, the wall that replaces it is of smooth dark stone. In many days' time, it too will be encrusted with the rapidly growing purple crystals. This cavern was once part of a small complex that housed several *Nahyndrian crystals*, but these resources have long since been depleted. The crystals that remain (those forming on the wall grow quickly to human-sized lengths) are eerie, pale reflections of the extracted *Nahyndrian crystals*.

### A11. Crystal Cavern (CR 12)

The walls and ceiling of this vast, domed cavern are festooned with tangles of purple crystals. Eight web-filled alcoves line the walls of the cavern at various heights, while a mound of crystals towers twenty feet high in the center of the chamber.

**Creatures:** Several bebiliths, attracted by the proximity of the portal deeper in the caves, moved into this chamber not long ago. They reached an agreement with the cult of Baphomet after they attacked a group transporting a delivery of *Nahyndrian crystals* only to have half their number slaughtered. The two surviving bebiliths have agreed to attack only those who pass through the cavern without identifying themselves with prayers to Baphomet before entering. The monsters prefer to slay demons (their food of choice), but won't hesitate to attack the PCs as well.

**BEBILITHS (2)** **CR 10**  
**XP 9,600 each**  
**hp 150 each** (*Pathfinder RPG Bestiary 32*)

### A12. Boiling Grotto (CR 12)

The ground drops away here into a lake of what appears to be boiling purple lava. Crystals form on the churning surface below only to be swiftly absorbed back into the mass. The lake curves around out of sight to the left.

The boiling crystals function as lava for the purposes of damage and movement, but the noxious exhalations of the molten crystals fill this entire area with poisonous fumes. The surface of the molten crystals lies 40 feet below, but anyone who enters the cavern above or the smaller ledge around the corner is exposed to the deadly toxin.

**Crystal Fumes:** Inhaled; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 2 consecutive saves.

**Creature:** Once, this entire cave system was infested with carnivorous crystals that crept along the walls and fed on any creatures foolish enough to enter the cavern, but today, only one of these fiendish monsters remains, stuck in a cycle of self-consumption whenever it splits apart. It mindlessly slithers out along the walls to attack anyone who enters the area, but ignores creatures that merely pass by. Once it attacks, the fiendish carnivorous crystal relentlessly pursues its prey throughout the caves.

**FIENDISH CARNIVOROUS CRYSTAL** **CR 12**  
**XP 19,200**  
**hp 136** (*Pathfinder RPG Bestiary 3 45, 290*)

**Treasure:** The crystal's lair is on a ledge around the corner from the cave entrance. Here, the only remnant of an ancient meal lies against the wall farthest from the edge—an obsidian *rod of wonder* that the crystal has attempted to consume and then excreted countless times over the past several years.

### A13. Depleted Caves

The cult of Baphomet dug out these long caverns years ago. Nothing dangerous dwells here today, but the area is not without danger from other sources. The pool at area **A13a** is in fact a powerful acid that won't consume stone or crystal but swiftly damages all other objects placed within it (*Pathfinder RPG Core Rulebook 442*). The mound of rubble at area **A13b** leads to a narrow tunnel that once led to an observation post and allowed guards to move back and forth between this area and area **A10**, but the exit into area **A10** has become overgrown with crystals that must be smashed through in order to pass through (hardness 8, hp 45, break DC 26).

### A14. Exit

The cavern opens up here, providing an exit to the surface of the island of Vazglar of the Midnight Isles.



## The Midnight Isles

### Part 2: The Porphyry City

As the PCs step out of the caves and into the jungles of the island of Vazglar, give them a few moments to realize they're in a new reality. Make sure you're familiar with the Midnight Isle planar traits listed below, and use the Ten Abyssal Traits notes in the foreword to help bring home the fact that the PCs have left the Material Plane behind.

This adventure assumes Queen Galfrey stays behind on the Material Plane to tend to the war effort there, and with the possible exception of Arueshalae's anarchic gift linking her to one or more PCs via telepathy, the PCs aren't accompanied by any allies. The link with Arueshalae should be quite helpful, for she can attempt Knowledge checks or otherwise simply advise the PCs on how to accomplish their goals here in the Abyss. Feel free to use this link as you see fit to keep the PCs on track or to suggest next steps.

As detailed earlier, the PCs have two goals here on the Midnight Isles: preventing Noctricula from allying with Deskari and Baphomet, and stopping the flow of *Nahyndrian crystals*. The adventure assumes the PCs attempt these tasks in the order listed, for determining the location of the Nahyndrian mine without Noctricula's aid may be difficult. Both Galfrey and Arueshalae can suggest this order of tasks.

#### MIDNIGHT ISLE PLANAR TRAITS

The Midnight Isles are part of the Abyss, but as with all Abyssal realms, the exact nature of this region's planar traits vary slightly from the standard traits for the Abyss as detailed in the *Pathfinder RPG GameMastery Guide*. The Midnight Isles have the following planar traits.

**Divinely Morphic and Sentient:** Noctricula can alter the Midnight Isles at will, as can the Abyss itself, but she generally avoids doing so as she is quite pleased with the shapes her defeated foes have assumed.

**Strongly Chaos-Aligned and Strongly Evil-Aligned:** A -2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks attempted by creatures that aren't chaotic or evil. The penalties for the chaotic and evil components of the alignment trait stack.

**Enhanced Magic:** Spells and spell-like abilities with the chaotic, evil, or darkness descriptor or of the shadow subschool are enhanced.

**Impeded Magic:** Spells and spell-like abilities with the lawful, light, or good descriptor are impeded.

**Finite Shape:** The Midnight Isles are a large collection of islands found within a shallower portion of the Abyssal ocean of Ishiar. The border between the ocean surrounding the Midnight Isles and Ishiar manifests as a the seabed suddenly dropping several vertical miles. Though no visible border exists on the surface, the edge of the Midnight Isles extends roughly 300 miles from the isles' shores.

**Illumination:** The concept of "daytime" doesn't exist on the Midnight Isles. The sky above the isles is always night,

with 8 hours lit by a full and unusually large "moon" and 8 hours of darkness lit only by strange, starlike points of light above and pale, luminous ribbons that slither through the sky. The light provided by this moon is relatively bright, equivalent to normal light but never to bright light. After the moon sets, the stars and luminous ribbons provide dim light. Now and then, thick clouds or mists form over the isles, reducing illumination by one step. Of course, the "moon" and "stars" themselves do not actually exist—they are merely figments of Noctricula's desires for her realm, and no attempt to reach either can ever succeed.

**Time:** Although time runs normally on the Midnight Isles, a "day" consists of only 16 hours (8 hours of moonlight and 8 hours of true night). All durations and effects listed as lasting per day should be interpreted as lasting 24 hours rather than the shorter duration of a day on this Abyssal realm.

#### EXPLORING AND ESCAPING VAZGLAR

The island the PCs find themselves on is a mostly abandoned isle named Vazglar, a realm forged from the remains of a demon lord of jealousy, ruined cities, and loss. The isle itself is covered with steaming tropical jungles pierced in a dozen places by spire-like barren pinnacles of black rock that extend for miles into the sky above. Fiendish rocs and other flying monsters dwell in the caves near the peaks of these pinnacles, while the jungles below are infested with demons, bebiliths, and worse. The cave exit from area **A14** is at the base of one of these spires, and the narrow trail that leads away becomes overgrown by the jungle after a mere 200 feet. With a successful DC 30 Survival check, a character notes faint traces of footprints in the clearing just outside of area **A14**, but as Hepzamirah's minions use flight to come and go from the isle when transporting *Nahyndrian crystals*, there is no trail to follow for long.

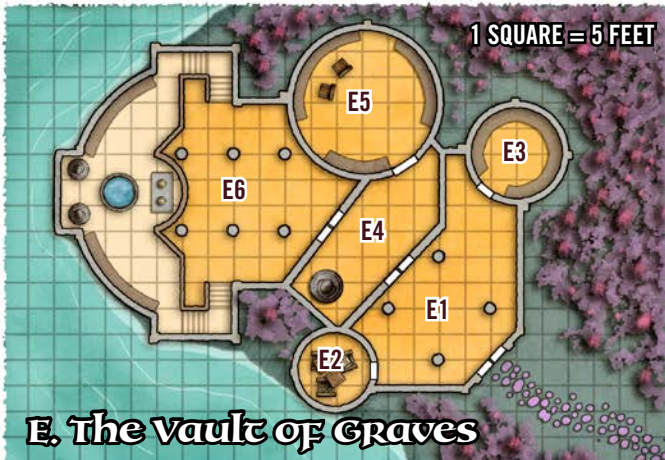
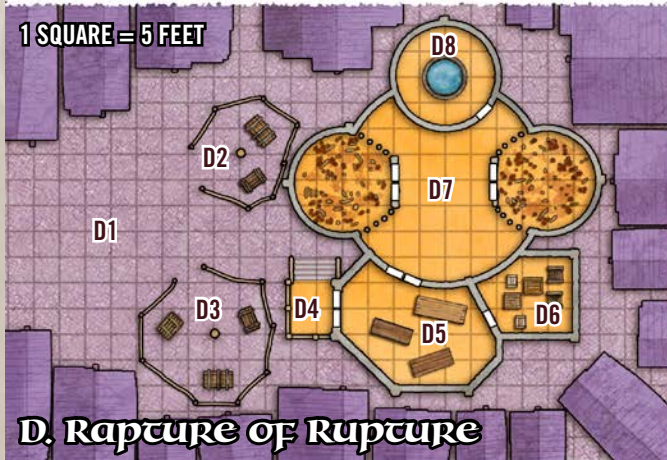
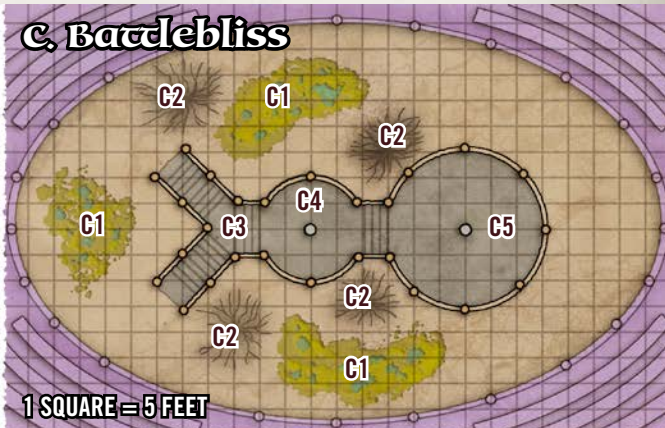
The PCs may feel overwhelmed at this point with their options. With a successful DC 30 Knowledge (planes) check, a character identifies which of the Midnight Isles they have arrived at, but this does little more than confirm that they are approximately 600 miles away from their first goal, the city of Alushinyrra. *Greater teleport* can certainly serve to get the PCs to Alushinyrra (Arueshalae can provide the PCs a detailed enough description of the city that they can use *greater teleport* to arrive at the Plaza of the Moon).

If the PCs lack a means of teleportation, another route exists in a ruined shrine near where they first emerge onto Vazglar. If the PCs use divination magic to seek a route to Alushinyrra, you can use the results to guide them toward this shrine. The shrine itself is one of the largest nearby ruins, in any event, and should make a logical place to set out for since its ruined spires are visible from the cave exit.

While this adventure assumes the PCs don't attempt to reach Alushinyrra on foot or via ship, there's no reason either of these methods can't work, although since Vazglar's



# WRATH OF THE RIGHTEOUS



one of the uninhabited islands, there are no settlements where the PCs could buy passage on a ship. Constructing a ship and evading the strange creatures that dwell in the Vazqlar jungles and the sea could make an exciting adventure, but are beyond the scope of this adventure.

## B. The Vazqlar Shrine (CR 14)

A partially collapsed temple of gray stone looms out of the damp jungle. To the east and north, the temple's walls have collapsed into rubble that has been overtaken by creeping vines, but to the west and south the building remains standing, its stone walls rising nearly a hundred feet high, with a partial dome still stretching over the ruins below. A single bloodstained altar stone lies within, and six statues of a beautiful demonic woman in different poses sit in alcoves along the surviving walls.

When Vazqlar first formed, Noctricula awarded its rule to a succubus named Ilsanya—a creature whose morose and dark moods were well-suited to an island that arose from the remains of a demon lord of loss and jealousy. Unfortunately, Vazqlar was also the lord of ruined cities, and his legacy brought no end of peril and danger to Ilsanya's attempts to "civilize" the isle. Eventually, she

succumbed to her own jealousy over Noctricula's beauty and committed suicide in this very shrine. Her body was consumed by predators, and now all that remains is her tenacious bloodstain on the altar itself.

The statues are representations of Noctricula. The statues along the inner wall (statues **B1–B4**) each depict her in a different pose, and each depiction bears a different engraving at its base written, in Abyssal. The statues along the side walls (including two that have crumbled to rubble) are identical, depicting her with wings and arms outstretched as if to welcome the visitor into an embrace.

The statues hold a secret to opening a portal to the Plaza of the Moon in Alushinyrra. Ilsanya used this portal to transport fresh slaves and supplies from the city, but it has not been activated in thousands of years. Each statue radiates strong conjuration (teleportation) magic, and each must be activated in the proper order (**B1**, **B2**, **B3**, and finally **B4**) for the portal to open. Activation requires either a spell or a particular activity. A successful DC 30 Use Magic Device check can activate a statue without the proper method of activation. A successful DC 30 Spellcraft check made while examining the statues suggests that a certain type of spell is required to activate each, and a successful DC 40 Spellcraft check reveals the exact type of spell required to activate a



## The Midnight Isles

statue. Finally, a successful DC 30 Knowledge (religion) check suggests the proper order to activate the statues by bringing to mind an old adage of her faith that lays out the proper steps to performing a ritual assassination in her name—lie in wait in hiding (statue **B1**), present yourself to seduce (statue **B2**), strike the killing blow when the target is enthralled (statue **B3**), and then offer the target's heart to the Lady in Shadow (statue **B4**).

The four unique statues, their engravings, and their methods of activation are as follows.

**B1.** This statue depicts Nocticula with her arms, wings, and tails wrapped tightly around her body. The engraving reads, "In the darkness, our lady is unseen yet not unknown." To activate this statue, one must either cover the statue's eyes for a full round or must target the statue with any spell bearing the darkness descriptor.

**B2.** This statue depicts Nocticula with a coy smile on her lips and her hands resting suggestively against her body. The engraving reads, "To know our lady's kiss is to know the truest form of bliss." To activate this statue, one must kiss the statue on the lips or target it with a spell with the mind-affecting descriptor.

**B3.** This statue depicts Nocticula taking aim with her hand crossbow, her expression cold and calculating. The engraving reads, "To know death at our Lady's will is to become one with her world." To activate this statue, one must smear blood from a living creature on the statue or target the statue with a spell with the death descriptor.

**B4.** This statue depicts Nocticula holding what appears to be a human heart above her head, a look of exaltation on her face. The engraving reads, "Our lady in triumph as the seed of a new Midnight Isle is harvested." To activate this statue, one must offer a prayer to Nocticula (a chaotic or an evil act, depending on the nature of the prayer) or target it with a spell with the chaotic or evil descriptor.

Once a statue is activated, dozens of red runes begin to glow on the statue's wings. These runes continue to glow for 8 hours, after which point they fade. Once all four statues' wing runes glow, the air before the altar stone ripples, then peels open like curtains parting to create an ovoid portal through which a strange purple city can be seen. The portal remains open for 1 minute before closing, at which point the ritual to open it must be repeated. Any creature that touches the portal finds itself instantly transported to the Plaza of the Moon in Alushinyrra.

**Creatures:** If any statue is activated out of order, all currently active statues deactivate and a hideous whispering roar tears through the ruins. One round later, almost liquid-appearing shadows pour into the ruins from all around. These shadows swiftly coalesce into eight advanced shadow demons who immediately attack the PCs. The demons attempt to use *magic jar* on as many PCs as possible. If they manage to possess all of the PCs, they

cease their attacks and use the PCs to perform the ritual to open the portal and then step through the portal to Alushinyrra in order to escape their bondage on Vazglar. If only some of the demons possess PCs, those who do try to capture the others alive so that they can carry them through the portal. While this is certainly one way to make the trip to Alushinyrra, the PCs arrive in the city in this case as prisoners. What the demons do with the PCs is up to you, but eventually they should bring their PC captives to Battlebliss, where they sell the PCs off as gladiators.

There's essentially an infinite number of shadow demons that can be conjured via misuse of the portal ritual, but the PCs should only earn XP for the demons once.

### ADVANCED SHADOW DEMONS (8)

CR 8

XP 4,800 each

hp 73 each (*Pathfinder RPG Bestiary* 67, 294)

**Story Award:** If the PCs open the portal without having to fight the shadow demons, award them 38,400 XP (as if they had defeated the demons).

### ALUSHINYRRA

Once the PCs arrive in the city of Alushinyrra, they may well be overwhelmed by its scope and size. Here, demons rub shoulders with planar travelers, and while combat is commonplace when disagreements arise, there is generally no punishment for it unless a combatant severely damages or destroys a building or other structure in the city.

Allow the PCs to set their own pace in the city as they explore. You can use the table on page 24 to randomly generate encounters for the PCs to witness or take part in as you wish, and when they grow tired, there are always numerous inns and taverns (or even brothels) available where they can retire to rest and recuperate. Most of these establishments are pricey (costing up to 10 times the prices listed in the *Core Rulebook*), but they're also relatively safe, since Alushinyrra, despite being located in the Abyss, is by Nocticula's decree open to all visitors.

More details on Alushinyrra, including a map, can be found in the article that begins on page 64.

### ATTRACTING NOCTICULA'S ATTENTION

Nocticula is a powerful demigod, yet she is not omniscient. Countless suitors, visitors, enemies, allies, and more vie for her time, so in order to attract her attention, the PCs must build up their notoriety in the city. This is tracked by a Notoriety score shared by the entire party. When the PCs first arrive in the city, they have a Notoriety score of 0. As they explore Alushinyrra and take actions, this score increases. If the PCs ask for advice from an ally like Arushalae (or if they cast the right divination spells and ask the right questions), they can learn that simply picking



# Wrath of the Righteous

fighting with creatures in the city is a very slow way to build up enough Notoriety. They need to do things that set them apart as forces to be reckoned with, but at the same time they should avoid taking actions so extreme that their excessive Notoriety score prompts Noctricula or one of her agents (like Shamira) to step in and put the PCs down rather than talking to them. Start small, Arueshalae suggests. Ask around the city for opportunities to build up one's notoriety, but don't go over the top. Once the PCs' Notoriety score reaches 40 or higher, Noctricula takes notice (see page 31).

A PC who uses Diplomacy to gather information, uses Knowledge (local) to learn about the nature of things in the city, or casts spells like *divination* can learn some or all of the following bits of specific advice. You can either roll a random bit of advice or pick one that seems appropriate. The first two methods to gain Notoriety listed on the table detail the amount of Notoriety gained from that method, and the remaining four methods are detailed in their encounter descriptions.

## OPPORTUNITIES FOR NOTORIETY

d6	Opportunity
1	<b>Show Your True Colors:</b> Openly displaying affiliation with lawful or good deities and organizations slowly increases the PCs' Notoriety score by 1 per day, but it also increases the number of conflicts with locals. This method cannot increase the PCs' Notoriety score above 20.
2	<b>Get into Fights:</b> Picking fights with demons and other denizens of the city slowly increases the PCs' Notoriety, provided the fights are public and memorable. Winning a fight in a public area increases the PCs' Notoriety score by 1. This award increases to 3 if the PCs use performance combat ( <i>Pathfinder RPG Ultimate Combat</i> 153–157) to make the observing crowd friendly, or to 6 if they make the crowd helpful. This method cannot increase the PCs' Notoriety score above 30.
3	<b>Entertain at Rapture of Rapture:</b> Providing entertainment for one of the city's numerous aristocrats can increase one's Notoriety. Such entertainment can include all manner of activities, as long as the entertainment provided is memorable and extreme. The succubus Vellexia is one such aristocrat, but rumor has it her recent call for skilled artists and performers at Rapture of Rapture has resulted only in her increasing disappointment. If someone could break her string of disappointments, her word carries much weight among the city's elite. See page 28 for more details.
4	<b>Fight in Battlebliss:</b> Surviving a key battle in one of the city's numerous arenas can result in a large boost to the PCs' Notoriety Score. In particular, the

four-armed incubus Gelderfang has become quite well known at the arena known as Battlebliss. Defeating him would be a major step toward gaining Notoriety. See page 26 for more details.

- 5 **Defeat Minagho:** If Minagho survived her first encounter with the PCs in the Midnight Fane, the PCs can learn she's in Alushinyrra as well and has been asking around about the PCs. Minagho has a reputation in the city already, and defeating her will certainly catch some attention.
- 6 **Meet with Shamira:** Arrange an audience with Shamira, the ruler of the isle of Alinythia and the city of Alushinyrra. Her power is second only to Noctricula's, although in return for whispering in Noctricula's ear, she may ask for more than a mortal is willing to give.

## ALUSHINYRRA ENCOUNTERS

There's plenty for the PCs to do in Alushinyrra, from shopping to sight-seeing to drinking to gambling to all manner of vices. One can even rent workshop space for crafting magic items or researching spells. Such space generally costs about 250 gp per day. Of course, time spent in the Porphyry City is also time spent in a dangerous realm. The following encounter table provides numerous short descriptions of possible scenes or encounters the PCs can experience in the city—the higher one rolls, the more dangerous and likely to become a combat an encounter gets. Roll for an encounter as often as you wish. Note that if the PCs aren't disguised as demons (see page 66), all encounter rolls on the following table should be modified by +40, Alushinyrra's danger rating.

## ALUSHINYRRA ENCOUNTERS

d%	Encounter	Avg. CR	Source
01–15	2d6 cambions	7	Page 84
16–25	2d6 shadows	9	<i>Bestiary</i> 245
26–55	Eager merchant	Varies	See below
56–65	Minor rumor	Varies	See below
66–70	Major rumor	Varies	See below
71–75	1d6 shadow demons	10	<i>Bestiary</i> 67
76–85	2d4 succubi	11	<i>Bestiary</i> 68
86–90	1d6 greater shadows	11	<i>Bestiary</i> 245
91–125	Roll on Abyss Encounters table	Varies	Page 83
126–132	1 adult fiendish umbral dragon	15	<i>Bestiary</i> 2 102, 293
133–139	1d6 thanadaemons	16	<i>Bestiary</i> 2 74
140	Shamira	25	Page 68

**Eager Merchant:** Encounters with merchants are usually with cambions, but they can also be with mercanes, tieflings, or even humanoids. All are eager to sell their wares, which can range from mundane foodstuffs to slaves



## The Midnight Isles

to larvae to magic items. These items are generally offered at 20% off the normal price; what exactly the merchants have to sell is left to you. A PC who buys something may be able to learn a bit of information from Alushinyrra, as if you rolled a minor rumor.

**Minor Rumor:** The PCs overhear some minor bit of interesting information about the city of Alushinyrra. Use these results to give the PCs pieces of information about the city that you feel they'd be on the lookout for.

**Major Rumor:** This is similar to a minor rumor, save that it should be information the PCs can directly use to find opportunities to increase their Notoriety score. Point them at Battlebliss or Rapture of Rupture, or maybe even let them hear that Minagho is in town and is looking for a group of heroes who match the PCs description.

**Roll an Abyss Encounter:** Roll an encounter on the Abyss Encounters table, which appears on page 83.

**Shamira:** An encounter with Shamira could be nothing more than her passage through the area, along with her entourage of sycophants, slaves, and guardians, or at your discretion it can be a more personal encounter akin to the one detailed on page 31.

### Minagho's Desperation (CR 16 or 17)

If Minagho escaped death at the PCs' hands in the Midnight Fane, she travels to Alushinyrra to regroup and set new plans in motion. She spends most of her time researching what she can about the PCs by trading her own skills and magic with various seers, soothsayers, and oracles in the city. She's not encouraged by what she learns, and in the end she seeks out a deadly assassin to do the job for her. The assassin she chooses is a strange and monstrous creature—a shadowy half-breed from the First World named Nezirrius. This creature is part shadow demon and part ankou, a sinister fey creature associated with darkness and slaughter merged with an even darker demon of envy and murderous hatred.

Nezirrius, as it turns out, is something of a pragmatist and realist. When Minagho contacts her, paying for the half-invidiak's services with her *ring of spell storing*, Nezirrius is intrigued. She'd heard of Minagho, of course, and knew the lilitu was even more powerful than herself—or so she had assumed. She did her own research and learned of Minagho's fall from favor, and while she believes she's more than capable of taking out the PCs if it comes to that, Nezirrius has become equally intrigued by the possibility of betraying Minagho and claiming her remains as a trophy.

The point at which Nezirrius confronts the PCs is left to you. She might do so while the PCs are out exploring, dealing with another encounter, or even while they're resting in a tavern. When she first contacts them, she

appears via teleportation and greets the PCs with a chilling smile. She does not hide her purpose. She openly admits that she's been hired by Minagho to slay the PCs, but before she follows through, she gives the PCs a chance to outbid the lilitu. If the PCs agree to give Nezirrius a gift of equal or greater value than Minagho's payment (any magic item or combination of items worth 50,000 gp or more will do), the treacherous half-fiend ankou leads the PCs to Minagho's current location and even aids them in finishing the job of murdering her—provided Nezirrius can claim Minagho's body as a prize.

Of course, even if the PCs agree, they should watch their backs. At your discretion, Nezirrius may try to attack them once the fight is over. Likewise, the demon fully expects the PCs to betray her, so she won't let her guard down until she's well away from the PCs if they allow her to claim her trophy.



**Nezirrius**



## Wrath of the Righteous

Minagho's hideout is, ironically, the caves back on Vazglar. She moves into these caves not long after the PCs arrive in Alushinyrra, and it is to these caves that Nezirrius eventually leads the PCs to attack her. As a result, you should hold off on introducing this encounter until a few days pass to allow Minagho a chance to move back into the caves. At your discretion, though, Minagho may instead have a hideout in the city, such as in a suite of rooms on the top floor of an exclusive brothel or in a small dungeon complex below a slaver's shop.

### NEZIRRIUS

**CR 17**
**XP 102,400**

Half-invidiak ankou (*Pathfinder RPG Bestiary 4 10, Pathfinder Campaign Setting: Demons Revisited 30*)

CE Large outsider (augmented fey, extraplanar)

**Init** +12; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; **Perception** +22

#### DEFENSE

**AC** 34, touch 21, flat-footed 22 (+12 Dex, +13 natural, -1 size)

**hp** 175 (14d6+126)

**Fort** +12, **Ref** +21, **Will** +14

**DR** 10/cold iron and magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 28

#### OFFENSE

**Speed** fly 90 ft. (perfect)

**Melee** bite +20 (1d8+10), 2 claws +20 (1d6+10), tail slap +15 (1d8+6 plus bleed), 2 wings +15 (1d6+6 plus bleed)

**Ranged** *stalker's crossbow* +22/+17 (2d6+3/17-20)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** bleed (2d6), cold iron killer, shadow doubles, smite good 1/day, sneak attack +3d6

**Ankou Spell-Like Abilities** (CL 15th, concentration +24)

At will—*deeper darkness*, *ray of exhaustion* (DC 22), *silence* (self only)

3/day—*dimensional anchor*, *greater teleport*, *true seeing*

1/day—*circle of death* (DC 25), *discern location*, *prismatic spray* (DC 26)

**Half-Invidiak Spell-Like Abilities** (CL 14th, concentration +23)

3/day—*darkness*, *shadow conjuration* (DC 23), *unholy aura* (DC 27)

1/day—*blasphemy* (DC 26), *blur*, *greater teleport*, *magic jar* (DC 24), *unholy blight* (DC 23)

#### TACTICS

**Before Combat** Nezirrius activates *true seeing* and *blur*.

**During Combat** Nezirrius begins combat with a sneak attack delivered via her crossbow, then focuses her following attacks on the same target, making rapid shots if she can. As soon as a group of enemies are in the right formation, she uses *prismatic spray* on them. She saves *blasphemy* for when she's surrounded by foes, then switches to melee attacks thereafter. If she's aiding the PCs in a fight against Minagho, Nezirrius uses *dimensional anchor* to prevent

the lilitu from fleeing before moving in to flank with a PC to make a full attack on her ex-employer. For her part, Minagho focuses her attacks on Nezirrius in this case, so enraged is she at this betrayal.

**Morale** Nezirrius teleports away to safety if reduced to fewer than 40 hit points. Each time after she recovers, she attempts to slay her enemy again and again, using *discern location* to find out where they are.

#### STATISTICS

**Str** 26, **Dex** 34, **Con** 26, **Int** 19, **Wis** 21, **Cha** 29

**Base Atk** +7; **CMB** +16; **CMD** 38 (can't be tripped)

**Feats** Deadly Aim, Point-Blank Shot, Rapid Reload (light crossbow), Rapid Shot, Toughness, Weapon Finesse, Weapon Focus (light crossbow)

**Skills** Acrobatics +29, Bluff +26, Fly +35, Intimidate +26, Knowledge (local) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +22, Sense Motive +22, Stealth +25

**Languages** Common, Sylvan, can't speak; telepathy 100 ft.

**SQ** ghostly form

**Combat Gear** 10 +1 human-bane bolts, 10 +1 elf-bane arrows, 10 +1 good-outsider-bane arrows; **Other Gear** *stalker's crossbow* with 20 bolts, *amulet of mighty fists* +2, *ring of spell storing* (*cure critical wounds*, *cure light wounds*)

#### SPECIAL ABILITIES

**Ghostly Form (Su)** Nezirrius can become incorporeal (including all of her gear) for 14 rounds per day as a swift action—returning to solid form is a free action. The rounds per day need not be consecutive. This ability cannot be activated in areas of bright light, and while in ghostly form she cannot enter such an area.

**Story Award:** If the PCs defeat Minagho, their Notoriety score increases by 10. If they slay Nezirrius, word of this spreads as well—this deed also increases their Notoriety score by 10.

### C. Battlebliss (CR 16)

Many arenas can be found in Alushinyrra, but most are located within the district known as Battlebliss. With a battle arena measuring just over 130 feet across at its widest point, Battlebliss is one of the smaller arenas in Alushinyrra, but it is also one of the city's most exclusive. Its clients are universally powerful cambions and other demons, or visiting humanoids of great power eager to witness particularly gory or deadly battles. Owned and run by a heavily tattooed and quite obese cambion named **Irmangaleth** (CE male cambion bard 16), Battlebliss accepts any challenger who wishes to step into a battle. There are no real rules for these battles, other than a demand to put on a good show.

**Creature:** Currently, the arena's greatest draw is a particularly deadly four-armed incubus named Gelderfang, a violent demon whose favored method of



## The Midnight Isles

delivering a coup de grace has earned him both his arena name and a large amount of notoriety. Challengers who wish to fight Gelderfang quickly draw a crowd. When the PCs approach Irmangaeth and ask to take part in the arena, he asks them to fight the incubus if they don't suggest this course of action themselves. Once the deal is struck, Irmangaeth schedules the fight for the next moonrise. The event draws a huge crowd, and if the PCs haven't yet defeated Minagho, she may be among the spectators and may even move down to attack the PCs in the arena after they defeat the incubus—an act the crowd reacts to very poorly. If the PCs have made the crowd at least friendly by using performance combat, Minagho persists in the attack against the PCs for only 1d3 rounds before she teleports away to reconsider her next course of action.

At the start of the fight, Gelderfang teleports into position at area C5 and raises his arms high, eliciting a delighted roar from the crowd. Irmangaeth informs the PCs that they can begin anywhere in the arena other than on the raised platform. The fight begins when Irmangaeth blows the ceremonial horn (an immense instrument that was crafted from a behemoth's horn), and ends when all of the enemies on one side are dead.

Certain areas of Battlebliss's arena floor require special note, as detailed below.

**C1. Mire:** These areas of ground are soggy and marshy. Each is a 10-foot-deep patch of quicksand (*Core Rulebook* 427) with a layer of green slime (*Core Rulebook* 416) growing on the bottom.

**C2. Poisonous Bramble:** These dead-looking plants are adorned with thumb-sized, razor-sharp thorns. The brambles are difficult terrain, and deal 1d6 points of piercing damage to any creature that moves into one of them. In addition, the brambles are venomous, having the same effect as shadow essence poison (*Core Rulebook* 560).

**C3. First Tier:** The central structure is made of stone. This first landing where the stairs converge is 5 feet off the ground. Any creature that ends its turn standing on this tier heals 3d8+5 hit points.

**C4. Second Tier:** This landing is 10 feet off the ground. A creature that ends its turn standing on this tier gains a +2 dodge bonus to AC.

**C5. Third Tier:** This landing is 15 feet off the ground. A creature that ends its turn standing on this tier gains a +4 bonus on attack rolls for 1 round.

### GELDERFANG

**CR 16**
**XP 76,800**

 Male incubus fighter 8/champion 4 (*Pathfinder RPG Bestiary* 373, *Pathfinder RPG Mythic Adventures* 20)

CE Medium outsider (chaotic, demon, evil)

**Init** +16<sup>M</sup>; **Senses** darkvision 60 ft.; Perception +21

#### DEFENSE

**AC** 30, touch 14, flat-footed 26 (+10 armor, +4 Dex, +6 natural)

**hp** 244 (16d10+156)

**Fort** +18, **Ref** +8, **Will** +10; +2 vs. fear

**Defensive Abilities** bravery +2, hard to kill;

**DR** 10/cold iron or good; **Immune**

 electricity, poison; **Resist**

acid 10, cold 10, fire 10;

**SR** 17

#### OFFENSE

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

**Gelderfang**



## WRATH OF THE RIGHTEOUS

**Melee** +3 *scizore* +27/+27/+22/+17 (1d10+16/19–20), +2 *shotel* +24 (1d8+7/×3), +2 *trident* +24 (1d8+7), slam +21 (1d4+6)

**Ranged** net +20/+15/+10/+5 (special damage)

**Special Attacks** fleet warrior, mythic power (11/day, surge +1d8), pain redoubled, precision, punishing blow, sudden attack, weapon training (close +1)

**Spell-Like Abilities** (CL 8th, concentration +24)

Constant—*tongues*

At will—*charm person* (DC 17), *detect thoughts* (DC 18),

*greater teleport* (self plus 50 lbs. of objects only),

*suggestion* (DC 19)

1/day—*crushing despair* (DC 20), summon (level 3, 2 schirs 40%)

### TACTICS

**During Combat** Gelderfang has no interest in summoning allies, and prefers not to use his spell-like abilities (although he might use *suggestion* to get an enemy to wade into a pool of quicksand). He knows all of the effects of the three platforms, and moves to them as appropriate when he wants the bonuses. He throws his net on the first round of combat, and if he entangles a foe, he rushes up to make a full attack on the following round. Gelderfang is fond of expending uses of mythic power to use sudden attack. He certainly uses performance combat as appropriate to gain the crowd's favor.

**Morale** Gelderfang fights to the death.

### STATISTICS

**Str** 30, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 23

**Base Atk** +16; **CMB** +26; **CMD** 40

**Feats** Dazzling Display, Deadly Stroke, Exotic Weapon

Proficiency (net, shotel), Greater Weapon Focus (*scizore*),

Improved Critical (*scizore*), Improved Initiative<sup>M</sup>, Power

Attack, Shatter Defenses, Toughness<sup>M</sup>, Two-Weapon Fighting,

Weapon Focus (*scizore*), Weapon Specialization (*scizore*)

**Skills** Acrobatics +22, Fly +22, Intimidate +25, Perception +21,

Perform (act) +22, Sense Motive +21

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

**SQ** amazing initiative, armor training 2, change shape

(Small or Medium humanoid, *alter self*), display of

Charisma, recuperation

**Gear** +4 *glamered breastplate*, +3 *scizore*<sup>UE</sup>, +2 *shotel*<sup>UE</sup>, +2 *trident*, *belt of incredible dexterity* +2

**Story Award:** If the PCs defeat Gelderfang in the arena battle, their Notoriety score increases by 10. This award increases if the PCs use performance combat to woo the audience (*Ultimate Combat* 153–157). Making the crowd friendly increases their Notoriety score by 15; making the crowd helpful increases their Notoriety score by 25.

## D. Rapture of Rupture

This domed building of deep red porphyry is located in the Fleshmarkets at the heart of a tangled warren of buildings and sleazy marketplaces. The PCs can hear

of Rapture of Rupture if they seek opportunities to “get noticed” or otherwise establish themselves in the city. They are directed to “follow the pointing doves of the Fleshmarkets.” Finding Rapture of Rupture is relatively easy once the secret is known—agents of the locale’s proprietor maintain a network of “signs” in the form of doves nailed to lintels or posts, their wings spread and decapitated heads replaced by pointing talons. Following these pointing talons brings the traveler to a dead-end cul-de-sac after 1d6 hours of winding through the maze-like alleys.

Rapture of Rupture itself is run by an unusually subtle succubus wizard named Vellexia. Despite her conservative dress and soft voice, she is as deviant as succubi come, and she is quite fond of incorporating polymorph spells into her sexual escapades. As one of Alushinyrra’s aristocrats, Vellexia enjoys slumming in the Fleshmarkets and toying with would-be performers. Those she finds particularly entertaining earn offers to perform at her manor at the Terrace of Favored Mistresses, but very few who accept this offer are seen again. The fact that those few who survive this invitation emerge wealthier and more powerful thanks to Vellexia’s gifts and favors, however, ensures there is no shortage of eager new entertainers seeking their “big break” at Rapture of Rupture.

Areas of particular note around and within Rapture of Rupture are detailed in brief below.

**D1. Rupture Market:** This plaza is always crowded with desperate performers and beggars eager to earn the right to show their stuff to Vellexia. Most of them are ignored and eventually give up, starve to death, or are beaten to death by frustrated fellow performers. None of the people gathered here are of particular note, and none of them approach closer than within 10 feet of the two tents or of area D4.

**D2. Rupture Peddler (CR 10):** A single night hag named Grezadni runs this tent, serving as a merchant of fine instruments and other tools of the performer’s trade. At your discretion, magical items like *harps of charming* or *pipes of the sewers* might be purchased here.

### GREZADNI

CR 10

XP 9,600

Advanced night hag (*Pathfinder RPG Bestiary* 215, 294)

hp 108

**D3. Rupture Scheduler (CR 11):** A sign written in Abyssal hangs over this tent entrance, proclaiming “Appointments.” The tent is staffed by several succubi charged with weeding out those worthy of performing for Vellexia. Applying for an appointment is a simple task. A PC must attempt a Bluff, Diplomacy, or Perform check. On a result of DC 20 or higher, the succubi are impressed



## The Midnight Isles

enough to schedule an appointment with Vellexia within 1d6 days. On a result of DC 30 or higher, they are impressed enough to schedule an immediate appointment. They inform Vellexia telepathically, then ask the PCs to proceed into the central dome.

### SUCCUBI (4) CR 7

XP 3,200 each

hp 84 each (*Pathfinder RPG Bestiary* 68)

**D4. Entrance:** The doors to Rapture of Rupture are unlocked, but should the PCs approach without first making an appointment at area **D3**, the succubi from that area intercept them and explain the procedure. If the PCs refuse to schedule an appointment, the succubi attack at once.

**D5. Reception (CR 12):** The PCs are greeted upon entering Rapture of Rupture by a single coloxus named Ooroon who bows low and asks each PC what form of entertainment they bring for the Mistress of Ruptures. He telepathically communicates the answer to Vellexia, then allows her a few rounds to prepare herself (as detailed in her tactics) before escorting the PCs through the doors into area **D7**. He does not remain in the Performance Hall, but returns to aid Vellexia if there is trouble.

### OOROON CR 12

XP 19,200

Coloxus demon (*Pathfinder RPG Bestiary* 3 72)

hp 168

**D6. Storage:** Instruments, tools, and cages of live doves fill this area. Nothing of real import can be found here.

**D7. Performance Hall (CR 13):** Vellexia awaits the PCs' arrival here, seated upon a radiant throne of ivory and obsidian that floats 5 feet above the ground. Her choir slithers in two gore-spattered cages to either side. Each of these cages contains a blood-soaked lillend that has been completely broken and tormented into being Vellexia's devoted torture pet.

### BROKEN SOUL LILLEND (2) CR 9

XP 6,400 each

hp 101 each (*Pathfinder RPG Bestiary* 4 24)

**D8. Portal Pool:** The pool in this room serves as a portal between Rapture of Rupture and Vellexia's manor. She uses this portal to transport heavy objects, visitors, and prisoners that she can't transport using her own *greater teleport* ability. The pool normally functions only for Vellexia, but a character can activate it with a successful DC 30 Use Magic Device. What strange horrors await discovery in her manor are beyond the scope of this adventure.

### Entertaining Vellexia (CR 17)

Vellexia has lived in Alushinyrra for eons, and over that time she has seen and done a lot. Starved for new forms of excitement and entertainment, she founded Rapture of Rupture as a sort of audition hall where she recruits new entertainers for her sprawling manor. Those who earn the right to entertain at her manor rarely emerge, but their fame in the city is guaranteed. Many of Alushinyrra's most famous performers and bards have gone missing in Vellexia's manor.

When the PCs stand before the somewhat bored-looking succubus, she asks each in turn to perform for her. The exact nature of the performances can vary, but they should fall into one of the following categories. In order to entertain the succubus and increase their Notoriety, all of the PCs present at the entertainment must succeed at their performances.

**Performance of Skill:** A PC can use a skill to entertain Vellexia. Perform is the obvious choice here, but she can also be entertained by displays of Acrobatics, Bluff, Disguise, Diplomacy, Escape Artist, Intimidate, or Sleight of Hand, or even scholarly discussions of any Knowledge skill. Have the player describe how his performance is to work, roleplaying it out as needed. If the player describes and roleplays the performance well, grant him a +2 bonus on all subsequent skill checks. In order to entertain Vellexia, the character must attempt 5 skill checks (all of the same chosen skill); as long as the character succeeds at 3 or more of these checks (DC 30), he successfully entertains the jaded succubus.

**Performance of Combat:** Vellexia enjoys the sight of bloodshed, and a PC who offers to fight for her can take on both of her broken soul lillends. The PC must survive the fight against both creatures on his own in order to appeal to Vellexia. She allows only one combat performance per day; all other performances must showcase skills.

**Other Performances:** Other methods of entertainment, including those of a sexual nature, can suffice to entertain the succubus at your discretion, but these can and should bring their own significant dangers.

### VELLEXIA CR 17

XP 102,400

Female succubus transmuter 13 (*Pathfinder RPG Bestiary* 68)

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

**Init** +8; **Senses** darkvision 60 ft., *detect good*; Perception +33

#### DEFENSE

**AC** 33, touch 22, flat-footed 24 (+4 armor, +3 deflection, +8 Dex, +1 dodge, +7 natural)

**hp** 264 (21 HD; 8d10+13d6+175)

**Fort** +13, **Ref** +18, **Will** +17

**DR** 10/cold iron or good; **Immune** electricity, fire, poison;

**Resist** acid 10, cold 10; **SR** 18

#### OFFENSE

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



# WRATH OF THE RIGHTEOUS

**Melee** 2 claws +22 (1d6+4/19–20)

**Special Attacks** energy drain, profane gift

**Succubus Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*detect good, tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

**Transmuter Spell-Like Abilities** (CL 13th; concentration +21)

At will—*change shape* (*beast shape III/elemental body II*, 13 rounds/day)

11/day—*telekinetic fist* (1d4+6 bludgeoning)

**Spells Prepared** (CL 13th; concentration +21)

7th—*greater polymorph*, quickened *fireball* (DC 21), *simulacrum*

6th—*disintegrate* (DC 24), *flesh to stone* (DC 24), *legend lore*, quickened *mirror image*

5th—*baleful polymorph* (DC 23), *beast shape III*, *cone of cold* (DC 23), quickened *magic missile* (2)

4th—*beast shape II*, *black tentacles*, *elemental body I*, *greater invisibility*, *mass reduce person* (DC 22), *minor creation*, *wall of ice* (DC 22)

3rd—*beast shape I*, *fireball* (DC 21), *haste*, *lightning bolt* (DC 21), *major image* (DC 21), *slow* (DC 21), *vampiric touch*

2nd—*bull's strength*, *false life*, *glitterdust* (DC 20), *mirror image*, *rope trick*, *scorching ray*, *whispering wind*

1st—*animate rope*, *mage armor*, *magic missile* (5)

0 (at will)—*detect magic*, *light*, *prestidigitation*, *read magic*

**Opposition Schools**

enchantment, abjuration



vellexia

## TACTICS

**Before Combat** Vellexia casts *bull's strength*, *false life*, and *mage armor* before combat.

**During Combat** Vellexia casts a quickened *mirror image* on the first round of combat, then attempts to use *flesh to stone* on the most attractive PC. She continues to move about in order to stay out of melee, casting *greater invisibility* on the second round and *haste* on the third round, and making sure to affect any allies as well. After this, she attacks the PCs each round with her ranged spells.

**Morale** If reduced to 50 or fewer hit points, Vellexia flees to her manor using *greater teleport*. She holds grudges, and if she escapes she can become a recurring villain throughout the rest of the campaign, sending groups of demons after the PCs and using her *book of infinite spells* to send *nightmares* now and then as you wish.

## STATISTICS

**Str** 19, **Dex** 26, **Con** 24, **Int** 26, **Wis** 12, **Cha** 27

**Base Atk** +14; **CMB** +18; **CMD** 40

**Feats** Arcane Strike, Craft Wondrous Item, Dodge, Forge Ring, Improved Critical (claw), Improved Vital Strike, Iron Will, Mobility, Power Attack, Quicken Spell, Scribe Scroll, Spring Attack, Vital Strike, Weapon Finesse

**Skills** Bluff +40, Diplomacy +32, Disguise +32, Fly +32, Intimidate +32, Knowledge (arcana) +32, Knowledge (local) +22, Knowledge (nobility) +22, Knowledge (planes) +32, Knowledge (religion) +21, Perception +33, Sense Motive +25, Spellcraft +32; **Racial**

**Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic, *tongues*;

telepathy 100 ft.

**SQ** arcane bond (*ring of telekinesis*), *change shape* (*alter self*, Small or Medium humanoid), contingency, physical enhancement +3

**Combat Gear** *scroll of greater scrying*, *scroll of limited wish*, *scroll of sending*, *scroll of wall of force*; **Other Gear** *belt of incredible dexterity* +6, *book of infinite spells* (10 pages remaining, current page



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is nightmare), headband of vast intelligence +2, ring of protection +3, ring of telekinesis, 2,500 gp in jewelry

### SPECIAL ABILITIES

**Contingency** If she is grappled or otherwise restrained, a *dimension door* spell activates.

**Development:** If all of the PCs impress Vellexia, she offers them the opportunity to come to her manor to perform and entertain for a long-term visit. Wise PCs diplomatically avoid this, for the vast majority of those who accept this offer are soon slain by the succubus's violent ardor and fatal attention. She does not begrudge the PCs—much—if they decline her offer. If none of the characters manage to entertain her, she becomes frustrated and attacks them, hoping to force entertainment from their bleeding bodies.

**Story Award:** For each PC who manages to entertain Vellexia, the party's Notoriety score increases by 3. If they instead merely kill her, word of the deed increases their Notoriety score by only 5. Simply forcing her to flee increases their Notoriety score by only 2. Attacking her automatically cancels any existing Notoriety awards gained from successfully entertaining her. Each PC who manages to entertain her earns the party 25,600 XP, up to a total maximum possible of 102,400 XP. This award is not earned if Vellexia is instead defeated in combat.

### An Audience with Shamira

This adventure assumes the PCs don't take this desperate action. Certainly, their *talismans of true faith* should warn them of the dangers of seeking Shamira's aid. Unlike Noctricula, the Ardent Dream has no real use for the PCs other than as pawns.

If the PCs nevertheless seek out Shamira, they'll need to join the legions of hopefuls who gather at the mile-wide plaza along the facade of the Harem of Ardent Dreams, and make a successful DC 60 Bluff, Diplomacy, or Intimidate check modified by their current Notoriety score. Only one such attempt can be made each day. On a success, the party is admitted to Shamira's throne hall, a decadent chamber that serves as a harem as much as a seat of power. Shamira awaits the PCs on her throne, a shimmering construct of force and fire that hovers a few feet above a pool of bubbling lava. Allow the PCs to present their case and ask for Noctricula's attention, but Shamira has her own goals that don't necessarily align with those of the realm's ruler. In order to convince Shamira to put in a good word with Noctricula, a PC must succeed at a DC 40 Diplomacy check. On a failed roll, Shamira grows bored and orders the PCs to leave her vicinity immediately. If the PCs linger, she attacks (and likely slaughters the PCs). In such a case, you can have Noctricula resurrect the PCs at some point thereafter to speak to them, although in this case, she likely requires some sort of special favor of them.

On a successful Diplomacy check, Shamira agrees to let Noctricula know they're interested in a meeting, but only if all of the PCs accept her profane benediction. Doing so is both a chaotic and evil act, and Shamira is certain to take advantage of the link with the PC in the future to use *suggestions* to force them to do her bidding as you see fit.

### SHAMIRA

CR 25

XP 1,638,400

hp 553 (see page 68)

**Story Award:** If the PCs successfully bargain with Shamira and accept her terms, award them 38,400 XP, and their Notoriety score increases by 30.

### Noctricula's Message

Once the PCs' Notoriety score reaches at least 40, they receive a mental message from Noctricula herself, in the form of what feels like a whispering feminine voice in their ears (including the brush of warm breath on their flesh).

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"You seem to be worthy of my attentions, and it would please me to grant them to you. Seek me at the Vault of Graves, for what I have for you should not be ignored. My guardians therein shall try to take you, but if you are the ones I hope you to be, they should pose no real threat."

---

With a successful DC 30 Knowledge (local) or DC 40 Knowledge (planes) check, a character recalls that the Vault of Graves is a building found on an island off the shores of the Terrace of Favored Mistresses and that it's said to contain complete chronicles of all those assassinated by Noctricula over the eons. It's also a place where she sometimes meets with visitors whom she doesn't wish to expose to the wonders and horrors of her palace.

**Story Award:** Becoming so notorious in Alushinyrra that the PCs attract Noctricula's attention is a mythic trial.

### E. The Vault of Graves

The Vault of Graves is a small structure located on a relatively tiny isle on the fringe of the Terrace of Favored Mistresses. A thick jungle of purple-leaved plants grows on the isle. The site is well known to most of Alushinyrra's citizens, but few have ever visited, since the building opens only to those who receive Noctricula's invitation. This building is a sort of library, and contains extensive records of every demon lord or other notable victim slain by Noctricula, down to and including even the most minor of the thousands of islets that make up her realm.

Even though Noctricula has invited the PCs to visit her here, she still wants a personal display of their prowess before she deigns to present herself to them. Until she sees, firsthand, their ability to handle dangers on the level



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of what they'll be facing on Colyphyr, she won't bother aiding them. As mentioned in her message, they first need to defeat the guardians she's posted within the building.

Areas of particular note around and within the Vault of Graves are detailed in brief below.

**E1. Entrance Hall (CR 14):** The walls of this chamber are decorated with dozens of highly detailed bas-reliefs of various demon lords—those slain by Nocticula over the eons. This room is guarded by four twisted and demonic shades, undead monstrosities that have been further warped and enhanced by the influence of the Abyss itself. They attack all visitors to the Vault of Graves, and if slain here, they are automatically replaced after 16 hours.

### DEMONIC SHADES (4)

CR 10

XP 9,600 each

Advanced fiendish greater shadows (*Pathfinder RPG Bestiary* 245, 294)

hp 76 each

**E2. Storage:** A small number of cleaning supplies, stone-carving tools, and writing materials are kept here for the vault's scribes (see area E5).

**E3. Shelves of the Least:** The walls of this 50-foot-high tower are covered with bookshelves. The thousands of books kept here each detail the history, accomplishments, and eventual death of one of the many heroes, villains, demons, angels, and other creatures who were slain by Nocticula and thereafter became one of her lesser Midnight Isles—the hundreds of minor islets, atolls, and rocks of the realm linked to nascent demon lords, mythic heroes and villains, and other creatures whose power simply wasn't great enough to transform into one of the major isles of the realm.

**E4. Nocticula Shrine (CR 15):** A single porphyry statue of Nocticula stands in this room before a small shrine. When the PCs arrive at the Vault of Graves, Nocticula alerts the two coloxus scribes in area E5, and they gather here to protect the vault. The coloxuses do not join the PCs' battle against the demonic shades in area E1, but if the PCs drag that fight here, they must contend with both the shades and the demons. These coloxuses are more powerful than typical members of their kind and possess the arcane mythic simple template.

### ARCANE COLOXUSES (2)

CR 13/MR 2

XP 25,600 each

hp 188 each (*Pathfinder RPG Bestiary* 3 72, *Pathfinder RPG Mythic Adventures* 224)

**Spells Known** (CL 16th; concentration +22)

7th—*greater scrying* (DC 23), *vision*

6th—*greater dispel magic*, *mass suggestion* (DC 22)

5th—*contact other plane*

1st—*erase*

**E5. Scriptorium:** Three long tables covered with inkwells, quills, blank books, scrolls, bookbinding tools, and more line the walls of this domed chamber. Here the coloxus scribes toil endlessly as scribes, recording information on Nocticula's kills granted to them in an unending series of visions and disturbing nightmares.

**E6. Hall of Graves:** This large, cathedral-like chamber is split into two areas—a lower region where supplicants await Nocticula's pleasure, and an upper area that overlooks the lower one. The upper area features a shrine to Nocticula, as well as two 60-foot-tall bookshelves. These shelves are filled with tomes and tablets that contain information about the lives and deaths of the demon lords slain by Nocticula. Extensive entries for all of the isles listed on page 66 of this book can be found here. A shimmering pool of unholy water functions as a portal between the vault and the shores of any of the Midnight Isles, but the portal functions only for those whom the demon lord allows to use it.

### MEETING WITH NOCTICULA

Once the PCs have finally proven their mettle by reaching the Vault of Graves and defeating both the demonic shades and the arcane coloxuses, Nocticula finally appears before them, teleporting into area E6 to await their arrival. Although she does not intend to attack the PCs, she does radiate the full effects of her seductive presence (see page 86), likely fascinating those within the area of effect.

Nocticula's desires regarding the Worldwound are complex. She has no personal interest in the Worldwound, and in fact thinks that Deskari and Baphomet are stirring up something of a hornet's nest in attempting to subjugate a portion of the Material Plane. She knows delicate balances of power prevent the enemies of the Abyss from attacking, and while she believes any attack by the forces of law and good would ultimately fail, she also knows such an attack could do a lot of damage and set back her own plans significantly. In the end, she's decided that it's in her best interests if Deskari and Baphomet fail in their endeavor, but that the pain and horror their efforts inflict on Golarion in the meantime are an amusing distraction. She has no inclination of ever joining an alliance with the architects of the Worldwound, and says as much in an almost offhand manner if the PCs voice this concern.

Nocticula's actual goals are hidden, although one thing she desires very much is for her enemies to owe her a favor, however small. She hopes that by not only allowing the PCs to seek out the Baphomet cultists in Colyphyr, but also providing some aid to them in their quest to do so, those forces of law and good to whom the PCs devote their faith and worship will be more open to hearing her requests for her own desires in the future. She asks no payment from the PCs in return for the aid she is prepared to provide



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other than for them to know not all demon lords desire the same types of destruction, and indeed some demon lords may, in time, desire something else entirely. She remains mercurial and almost coy as to what she could be referring to, and closes by asking the PCs how she can help them.

Nocticula readily confirms that she knows the cult of Baphomet is mining *Nahyndrian crystals* from her islands. She also notes that she's deliberately avoided acting against them for two main reasons: their actions are, in the grand scheme of things, minor to her, and she had been waiting for "champions of purity" to come to her realm to stop them so that she might provide aid—and in so doing, perhaps curry a tiny bit of favor from those champions' patrons and gods. Furthermore, she's not quite yet ready to openly move against Baphomet. Nocticula is practical and frank, noting that under different circumstances, Baphomet would be an excellent ally, and because it's merely the PCs who oppose his work here, she's not directly impeding such a future alliance. Of course, in the end, when Baphomet dares to manifest on the Midnight Isles, Nocticula's attitude changes dramatically as detailed in *Concluding the Adventure*.

Nocticula informs the PCs that when they are ready, they need but to step into the pool in the Hall of Graves to be transported to the shores of Colyphyr, the isle on which Baphomet's daughter and her cultists toil in a hidden mine. Nocticula tells them that the cultists have been using the island's only river to come and go, and warns the PCs against flight there, for the vrock in the skies above are protective of their domain. Before the PCs go, she offers each of them one more boon if they wish. This can be an answer to a single question (subject to your discretion), a single magical item worth no more than 15,000 gp, or even the benefits of Nocticula's profane ascension. Only the final boon registers as something that could jeopardize a player's alignment. Choosing no boon is in and of itself perhaps the wisest choice, for Nocticula takes note of people who know better than to overly rely upon a demon for aid. Make a note of any PC who chooses not to accept Nocticula's aid at this time, since this may come into play in the final adventure of *Wrath of the Righteous*.

### NOCTICULA

CR 30

XP 9,830,400

hp 774 (see page 86)



Nocticula

**Story Award:** Negotiating a deal with Nocticula counts as a mythic trial. In addition, the PCs earn 38,400 XP for surviving an encounter with a demon lord.

### PART 3: Landfall on Colyphyr

The route the PCs take to Colyphyr is left up to them if they refuse Nocticula's offer to travel to its shores via the portal pool. If the PCs elect to travel by ship or air or other magical methods, feel free to have them encounter additional foes and dangers along the way, but this adventure assumes they use the swiftest possible method to travel to the distant isle, for Colyphyr is approximately 1,200 miles from the city of Alushinyrra. If the PCs use the portal in area E6, they arrive at area F, near the river's mouth and the first of their challenges on the deadly island. (Note that if the PCs opt for physical travel, they'll need to deal with the immense aura of *antipathy* that surrounds the isle. See area F for details).

Colyphyr is composed of extremely rugged terrain, as one might expect of a land born from the slaughter of a demon lord of jungles, dragons, and poison waters. As one of the Midnight Isles not currently claimed by a succubus or incubus, the island is entirely wild, with the few artificial structures built in the region being the recent handiwork of the cult of Baphomet. A river meanders through the narrow chasms that riddle the jungle mountains—a nameless waterway used by the cult to transport *Nahyndrian crystals* on the first stage of their long voyage to Vazglar.

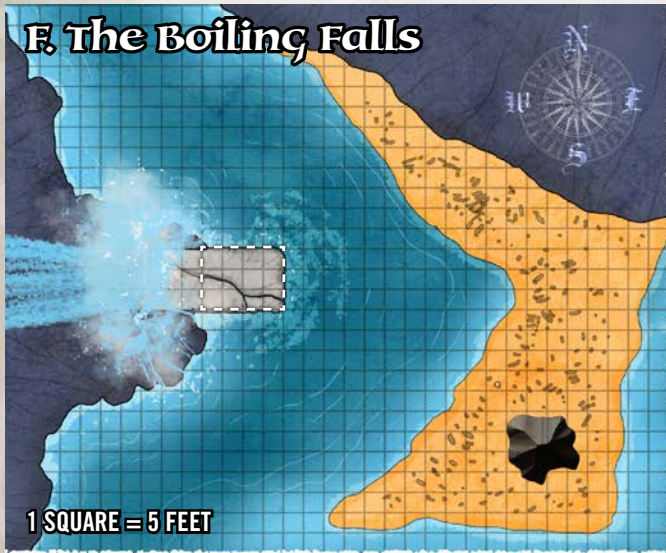
### COLYPHYR ENCOUNTERS

The fecund vegetation that covers Colyphyr is unnaturally twisted with dark bark and leaves ranging in color from sickly green to jet black. The trees exude a sticky, tarry sap, and the jungle floor is a morass of decaying muck. None of the island's vegetation is edible. Anything the PCs try to eat should be treated as being poisonous, equivalent in deadliness to arsenic at the very least. Among the many strange forms of wildlife that occupy the jungles, demons and fiendish creatures are the most common. The river itself is the home of omoxes, hezrous, and fiendish creatures, many of which aren't above slopping out of the poisonous water to attack creatures on shore.

A staggering number of vrock flop and wheel in the skies above Colyphyr, drawn by some strange attraction that simultaneously attracts them to and repels



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them from the jungles below. Bolts of strange-colored lightning—discharges from dancing vrock—constantly arch and flash in the skies above the isle. These demons generally ignore anyone who keeps to no higher than the jungle canopies or the upper ledges of the ravines, but any who fly higher than this quickly draw their attention, and are swiftly confronted by 2d6 vrock. Every 5 rounds the fight lasts, an additional 2d6 vrock swoop down to join the fight. The number of demons is in the thousands, but fortunately for the PCs, the vrock will not pursue foes down to the island below. These vrock make little distinction between any intruders to Colyphyr, be they heroes of the Fifth Crusade or cultists of Baphomet, and are the primary reason the cult keeps to the river when transporting its crystals. Stealthy or stubborn PCs may well cut the time needed to navigate Colyphyr significantly by using flight. If they do so, XP earned from killing vrock along the way should cap out at 153,600 (24 vrock), about the same amount of XP the PCs would have earned dealing with the encounters at areas **H** and **I**.

As the PCs travel on Colyphyr, they should have ample opportunities to encounter some of the isle's deadly denizens. Assume a 20% chance of an encounter, and check four times per day—once when the moon rises, once when

the moon is at its zenith above, once as the moon sets, and once in the middle of the true night. (This equates to one check every 4 hours. Remember that a full cycle on the Midnight Isles is only 16 hours long!)

All natives of Colyphyr are immune to the poisonous effects of the river and vegetation, but unless they have blanket immunity to poison, they're not immune to poisons the PCs bring with them.

## F. The Boiling Falls (CR 16)

A beach of powdered bones extends from the base of a black stone cliff, its soggy shores lapped at and churned by dark waters. Thick tangles of jungle plants cling to the ground atop these cliffs, while several other fingers of jungle-capped land extend out into the black ocean on the horizon. A sixty-foot-wide river flows from a ravine into the sea, while a cascade of steaming water plummets from the cliff nearly a hundred feet above to smash onto a fifteen-foot-wide stone pier below.

If the PCs use the portal in the Vault of Graves, they appear on a 15-foot-wide planklike stone protrusion at the base of a boiling waterfall of poisonous water, something of a practical joke by the queen of succubi. The PCs



## The Midnight Isles

appear somewhere in the 15-by-20-foot area indicated on the map. Characters standing on this stone platform are immediately dowsed by the boiling hot waters running from a rent in the cliff side 100 feet above, and must succeed at a DC 15 Reflex save each round they remain within 25 feet of the cascade, or they are splashed by the scalding water and take 2d6 points of fire damage plus suffering exposure to the poison waters (see page 36). A character who enters the boiling waterfall takes 10d6 points of fire damage and is exposed to the poison as well (no save). The mocking sound of Nocticula's laughter can be heard for a few seconds after the PCs appear, eventually fading away.

While the beach across the way may look like a safe place for the PCs to relocate to, this area is in fact guarded by a deadly creature and a sinister obelisk of ancient, raw Abyssal quintessence. The obelisk juts from the beach to a height of 18 feet, with twice that length lodged in the powdered bone sands of the beach itself below. The monolith is carved with spiraling runes that seem to coil and shift out of the corner of the eye, yet remain still when directly viewed. A successful DC 30 Knowledge (planes) check reveals the monolith is a qliphoth runestone.

Qliphoth runestones (first described on page 63 of *Pathfinder Adventure Path #64*) are fragmentary remnants of a bygone age. When the Abyss first exploded into reality, fragments of its essence were thrown across the multiverse. This particular runestone spiraled through the Astral Plane for untold eons before it fell back into the Abyss and pierced the flesh of an immense nascent demon lord named Colyphyr. It was this event that catapulted Colyphyr into becoming a full-fledged demon lord, and when he was assassinated eons later by Nocticula, the stone remained lodged in the isle formed from his animus. In a strange way, the stone now serves as a sort of grave marker for the dead lord Colyphyr.

The runestone radiates an aura of *antipathy* against all creatures. This radius extends to a distance of 20 miles, encompassing the entire island of Colyphyr (and then some). This is one of the primary reasons none of the rulers of the Midnight Isles have come to claim Colyphyr. Any creature that attempts to cross into the 20-mile-radius area must succeed at a DC 25 Will save or it is compelled to leave the area by the swiftest means possible. Unlike with a normal *antipathy* spell, however, the enhanced spread of the effect has diluted its power somewhat. As a result, any who succeed at the save can remain in the area indefinitely, and while they feel ill at ease and unwelcome, this feeling does not result in a penalty to Dexterity as is the case for normal *antipathy* effects. All of the denizens of Colyphyr should be considered to have long ago successfully saved against this effect. This is a mind-affecting effect, and if the PCs travel here with Nocticula's blessing, they are immune to the effect entirely. The runestone itself is in

### COLYPHYR ENCOUNTERS

d%	Result	Avg. CR	Source
01-09	1d4 babaus	8	<i>Bestiary</i> 57
10-16	1 fiendish black pudding	8	<i>Bestiary</i> 35, 294
17-21	1 fiendish giant slug	9	<i>Bestiary</i> 254, 294
22-28	1d4 fiendish young black dragons	10	<i>Bestiary</i> 92, 294
29-35	1d6 greater shadows	11	<i>Bestiary</i> 245
36-40	1d4 fiendish young green dragons	11	<i>Bestiary</i> 2 296, 294
41-49	1d6 vrocks	12	<i>Bestiary</i> 69
50-52	1d4 bebiliths	12	<i>Bestiary</i> 32
53-57	1d4 fiendish dire crocodiles	12	<i>Bestiary</i> 51, 294
58-62	1 fiendish adult black dragon	12	<i>Bestiary</i> 92, 294
63-69	1 fiendish adult green dragon	13	<i>Bestiary</i> 96, 294
70-78	1d4 hezrous	13	<i>Bestiary</i> 62
79-83	1 fiendish catoblepas	13	<i>Bestiary</i> 2 52, 292
84-90	1d4 baregaras	14	<i>Bestiary</i> 3 34
91-94	1d4 omoxes	14	<i>Bestiary</i> 2 79
95-96	Melazmera*	18	See page 44
97-100	Roll on the Abyss Encounters table	Varies	See page 83

\*This should simply be a sighting of the entropic umbral dragon as she flies over the PCs in search of food. As the one creature the vrocks suffer to share the skies with, the massive dragon is an intimidating sight to see winging across the face of the enormous moon. Melazmera ignores the PCs unless they attack her, in which case she fights back eagerly, using her tactics as detailed in area **J2**.

effect an artifact, it cannot be damaged by mortal magic or weaponry.

**Creatures:** The runestone has long attracted Abyssal denizens to the region, but for the past several hundred years, it has become the obsession of a particularly strange monster called an Abyssal harvester. This creature, which is capable of extending its tentacles across dimensions, quite enjoys the oily, foul feel of the stone, and often extends its tentacles through portals from its lair at area **J4** to grope and caress the stone. Normally, an Abyssal harvester can't extend its far-reaching tentacles into the Abyss, but this qliphoth runestone allows it to break that rule. Anyone who comes within 20 feet of the runestone is immediately attacked as the tentacles slither through rippling portals on the stone's surface. Note that while the runestone allows the Abyssal harvester to reach through and attack foes, the creature cannot use its harvest ability to pull things through these portals, much to the frustration of the cultists in the nearby mines, who had hoped to use the harvester's ability to swiftly transport *Nahyndrian crystals* from the mine to the



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island's shore. In any event, the Abyssal harvester breaks off its attack if at least two of its tentacles are destroyed. See area **J4** on page 46 for the harvester's statistics.

The cult has placed its own guardian in the area as well, a heartbreaking abomination now known as the Defiled One. Once a planetar, this creature was captured and tortured for centuries by Baphomet himself in his Ineluctable Prison (see *Pathfinder Adventure Path* #77 for a complete description of this site). Finally, the flayed and headless remains of the planetar gave in and accepted its fate, transforming into a hideous undead blasphemy known as a flayed angel. The Defiled One is completely loyal to the cult of Baphomet. It is a silent and efficient guardian that wheels in the sky above on tattered wings that still afford it supernatural flight. The undead angel swoops down to attack any intruders it spots attempting to make their way up the river, and fights to the death.

### THE DEFILED ONE

**CR 16**
**XP 76,800**

 Flayed Angel (*The Tome of Horrors* 4 97)

NE Large undead (extraplanar)

**Init** +8; **Senses** blindsight 120 ft.; **Perception** +26

#### DEFENSE

**AC** 32, **touch** 24, **flat-footed** 27 (+4 Dex, +1 dodge, +8 natural, +10 profane, -1 size)

**hp** 230 (20d8+140)

**Fort** +16, **Ref** +14, **Will** +17

**Defensive Abilities** channel resistance +6, gout of blood, profane presence; **DR** 10/evil; **Immune** acid, sight-based effects, undead traits; **SR** 27

#### OFFENSE

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

**Melee** +3 *greatsword* +25/+20/+15 (3d6+13/17-20)

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

#### TACTICS

**During Combat** The Defiled One prefers to attack obvious paladins or worshipers of good deities who openly wear good holy symbols. The monster knows of the dangers surrounding the runestone, and while it might try to lure the PCs close, it avoids approaching within 20 feet of the stone itself.

**Morale** The Defiled One fights to the death.

#### STATISTICS

**Str** 25, **Dex** 18, **Con** —, **Int** 6, **Wis** 16, **Cha** 23

**Base Atk** +15; **CMB** +23; **CMD** 48

**Feats** Bleeding Critical, Critical Focus, Dodge, Great Fortitude, Improved Critical (*greatsword*), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (*greatsword*)

**Skills** Fly +25, **Perception** +26

**Languages** Abyssal (cannot speak)

**Gear** +3 *greatsword*

#### SPECIAL ABILITIES

**Gout of Blood (Ex)** Whenever a flayed angel is physically struck in battle, the impact causes a spray of its superheated, sulfurous blood to fly off the creature at anyone within 5 feet. Anyone in the area of affect must succeed at a DC 24 Reflex save or take 1d6 points of fire damage from this splatter. The save DC is Dexterity-based.

**Profane Presence (Su)** The existence of a flayed angel is such an anathema to the order of the multiverse that its very presence is a profanity of nature. This presence provides it with a +10 profane bonus to Armor Class and a +2 profane bonus on its saving throws.

## G. THE NAMELESS RIVER

Colyphyr's only river has an average width of 100 feet and a depth of 40 feet at the deepest point. As Noctacula mentioned in her meeting with the PCs, the cult has been traveling via this river to reach the island's heart while avoiding the myriad vrock's in the skies above.

Although the nameless river is the easiest route to penetrate the island's interior, it is not without its dangers. Colyphyr was, among other things, a lord of poisoned waters, and the waters of this river live up to that legacy. The river's waters dilute as they empty into the sea of Ishiar, but inland they are deadly even to touch. Actually ingesting the water or being fully immersed in it imparts a -4 penalty on saving throws against the poison. The water itself exudes a foul, sulfurous stench that makes the eyes water and the throat sting. The water loses potency a minute after it's removed from the river; it remains foul-tasting water but no longer retains its venomous qualities.

**Poison Waters:** Contact and ingested; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage and nauseated for 1 round; *cure* 2 consecutive saves.

## H. KESTOGLYR'S BARGE (CR 16)

The river widens here into a large lake, the waters calm and serene. A muddy shoal extends several hundred feet into the lake from one shore. A barge seems to be beached upon this shoal.

This vessel is an ore barge once used by the cult of Baphomet to carry supplies upriver and to ferry *Nahyndrian crystals* unearthed from those operations to the shore where demons could pick them up and fly them across the sea to the island of Vazglar for delivery to the Midnight Fane. The barge is long and low, with a large hatch in the center of its deck where cargo could be loaded and unloaded from the hold. A pilothouse provides a place for the captain to have some privacy, while a large capstan lies at the bow, from which a heavy chain trails into the water. The vessel could travel well enough downriver with the current, but when traveling upriver it required another



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form of propulsion—the cultists used a fiendish water worm chained to the bow to tow it. Anyone swimming along the chain's length or who succeeds at a DC 28 Perception check from the surface to see where it goes observes that it drops through the murky waters to the riverbed 50 feet below, where a Gargantuan serpentine skeleton lies half buried in the silt—still held in the rusted harness chains.

**Creatures:** The Order of the Burning Fist was a company of knights comprising paladins and noble warriors from a planet on the Material Plane, albeit far from Golarion. The order was dedicated to battling extraplanar evils, specifically Abyssal powers. This company launched an attack on the Ivory Labyrinth of Baphomet, but was unprepared for the defenses it faced. Most members of the company were slain, but two dozen fled into the labyrinth and swiftly became lost. Led by the audacious paladin Kestoglyr Mantiel, the surviving members of the company held out for several months within the labyrinth before they attempted a daring escape from a tangled sewer maze. They commandeered a barge to navigate a cyclopean sewage channel they'd learned led out of the Ivory Labyrinth and into the Undersump, but too

late discovered their commander Kestoglyr had already succumbed to Baphomet. He in fact led his followers into a trap, and all of them were consumed by Baphomet in an instant. As reward for his service, Baphomet transformed Kestoglyr into a graveknight, and allowed him to retain the souls of his betrayed followers as a crew for his barge. For the next several decades, the graveknight and his crew of bodaks patrolled the waterways of the Ivory Labyrinth.

When Hepzamirah realized she could use a barge like Kestoglyr's, it was a simple matter for her to requisition the graveknight and his crew to serve her here on Colyphyr. Kestoglyr and his barge made several trips from Vazglar to Colyphyr to transport mining supplies and miners alike, but when Hepzamirah decided to simply use low-flying demons to transport the crystals back to Vazglar, she abandoned Kestoglyr. The graveknight spent months floating idly here until a particularly large fiendish dire crocodile attacked the fiendish water worm. The resulting battle ran the barge aground, and the water worm perished, sank to the bottom of the lakebed, and was eaten by the lake's denizens. Since then, with no direction from his mistress, Kestoglyr has languished here.



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The graveknight still wears the armor he wore in life, although it is now crusted with ice crystals due to the supernatural cold of his frozen heart. His skin is pale and stretched taut against his bones. Kestoglyr spends his time in the pilothouse, while his five bodak crew members mill about on deck, looking from a distance like aimless deckhands. The bodaks shriek and wail if they notice intruders, which alerts Kestoglyr. The graveknight emerges on deck and moans, in Abyssal, "She abandoned me... but you will be my keys to earning a true place at her side!" The undead antipaladin speaks, of course, of Hepzamirah, but has little more to say before he attacks.

### KESTOGLYR MANTIEL

**CR 15**
**XP 51,200**

 Male human graveknight antipaladin 14 (*Pathfinder RPG*
*Bestiary* 3 138, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium undead (augmented human, human)

**Init** +5; **Senses** darkvision 60 ft.; Perception +24

**Kestoglyr Mantiel**
**Aura** cowardice (10 ft.), despair (10 ft.), sacrilegious aura (30 ft.), sin (10 ft.), vengeance (10 ft.)

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**DEFENSE**
**AC** 29, touch 12, flat-footed 27 (+13 armor, +1 Dex, +1 dodge, +4 natural)

**hp** 249 (14d10+168)

**Fort** +27, **Ref** +15, **Will** +21

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** cold, disease, electricity, undead traits; **SR** 26

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**OFFENSE**
**Speed** 20 ft.

**Melee** +5 keen halberd +28/+23/+18 (1d10+17/19–20/×3 plus 3d6 cold), slam +23 (1d4+12)

**Special Attacks** channel destruction, channel negative energy (DC 25, 7d6), devastating blast (3/day, 8d6 cold, Reflex DC 25 half), smite good 5/day (+8 attack and AC, +14 damage), touch of corruption (7d6, 15/day), undead mastery

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

 At will—*detect good*
**Antipaladin Spells Prepared** (CL 11th; concentration +19)

 4th—*dispel good*, *inflict serious wounds* (DC 22), *slay living* (DC 22)

 3rd—*bestow curse* (DC 21), *dispel magic*, *inflict moderate wounds* (DC 21)

 2nd—*blindness/deafness* (DC 20), *bull's strength*, *invisibility*, *silence* (DC 20)

 1st—*bane* (DC 19), *command* (DC 19), *death knell* (DC 19), *inflict light wounds* (2, DC 19)

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**TACTICS**
**Before Combat** Kestoglyr casts *bull's strength* on himself.

**During Combat**

The graveknight much prefers to fight in melee, using his fiendish boon to enhance his halberd to a +5 weapon. Against foes who keep at range, he uses his spells, negative energy, and devastating blast as best he can, but if his foes still stand and use ranged attacks against him after he depletes these attacks, he conjures his phantom mount and rides it into battle—since this ability functions at CL 14th, the mount can fly, so reaching enemies should be no problem for the graveknight.

**Morale** Kestoglyr fights to the death.



## The Midnight Isles

### STATISTICS

**Str** 24, **Dex** 13, **Con** —, **Int** 10, **Wis** 14, **Cha** 26

**Base Atk** +14; **CMB** +21 (+23 sunder); **CMD** 33 (35 vs. sunder)

**Feats** Bleeding Critical, Blind-Fight, Critical Focus, Dodge, Improved Initiative, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Toughness, Vital Strike

**Skills** Intimidate +16, Perception +17, Profession (sailor) +19, Ride +14

**Languages** Common

**SQ** cruelties (blinded, cursed, fatigued, staggered), fiendish boon (weapon +4, 3/day), phantom mount, ruinous revivification (cold)

**Other Gear** +4 full plate, +1 keen halberd, headband of alluring charisma +4, unholy symbol of Baphomet

### BODAKS (5)

CR 8

XP 4,800 each

hp 85 each (*Pathfinder RPG Bestiary* 2 48)

**Treasure:** Sitting on a chair in the pilothouse is a long-neglected *staff of healing* (10 charges), a memento from happier times that Kestoglyr has never been able to dispose of, despite the fact that without his wife to use it, the staff is worse than useless to him. (She was lost long ago in the Ivory Labyrinth, but see the next adventure for her fate).

**Development:** Once they defeat the undead guardians of the barge, the PCs can commandeer the barge for themselves in order to travel the river. Not only does this give them a way to navigate the river, but disguising themselves as the dead could also provide a way to reach the mines with less chance of detection.

Of course, before the barge can serve this purpose, it must be freed from the shoal. A character who succeeds at a DC 40 Strength check can dislodge the barge, as can certain spell effects (*control water*, for example, could be used to simply float the barge back into deeper water). Piloting the barge upriver against the current requires a successful DC 10 Profession (sailor) check and the aid of a creature to tow it. Conjured monsters, animal companions, or charmed natives all work. One Huge or larger creature or four Large swimming creatures are needed to tow the barge at the creature or creatures' swim speed.

### I. River Gate (CR 16)

The river widens here at the base of a towering mountain cliff that rises well over a thousand feet into the night sky. A seventy-foot-wide gorge cuts into the mountainside, and the river pours through this rift, yet passage upriver is blocked by a fortified water gate. A pair of massive doors made of rusting metal bars blocks passage, and anchoring either side of the gate are heavy, thirty-foot-high barbicans.

This heavy gate marks the final stretch of the river route to the Nahyndrian mine. Although this is a rather recent structure, built with magic by Hepzamirah and her minions, the wilds of Colyphyr are already doing their best to consume the gatehouse, and the cultists stationed here must often fight back predators or hack and scrape away the encroaching plant life.

The gates that block access upriver are made of iron, and they are rusty but still strong (hardness 10, hp 240, break DC 36). When the gates are fully opened, the barge from area H can fit between them with a few feet to spare on either side. A successful DC 20 Profession (sailor) check is needed to avoid getting hung up on the gatehouse for 4d6 minutes before the barge can be pulled free. The riverbed is 40 feet deep and the gates extend both 20 feet above the water and 20 feet below, allowing anyone swimming deep enough to get underneath. The gates can be opened and closed by turning massive winches that are mounted atop the barbicans and then attached to the front and back of the gates by heavy chains running through pulleys set on tall pillars. With a successful DC 30 Strength check, a character can open one gate with two full-round actions. Breaking a chain (hardness 10, hp 20, break DC 28) causes that gate to be stuck in whatever position it was in at the time the chain was broken. The gates are currently closed.

**Creatures:** The river gate is guarded by a squad of six cultists of Baphomet. Each of these women and men are demoniacs—devotees of the demonic who allow demon spirits to inhabit their minds and souls, exchanging their sanity (and sometimes control of their bodies) in return for gifts of Abyssal power. The demoniacs are stationed 2 to a barbican, working in shifts to keep watch on the river and keep the surrounding jungle from encroaching too far. “River duty,” as it’s known, is actually quite coveted among the demoniacs. Those who don’t serve here in the sticky heat and monster-infested wilds instead toil in the even less pleasant environs of the mine itself. A pair of hezrous lurks in the waters below this post. These demons remain alert at all times and communicate with the demoniacs telepathically.

If the PCs approach openly, the demoniacs immediately attack, sending their hezrou allies up to try to flank the PCs while the demoniacs keep the PCs’ attention. If the PCs are on the barge, the hezrous clamber up its sides to engage PCs in melee on the barge, while the demoniacs use spells at range. If the PCs have seized the barge and disguised themselves as bodaks and the graveknight, the demoniacs instead hail the PCs and demand to know why Kestoglyr has returned. They are under the impression that his services were no longer needed by Hepzamirah. If the PCs successfully trick the demoniacs by using a combination of Disguise and Bluff, any reasonable-sounding claim, such as “My mistress has called me



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back to her service,” has a good chance of working. In this case, the demoniacs open the gates and wave the PCs through. If the PCs get stuck in the gate, though, the demoniacs become suspicious, since Kestoglyr had sufficient skill at piloting the barge to make the tight fit. Likewise, if the PCs attempt to speak to the demoniacs in anything other than Common while disguised as Kestoglyr, the demoniacs get suspicious, since they know the graveknight never learned to speak Abyssal. Once the demoniacs’ suspicion is aroused, the PCs must succeed at Disguise and Bluff checks each round to keep up the charade and prevent an attack.

### DEMONIACS OF BAPHOMET (4)

**CR 11**
**XP 12,800 each**

Pitborn tiefling cleric of Baphomet 4/rogue 3/demoniac 5  
(*Pathfinder Player Companion: Blood of Fiends 20*,  
*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2 46)

CE Medium outsider (extraplanar)

**Init** +0; **Senses** darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 24, touch 13, flat-footed 24 (+8 armor, +3 deflection, +3 natural)

**hp** 144 each (12d8+88)

**Fort** +14, **Ref** +6, **Will** +12; +4 vs. confusion, insanity, and poison, +1 vs. traps

**Defensive Abilities** evasion; **Immune** maze; **Resist** cold 5, electricity 10, fire 5

#### OFFENSE

**Speed** 20 ft.

**Melee** +2 *unholy glaive* +14/+9 (1d10+8/x3), bite +12 (1d6+6)

**Special Attacks** channel negative energy 6/day (DC 15, 2d6), demonic mark, energumen +4, fury of the abyss, sneak attack +2d6

**Demoniac Spell-Like Abilities** (CL 5th; concentration +8)  
1/day—*beast shape*, *summon monster VI* (1 succubus, 1d3 babaus, or 1d4+1 brimoraks)

**Domain Spell-Like Abilities** (CL 8th; concentration +11)  
6/day—strength surge (+2)

**Cleric Spells Prepared** (CL 8th; concentration +11)  
4th—*chaos hammer*<sup>o</sup> (DC 17), *greater magic weapon*, *sending*  
3rd—*cure serious wounds*, *invisibility purge*, *magic vestment*<sup>o</sup>, *searing light*, *stone shape*  
2nd—*bear’s endurance*, *bull’s strength*<sup>o</sup>, *cure moderate wounds*, *make whole*, *spiritual weapon*  
1st—*command* (DC 14), *doom*<sup>o</sup> (DC 14), *cure light wounds* (3), *sanctuary* (DC 14)  
0 (at will)—*bleed* (DC 13), *create water*, *light*, *mending*  
**D** domain spell; **Domains** Evil, Strength (Demon<sup>APG</sup> subdomain)

#### TACTICS

**Before Combat** Each day, the demoniacs enhance their glaives with *greater magic weapon* and their armor with *magic*

*vestment*. The demoniacs cast *bear’s endurance* and *bull’s strength* once they realize conflict may soon arise (such as if they spot an approaching barge or hear the sounds of battle). They also use a *wand of shield of faith* +3 to enhance their AC.

**During Combat** The demoniacs begin combat by casting their ranged spells, hoping to soften up their foes before engaging them in melee. They always start combat by using energumen to increase their Constitution by +4 (this bonus is included in the stats above) and then attempt to summon 1d3 babaus to aid them in the fight. On the following round, one demoniac casts *sending* to alert Hepzamirah that a battle has started and that intruders are approaching. They make frequent use of their ability to use their tails to retrieve items as swift actions to swap out wands in combat as needed.

**Morale** Once combat begins, the demoniacs fight to the death.

#### STATISTICS

**Str** 19, **Dex** 10, **Con** 22, **Int** 6, **Wis** 16, **Cha** 16

**Base Atk** +8; **CMB** +12; **CMD** 25

**Feats** Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Demonic Obedience<sup>BOTD2</sup>, Iron Will, Toughness

**Skills** Disable Device –2, Heal +13, Knowledge (planes) +8, Perception +14, Spellcraft +8

**Languages** Abyssal, Common

**SQ** damned, maw or claw<sup>ARG</sup>, prehensile tail<sup>ARG</sup>, rogue talents (combat trick), trap sense +1, trapfinding +1

**Combat Gear** *wand of cure moderate wounds* (1d10 charges), *wand of dispel magic* (1d4 charges), *wand of dismissal* (1d4 charges), *wand of shield of faith* +3 (CL 6th, 1d10 charges);

**Other Gear** breastplate, +1 *unholy glaive*, *amulet of natural armor* +3

#### SPECIAL ABILITIES

**Damned (Ex)** If a demoniac is slain, its soul is claimed by Baphomet. Any attempt to resurrect a demoniac requires a successful DC 22 caster level check.

**Demonic Mark (Ex)** The sign of Baphomet is visible on the back of a demoniac’s neck. Once per day as part of casting a spell, a demoniac can call upon this mark to infuse the spell with profane power. This causes the spell to gain the chaotic and evil descriptors, and causes the spell not to be expended as it is cast.

**Energumen (Su)** Once per day, a demoniac can open its soul to demonic possession as a free action. This grants the demoniac a +4 profane bonus to an ability score of its choice, electricity resistance 10, and a +4 bonus on saving throws against poison. This lasts for 4 rounds, after which point the demoniac becomes confused for 4 rounds. As a free action, the demoniac can attempt a DC 25 Will save at the start of each round of confusion to try to end the effect. This is a possession effect.

### HEZROUS (2)

**CR 11**
**XP 12,800 each**

**hp** 145 each (*Pathfinder RPG Bestiary 62*)



## The Midnight Isles

### Part 4: The Nahyndrian Mine

The Nahyndrian mine on Colyphyr are the largest and most extensive artificial structures on the island. The mine began as nothing more than a large cavern high up on a mountainside near the source of the nameless river, but the cult of Baphomet has significantly expanded this cavern into a three-level complex. The top level entrance remains largely unchanged, and is guarded by the dragon Melazmera, who has entered into something of an alliance with the cult. The middle level is where the cultists and their leaders now dwell, and is also a place where they worship their lord Baphomet. It is in the lower tunnels, the deepest level, where the actual mining of *Nahyndrian crystals* takes place. The extraction of these crystals from the surrounding rock requires exacting and painstaking work, for while they're still embedded in stone, the crystals are unstable. The merest glance of a pick or exposure to magic can cause them to bleed their mythic power deeper into the rock along spidery networks of crystal seams. More often than not, when a miner is only a few taps away from freeing a promising crystal, its lambent glow fades and retreats deeper into the earth. Conditions in the mine are harsh. Collapses, natural predators, and other hazards claim many lives, but so does the leader of the operation, Hepzamirah, the daughter of Baphomet, this powerful priestess has a short temper, and often when a miner allows a crystal's energy to escape, death is the most desirable of the horrific punishments she's been known to inflict.

#### NAHYNDRIAN MINE FEATURES

Many of the chambers and rooms within the mine are only partially worked. Sections have been left in their natural state where the existing caverns already serve as useful chambers. As many of the mine's inhabitants are Large, the scale of the mine is about twice what a human-made mine would be, with ceiling heights averaging 15 feet. The chambers themselves are well built, with natural stone arches and cunningly engineered support structures, making for an exceptionally stable complex. The doors on the temple level are made of stone, and unless otherwise indicated, cannot be locked.

#### J1. The River's Source (CR 15)

The foul-smelling river ends at a narrow box canyon, hemmed in on three sides by mile-high cliffs of dark purple stone. A pool of water gathers at the base of a three-hundred-foot-high cascade of water pouring from a crack in the cliff. Just to the east of this cascade yawns a dark cave entrance. This opening is sixty feet wide and eighty feet tall, and looms a full three hundred feet off the ground. A second, narrow waterfall trickles from this cave ledge to fill the pool below as well.

A successful DC 20 Climb check is required to scale the cliff up to the entrance in area J2. When the PCs first arrive, the dragon Melazmera is not present, as she is currently out hunting for food. She will return soon enough, though.

The source of the poisoned river is a churning spring in area J1a. Here, a cascade of foul waters splashes down from a hole in the ceiling. The waters here are particularly toxic, and saving throws against their effects take a -8 penalty. This grotto of poisoned waters has several muddy ledges surrounding it that are used by one of the area's oldest inhabitants.

**Creature:** An ancient omox oracle who calls herself the Fulsome Queen has dwelled at the river's headwaters for countless centuries. She considers the region her own territory, and here she whiles away the centuries enraptured by the way the water cascades down from the roof. These ripples, splashes, and sprays impart to her countless strange visions and whispered secrets. She regarded Melazmera's arrival in the area as an inconvenience, but has suffered the dragon's presence because the creature is so much more powerful than she is. The arrival of the cultists of Baphomet have further annoyed the Fulsome Queen, and she is eager now to aid in their destruction. Until now, she's remained hidden and quiet at the river's headwaters. None suspect her of harboring any long-term plans other than giggling and whispering to her watery muse.

As the PCs approach, the waters whisper to the Fulsome Queen and she casts her mind out to them once they come within range of her telepathy. She invites them to the "headwaters of the river of bliss," up past the source of the cataract, and promises to aid them if they can in turn help her. Although an omox demon, a creature made of living filth and excrement, the Fulsome Queen does her best to shape her form into one she imagines will be pleasing to her visitors in a misguided attempt to set them at ease. Her form is that of a partially solid succubus made of sludge and foul-smelling seepage. Likewise, her manner in speaking to the PCs is overwhelmingly complimentary and flattering, almost sycophantic in its fawning excess. She hopes to entice the PCs into reclaiming her abode by slaying the dragon and driving off the "ants who dig in the mountain." She's quick to mistake the fact that the PCs are here for this very purpose as being a result of her imagined beauty and honeyed words.

If the PCs accept her help, she can warn them of the dragon and abyssal harvester elsewhere on this level. She doesn't know much about the lower levels, but can describe Hepzamirah, the half-fiend minotaurs, and the demoniacs, and she knows many other demons serve below. She also knows a beautiful winged woman (Areelu Vorlesh) was here for some time recently, but she left the



## WRATH OF THE RIGHTEOUS

mines a few months ago and hasn't returned. The oracle also knows the dragon's hunting patterns, and expects the dragon to return at any moment. This causes her to urge the PCs to enter the larger chamber (area J2) and prepare an ambush. Once the Fulsome Queen agrees to aid the PCs, she accompanies them throughout the mines until she gives up and flees (see the Morale section of her stat block). For the duration of this adventure, she remains loyal to the PCs despite her demonic nature, since the eradication of the intruders is her overwhelming priority. Once the PCs defeat the other occupants of the mine, though, it won't take long for the omox to see the PCs as intruders as well.

If the PCs instead refuse to aid her or accept her help, the Fulsome Queen's facade of pleasantry vanishes, and with a frothy, sputtering shriek, she immediately attacks.



**Fulsome Queen**

### FULSOME QUEEN

CR 15

#### XP 51,200

Female omox oracle 6 (*Pathfinder RPG Bestiary* 2 79, *Pathfinder RPG Advanced Player's Guide* 42)

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

**Init** +10; **Senses** darkvision 60 ft.; Perception +36

#### DEFENSE

**AC** 34, touch 20, flat-footed 24 (+4 armor, +6 Dex, +1 dodge, +10 natural)

**hp** 237 (19 HD; 13d10+6d8+139)

**Fort** +17, **Ref** +14, **Will** +19

**DR** 10/good; **Immune** acid, critical hits, disease, electricity, paralysis, poison, polymorph, sleep, stunning; **Resist** cold 10, electricity 10; **SR** 23

#### OFFENSE

**Speed** 40 ft., climb 20 ft., swim 80 ft.

**Melee** 2 slams +29 (1d6+11/19–20 plus 3d6 acid and grab)

**Ranged** slime +23 (1d6 plus 3d6 acid and entangle)

**Special Attacks** balefire, smothering

**Spell-Like Abilities** (CL 12th)

At will—*create water*, *greater teleport* (self plus 50 lbs. of objects only), *liquid leap*, *telekinesis* (DC 21)

3/day—*control water*, *gaseous form*, *poison* (DC 20), *stinking cloud* (DC 19)

1/day—*acid fog*, *summon* (level 4, 1 omox 30% or 1d4 babaus 35%)

**Oracle Spells Known** (CL 6th; concentration +12)

3rd (4/day)—*blindness/deafness* (DC 19), *inflict serious wounds* (DC 19), *vermin shape I*

2nd (7/day)—*bull's strength*, *inflict moderate wounds* (DC 18), *resist energy*, *sound burst* (DC 18)

1st (8/day)—*cure light wounds*, *divine favor*, *endure elements*, *inflict light wounds* (DC 17), *sanctuary* (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*

**Mystery** outer rifts<sup>ISM</sup>

#### TACTICS

**Before Combat** The Fulsome Queen casts *shield of faith* and *bull's strength* before combat if she has the chance.

**During Combat** The Fulsome Queen attempts to summon demonic aid on the first round of combat, then uses her various cloud spells to try to exert control over the battlefield. She prefers to use her magic at range, and if she is forced into melee, she casts *sanctuary*. Once in melee, she uses her slam attacks instead of her spells.

**Morale** The Fulsome Queen teleports to the far side of Colyphyr to recover from her wounds if reduced to 30 hit points or fewer. About 16 hours later, she returns to stealthily explore the mines, hoping to find them now emptied of enemies, but she avoids engaging any who nearly slew her if she can.

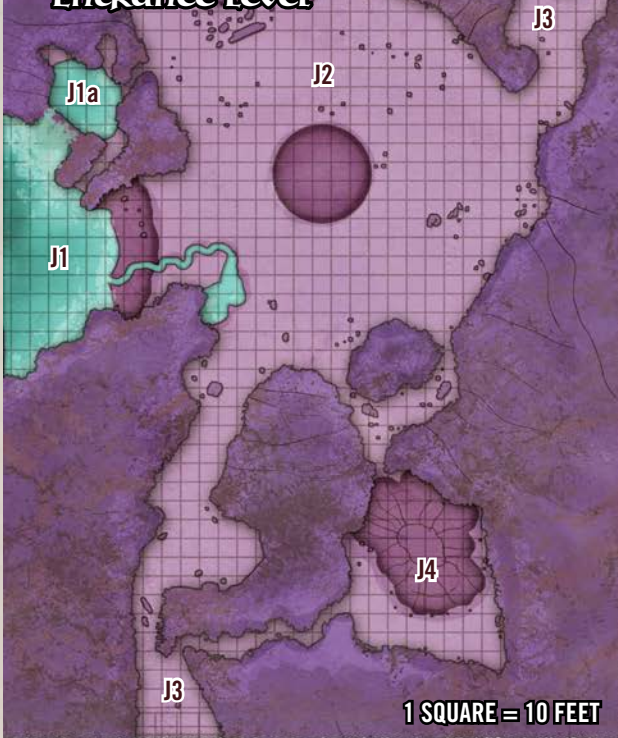
#### STATISTICS

**Str** 32, **Dex** 23, **Con** 24, **Int** 17, **Wis** 23, **Cha** 23

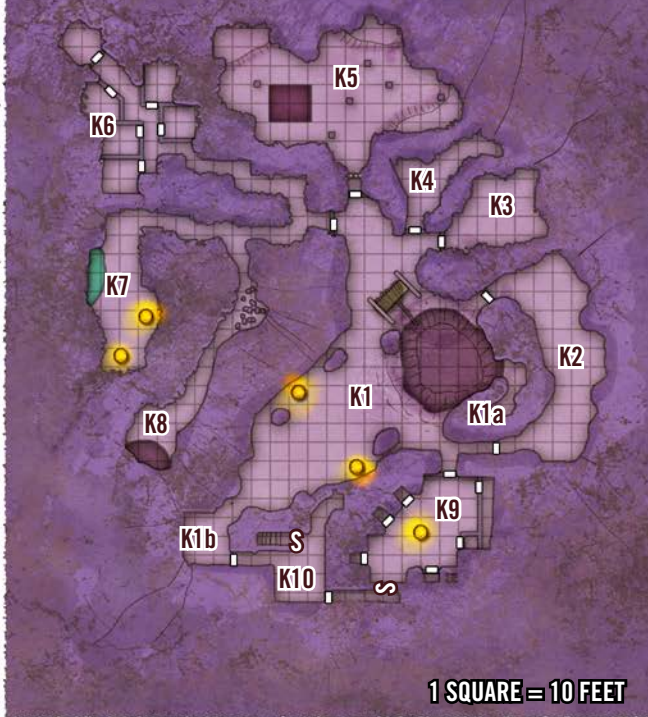


# The Midnight Isles

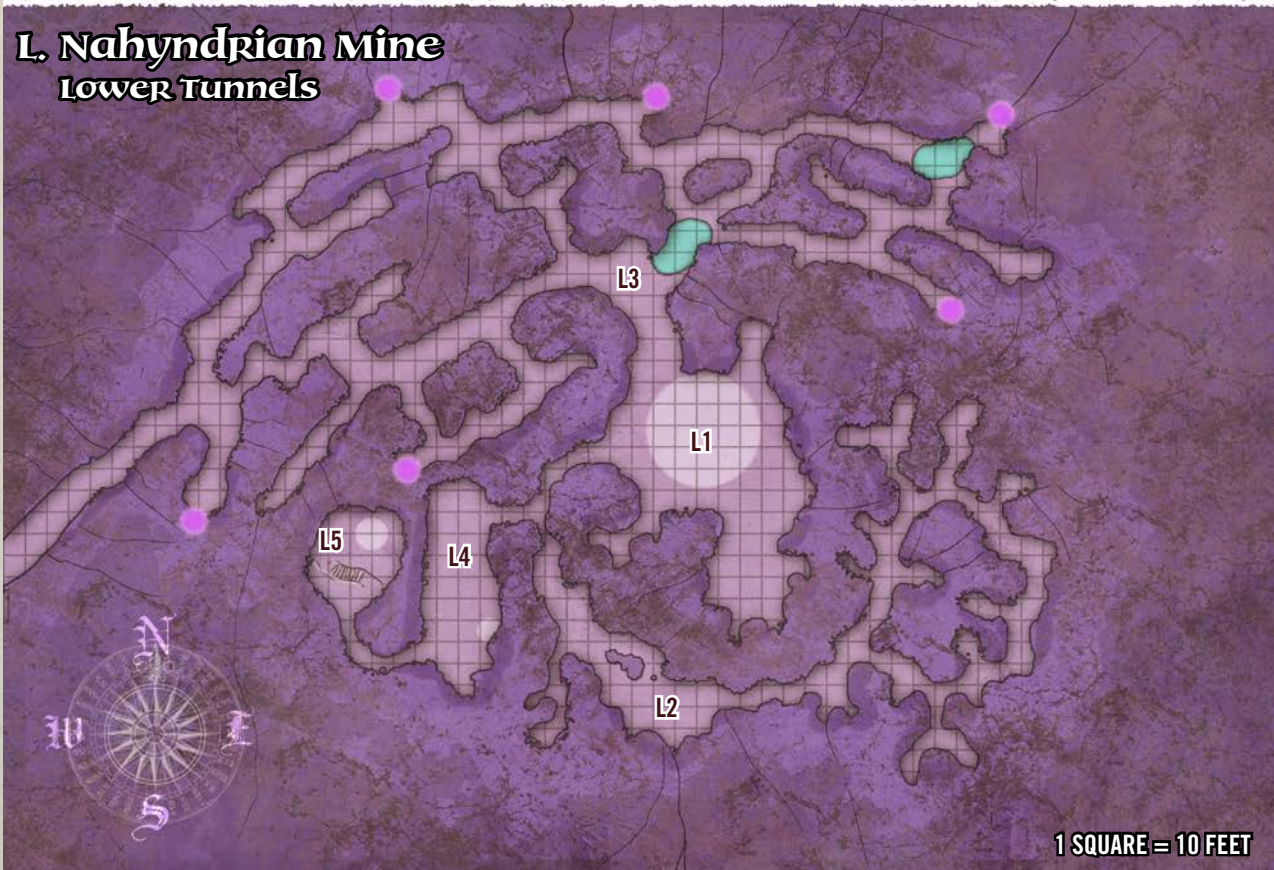
## J. Nahyndrian Mine Entrance Level



## K. Nahyndrian Mine Temple Level



## L. Nahyndrian Mine Lower Tunnels





## Wrath of the Righteous

**Base Atk** +17; **CMB** +28 (+32 grapple); **CMD** 45 (49 vs. grapple)  
**Feats** Combat Casting, Combat Reflexes, Dodge, Improved Critical (slams), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (slams)  
**Skills** Acrobatics +28 (+32 when jumping), Climb +41, Escape Artist +44, Fly +24, Knowledge (arcana) +25, Knowledge (dungeoneering) +17, Perception +36, Stealth +28 (+38 when submerged), Swim +41  
**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.  
**SQ** amorphous, amphibious, compression, oracle's curse (clouded vision), revelations (balefire, demonhide)

### SPECIAL ABILITIES

**Balefire (Su)** The Fulsome Queen's balefire oracle revelation allows her to burn her foes with eldritch fires drawn from the Abyss itself once per day. As a standard action, she causes one target within 30 feet to become wreathed in flames, taking 6d6 points of fire damage (Reflex DC 19 half).  
**Demonhide (Su)** The Fulsome Queen's demonhide oracle revelation grants her a +4 armor bonus.

**Treasure:** The treasures the Fulsome Queen has managed to collect are stored in the northernmost alcove, covered in muck. They consist of a scattering of coins (1,400 gp and 390 pp), a black pearl worth 750 gp, a dismantled but still functional suit of +1 *expeditious chainmail*<sup>UE</sup>, a +3 *silver dagger*, a pink lacy pair of *gloves of swimming and climbing*, a *scroll of ghost wolf*<sup>ARG</sup> and a *scroll of bestow curse* (both kept in a bejeweled, water-tight scroll tube that is itself worth 800 gp), and a *wand of whispering wind* (18 charges).

**Story Award:** If the PCs recruit the Fulsome Queen as an ally, award them XP as if they had defeated her in combat.

## J2. Dragon's Lair (CR 18)

The ceiling and far walls of this wide, roughly circular cavern are lost in shadows. At what must be the cavern's center yawns a great pit with a broken stone lip surrounding it. To the southwest, a small waterfall pours from a crack in the cave wall and gathers in a pool before running back out of the cave into the river far below.

The pit in the center of the cavern is a relatively recent creation. An examination of the pit's sides and a successful DC 26 Knowledge (arcana) check confirms that it was magically created, likely through a combination of *stone shape*, *disintegrate*, and *transmute rock to mud* spells. The walls are quite smooth, and scaling them requires a successful DC 25 Climb check. The pit drops 1,200 feet down to area **L1**, passing through area **K1** at a depth of 1,000 feet (when the miners first began chasing a thick vein of *Nahyndrian crystals*, the vein continued to retreat downward until finally changing direction at 1,200 feet—the point at which

the miners changed their mining techniques to a slower and more subtle approach).

**Creature:** This immense cavern is the den of a powerful umbral dragon who came to the Abyss centuries ago after being transformed by potent entropic energies. Named Melazmera, the dragon is now considered to be an Abyssal native outsider, but remains a dragon and thus must seek food regularly. She's developed a taste for the predators of Colyphyr, and the first time the PCs arrive here, she's on her way back from a hunting trip. The timing of when the dragon returns is up to you, but if the PCs know she's coming, they should have time to position themselves to ambush her as she returns, carrying her latest meal—a freshly slain and partially eaten body of a fiendish catoblepas—in her talons. The dragon is enraged to find intruders in her den and attacks as soon as she notices them.

Melazmera has a truce of sorts with Hepzamirah and her minions. The dragon allowed the cultists to use this cavern to stage their mining operation in return for a few choice offerings of powerful magic (see *Treasure* on page 46), but she doesn't see the need to come to the cultists' rescue or aid if the PCs venture down the central shaft—that is, she doesn't unless she suspects the PCs have stolen some of her treasure. Hepzamirah tried to convince Melazmera to serve as a courier for *Nahyndrian crystals* (as Melazmera alone can fly uncontested through the vrock-infested skies above Colyphyr), but the dragon has so far refused all bribes and begging to serve in this capacity, in no small part because of her distaste for the way the crystals make her feel. She knows of the Fulsome Queen but has long since learned to ignore the omox, and considers her little more than a curious and quiet cohabitant of her lair.

### MELAZMERA

CR 18

XP 153,600

Female entropic old umbral dragon (*Pathfinder RPG Bestiary 2* 102, 292)

CE Gargantuan dragon

**Init** +3; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses; Perception +30

**Aura** frightful presence (240 ft., DC 26, 10 rounds)

### DEFENSE

**AC** 32, touch 5, flat-footed 36 (–1 Dex, +27 natural, –4 size)

**hp** 298 (21d12+162)

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

**Defensive Abilities** negative energy affinity; **DR** 10/lawful and magic; **Immune** cold, death effects, dragon traits, energy drain, paralysis, sleep; **Resist** fire 15; **SR** 29

### OFFENSE

**Speed** 40 ft., fly 250 ft. (clumsy)

**Melee** bite +27 (4d6+15), 2 claws +27 (2d8+10) (2d6+5), tail slap +22 (2d8+5), 2 wings +22

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with bite)



## The Midnight Isles

**Special Attacks** breath weapon (60-ft. cone, 16d8 negative energy, Reflex DC 26 half, usable every 1d4 rounds), crush (4d6+15, DC 26), shadow breath, smite law 1/day, tail sweep (2d6+15, DC 26)

**Spell-Like Abilities** (CL 21st)

At will—*darkness*, *project image*, *shadow walk*, *vampiric touch*

**Sorcerer Spells Known** (CL 15th; concentration +21)

7th (4/day)—*destruction* (DC 23), *power word blind*

6th (7/day)—*blade barrier* (DC 22), *heal*, *mass suggestion* (DC 22)

5th (7/day)—*flame strike* (DC 21), *mirage arcana* (DC 21), *plane shift* (DC 21), *teleport*

4th (7/day)—*cure serious wounds*, *dimension door*, *dismissal* (DC 20), *inflict serious wounds* (DC 20)

3rd (7/day)—*dispel magic*, *fireball* (DC 19), *major image* (DC 19), *suggestion* (DC 19)

2nd (8/day)—*alter self*, *cure moderate wounds*, *false life*, *inflict moderate wounds* (DC 18), *locate object*

1st (8/day)—*alarm*, *magic missile*, *protection from law*, *ray of enfeeblement* (DC 17), *shield*

0 (at will)—*acid splash*, *bleed* (DC 16), *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 16)

**TACTICS**

**Before Combat** Melazmera casts *mirage arcana* and *alarm* (mental) every day to conceal and protect her treasure, making the mound of wealth look like a mound of rubble against the north wall of the cavern. She casts *false life* on herself every moonrise.

**During Combat** If confronted while she's carrying her partially eaten catoblepas, Melazmera's first action in combat is to use the freshly slain corpse as an improvised thrown weapon (ranged attack +12, damage 2d8+10) that creates a 10-foot-radius cloud of poison gas equal to a catoblepas's breath for 1d4 rounds (*Pathfinder RPG Bestiary 2* 52). She prefers to use her breath weapon as shadow breath to weaken foes. She casts *shield* on herself if it becomes apparent that her enemies can hit her with ease. Her experiences as the apex predator of Colyphyr have given her something of a skewed sense of power, and she prefers to use her 1st-level spells to attack foes at range. As soon as she's reduced to fewer than 150 hit points, she casts *heal* on herself. If she returns to her lair and finds anything from her hoard is missing, she casts *locate object* on the missing item to aid in tracking it down.

**Morale** Melazmera casts *teleport* to retreat higher up the mountain if she's reduced to fewer than 75 hit points, then casts healing spells on herself until

she's back at full hit points before returning to pick up the fight again. When she does return, she lands on a nearby ledge opposite the entrance to her cave and uses *project image* to place herself at the entrance to area J2, attempting to finish the fight through this relatively safe method. If this tactic isn't an option, though, she fights to the death.

**STATISTICS**

**Str** 31, **Dex** 8, **Con** 23, **Int** 22, **Wis** 23, **Cha** 22

**Base Atk** +21; **CMB** +35; **CMD** 44 (48 vs. trip)

**Feats** Arcane Strike, Bleeding Critical, Critical Focus, Extend Spell, Hover, Improved Initiative, Improved Vital Strike, Quicken Spell, Toughness, Vital Strike, Wingover



**Melazmera**



## WRATH OF THE RIGHTEOUS

**Skills** Bluff +30, Fly +9, Intimidate +30, Knowledge (arcana) +30, Knowledge (local) +30, Knowledge (planes) +30, Knowledge (religion) +30, Perception +30, Sense Motive +30, Spellcraft +30, Stealth +11, Use Magic Device +30

**Languages** Abyssal, Common, Draconic

**SQ** ghost bane

**Treasure:** Melazmera's hoard is strewn in a mound against the northern wall, but it's hidden under an illusion of nondescript rubble created by a *mirage arcana*. Her treasure consists of 230,000 cp, 56,400 sp, 8,500 gp, 1,230 pp, five flawed diamonds worth 900 gp each, a large ruby worth 5,000 gp, a *wand of water breathing* (26 charges), a *wand of prayer* (31 charges), a *ring of protection +4*, a *rod of cancellation*, a *+2 ghost touch warhammer*, a *scarab of protection* with 7 charges, a *major crown of blasting*, and

last (but certainly not least) the two gifts given her by Hepzamirah—a gold scepter studded with emeralds worth 40,000 gp in total and a *lyre of storms*<sup>MA</sup>.

### J3. Deeper Passages

Both of these tunnels lead deeper into the mountains, eventually branching into a larger network of caverns after traveling for 2 miles on a slight downward slope. Melazmera sometimes explores these chambers, but the contents of the caverns below Colyphyr are beyond the scope of this adventure. You can expand them if you wish to generate more encounters for the PCs; if you'd rather not distract them, this short passage can dead end after a few hundred feet.

### J4. Harvester's Pit (CR 17)

More than half of this cavern's floor has crumbled away into a deep sinkhole filled with rubble and mud.

The sinkhole long ago became stable. The bottom is 30 feet down, and a successful DC 15 Climb check is required to clamber up or down the steeply sloping walls.

**Creature:** The sinkhole is the den of a mass of graying flesh and tentacles topped by a single gaping maw—a hideous predator known as an Abyssal harvester. This is the same creature whose tentacles the PCs may have had to deal with upon first arriving on Colyphyr at area

F. Depending on how the PCs handled those tentacles and how long after that it takes them to reach this area, the monster may be missing one or more of its appendages. The monster spends much of its time exploring other worlds with its far-reaching tentacles, having clambered into this snug den from deeper caves many years ago.

#### ABYSSAL HARVESTER

CR 17

XP 102,400

*Tome of Horrors Complete* 14

CE Gargantuan aberration (chaotic, evil)

**Init** +4; **Senses** darkvision 60 ft.; Perception +26

#### DEFENSE

**AC** 32, touch 6, flat-footed 32 (+26 natural, -4 size)

**hp** 270 (20d8+180)

**Fort** +17, **Ref** +8, **Will** +17

**DR** 15/cold iron; **Immune** poison; **Resist** acid 10, cold 10, fire 10

#### OFFENSE

**Speed** 20 ft.

**Melee** 4 tentacles +21 (2d6+15/19-20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** debilitating constriction, far reaching

**Spell-Like Abilities** (CL 20th; concentration +21)

At will—*plane shift* (DC 18; Astral Plane, Abyss, Hell, or Material Plane only)



**Abyssal Harvester**



## The Midnight Isles

### TACTICS

**During Combat** The Abyssal harvester slithers around its sinkhole and uses its reach and size to attack foes who stand at the edge above.

**Morale** The monster plane shifts to the Astral Plane, then back to a different layer of the Abyss to seek a new lair if reduced to 40 hit points or fewer. It does not return to the Midnight Isles.

### STATISTICS

**Str** 41, **Dex** 10, **Con** 29, **Int** 10, **Wis** 16, **Cha** 13

**Base Atk** +15; **CMB** +34 (+36 bull rush, +38 grapple); **CMD** 44 (46 vs. bull rush, 48 vs. grapple, can't be tripped)

**Feats** Awesome Blow, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Critical (tentacle), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical

**Skills** Climb +38, Intimidate +24, Knowledge (planes) +23, Perception +26

**Languages** Abyssal

**SQ** harvest, tentacle regeneration

### SPECIAL ABILITIES

**Debilitating Constriction (Su)** An Abyssal harvester has the constrict ability. It deals 2d6+15 points of damage and 1d4 points of Constitution damage when it constricts a foe.

**Far Reaching (Su)** An Abyssal harvester can reach its tentacles across planar distances to attack foes there, or in the case of this specimen, to the qliphoth runestone at area **F**, up to 12 times per day. All of its tentacles must emerge within 20 feet of each other. The monster uses its tentacles to see and hear and can attack normally, but cannot move while doing so. It can withdraw its tentacles back to its side as a move action. *Dismissal*, *dispel chaos*, or *dispel evil* causes one tentacle to be forced back to the creature if it fails a Will save, while *banishment* forces all tentacles back. While inserted into the other side of a portal, the Abyssal harvester's tentacles can be sundered as if they were weapons (each tentacle has 40 hit points and the harvester's AC and other defenses).

**Harvest (Su)** Normally, an Abyssal harvester has the ability to harvest creatures from other planes, but here on its native plane the harvester does not have access to this power, and instead merely attacks foes with its tentacles normally.

**Tentacle Regeneration (Ex)** An Abyssal harvester regrows any lost tentacles in 1 week. (Remember, this amounts to 11-1/2 days in the Midnight Isles, where a "day" is 16 hours long).



### Imago Lens

## K1. Temple of Baphomet (CR 15)

A shaft extends above and below into darkness; the cave it penetrates is dimly lit by a pair of smokeless fires burning in braziers against the wall. A large winch sits to the northwest of the shaft, its thick chain hanging down into the gloom below. Columns of rock carved into statues of a winged, goat-headed demon leer from the cave's sides, where numerous exits and doors branch off. To the southwest, the cavern walls are carved with an increasing number of goat-headed demon carvings, while a sickly amber glow flickers from an opening at the far end of the cave.

This large central cavern serves as the primary gathering place for the miners and as a place of worship devoted to Baphomet. Hepzamirah leads worship ceremonies here when she's not engaged in purifying crystals and preparing them for transportation. If for some reason she is indisposed, she leaves these duties to her glabrezu minion, Kralisq.

The massive wooden boom and winch are used to raise and lower miners, supplies, and other objects between this cavern and area **L1** below. Currently, the platform at the end of the chain lies just above the ground in area **L1**. Operating the winch requires a minimum Strength of 18, and each round of work raises or lowers the platform by 5 feet. It takes 4 minutes to move the platform the full 200 feet from here to area **L1**.

Area **K1a** is a small nook in which the glabrezu Kralisq has hidden a sizable stash of treasure (see the Treasure section, below).

What appear to be sheets of blood drip down the walls of area **K1b**. This phenomenon is curious and unnerving, but ultimately the sheets are harmless rock formations. The amber glow comes from a large object mounted in the southwest corner of the room. This is a gift to Hepzamirah from her father—an artifact known as an *Imago Lens*. It was this item that Areelu Vorlesh used to confront the PCs at the end of "The Worldwound IncurSION." More details on this item appear on page 60.

The door from **K1b** to **K10** features a carving of the inverted pentagram that is one of Baphomet's symbols. The door is kept locked (Disable Device DC 40) and is also trapped (see Traps below). Hepzamirah carries the only key.



## WRATH OF THE RIGHTEOUS

The bulk of this room, including **K1b** but not the shaft itself, is under the effects of an *unhallow* spell (CL 11th). Any chaotic evil creature in this area gains the benefit of *freedom of movement*.

**Creatures:** During services, all of the demons, demoniacs, and miners in the mines can be found here. Fortunately for the PCs, no services are planned at this time. Instead, the room is guarded by six kalavakus demons. These creatures' primary task is actually to serve as muscle for the raising and lowering of the platform that moves between this cave and area **L1**, but they swiftly mobilize to attack any obvious intruders, alerting the glabrezu Kralisq in area **K4** and Hepzamirah in area **K10** as they do so. While Hepzamirah does not abandon her task at hand to join the fight, Kralisq and his succubus companions do after 3 rounds.

### KALAVAKUS (6) CR 10

**XP 9,600 each**

**hp** 125 each (*Pathfinder RPG Bestiary* 2 78)

**Trap:** The door to area **K10** is protected by a mythic *glyph of warding*, placed there by Hepzamirah.

### MYTHIC GLYPH OF WARDING CR 16

**XP 76,800**

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

#### EFFECTS

**Trigger** opening the door; **Reset** none

**Effect** spell effect (mythic *glyph of warding*, spell glyph, augmented mythic *harm* [165 points of damage, *poison*, Will DC 29 half])

**Treasure:** The glabrezu Kralisq stashed a small but valuable clutch of treasure here, objects he found while exploring Colyphyr. He placed the items inside a *bag of holding* (type II) and then hid the bag at the far end of this nook behind a rock (Perception DC 25 to locate). The bag contains 485 gp, 23 pp, an opal worth 600 gp, a mithral and electrum scepter with inlaid pearls worth 1,750 gp in total, a +1 *disruption heavy mace*, a *ring of minor electricity resistance*, a *pearl of power* (3rd level), and a *scroll of polymorph*.

### K2. Ore Storage

**Treasure:** In addition to *Nahyndrian crystals*, the mines of the lower tunnels often yield up other valuable ores. Particularly valuable ore is stored here, and large chests of these gems and precious metals wait to be loaded up alongside future hauls of the crystals and shipped to the Midnight Fane. These resources help to fund the war back in the Worldwound. Currently, 12,000 gp worth of gold ore and 22,000 gp worth of various gemstones are stored here, but until the ore is processed, the 7 tons of stone in this area are more weight than profit.

### K3. Visitor's Chamber

This cave is clean, dry, and empty. Faint traces of strange glyphs are visible on the eastern wall.

The glyphs on the wall were once painted in blood, and they radiate faint conjuration magic. Characters who succeed at a DC 25 Spellcraft check recognize that this aura and the glyphs once belonged to a magic portal. This aura is similar in some ways to the aura on the wall of the ritual chamber below Citadel Drezon (*Pathfinder Adventure Path* #74 49), and was where Arelu Vorlesh kept the entrance to her personal domain while she was living here in the mines.

### K4. Foreman's Quarters (CR 15)

This appears to have been a natural cavern later expanded into a torture chamber. Numerous devices of torture are set against the walls, and a huge bed of ragged furs rests at the far end.

**Creatures:** The mine's foreman, a powerful glabrezu named Kralisq, dwells here. Now that the miners are well into their task and need little supervision, cowed as they are by the cruel glabrezu's eagerness to punish transgressions, the glabrezu has plenty of time to enjoy his vices, be they exploring the isle of Colyphyr or, increasingly, frolicking with three succubi whose the companionship he has engaged. Kralisq attacks the PCs on sight, while his companions hang back to use spells to support him. Once the glabrezu is slain, the succubi cease their attack and offer their profane gifts to the PCs, claiming to be overwhelmed by the PCs' power. Of course, the succubi will betray the PCs the first chance they get, preferably from afar after establishing profane gifts to use *suggestion* on the PCs at a later date.

### KRALISQ CR 14

**XP 38,400**

Advanced glabrezu (*Pathfinder RPG Bestiary* 61, 294)

**hp** 210

### ADVANCED SUCCUBI (3) CR 8

**XP 4,800 each**

**hp** 100 each (*Pathfinder RPG Bestiary* 68, 294)

### K5. Sacrifice Storage (CR 15)

This large, dark cavern smells of filth and despair. A twenty-foot-square pit yawns to the west, while six ten-foot-high iron posts protrude from the ground, each adorned with several sets of shackles from which hang emaciated humanoid figures. Three wide ledges overlook the central cave at a height of twenty feet, while the ceiling reaches up into the darkness above.



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The ceiling of this cavern is 120 feet high, while the pit itself is 40 feet deep, with 2 feet of brackish water at the bottom. This room is used to house prisoners of all races, mostly humanoids captured from Worldwound battles who were transported here to await eventual sacrifice.

**Creatures:** In all, 22 half-starved prisoners are kept here. Each is alive but insane with fear and despair. The prisoners are kept alive with foul water and barely edible food. When one sickens too much, a demoniac steps in to cure the prisoner with whatever magic is needed. The rituals in area **K1** consume a dozen or more sacrifices per month, requiring a constant stream of replacements purchased from various suppliers throughout the Midnight Isles. This adventure assumes all of these poor souls are relatively low level, but at your discretion, some of them could well be potent allies if restored to full health.

Each of the three ledges in this room is occupied by a single gibrileth whose job is to ensure no prisoners escape. This includes escape via death. If a prisoner appears to be dying, one of the demons alerts a demoniac via telepathy as quickly as possible to come to the victim's aid. The demons immediately attack any intruders, but their allegiance to the cult is not strong. A gibrileth reduced to fewer than 30 hit points teleports away and does not return.

### GIBRILETHS (3)

CR 11

XP 12,800 each

hp 137 each (see page 14)

**Story Award:** If the PCs rescue the 22 prisoners here and see that they make it safely back to the Material Plane, award them 800 XP per prisoner who survives.

### K6. Miner's Quarters (CR 12)

**Creatures:** This wing of the temple consists of six similar chambers. Each contains a filthy pile of furs and a stinking pile of bones scraped clean by teeth. The primary miners of the operation share these rooms. Originally, these miners were simply half-fiend minotaur fighters recruited from the endless ranks of their kind in the Ivory Labyrinth. Long exposure to raw Nahyndrian ore has killed several over the past few years. Those who survived, however, have absorbed the power and are now mythic half-fiend minotaurs.

Originally, two dozen of these creatures served here, but now only eight remain in the mines. The minotaurs work in shifts, and when the PCs first arrive, six of them are down in the lower tunnels—only two are encountered here. Each is exhausted and sleeping in a separate room, but if the minotaurs are woken, they do their best to slay intruders.

### HALF-FIEND MYTHIC MINOTAURS (2)

CR 12/MR 2

XP 19,200 each

Male half-fiend mythic minotaur fighter 4 (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Mythic Adventures* 210)

CE Large outsider (mythic, native)

**Init** +4; **Senses** darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 30, touch 13, flat-footed 26 (+8 armor, +4 Dex, +9 natural, -1 size)

**hp** 159 each (10d10+104)**Fort** +14, **Ref** +10, **Will** +7 (+1 vs. fear)**Defensive Abilities** bravery +1, natural cunning; **DR** 5/epic;**SR** 23

#### OFFENSE

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

Half-Fiend Mythic Minotaur



## WRATH OF THE RIGHTEOUS

**Melee** +2 *adamantine heavy pick* +21/+16 (1d8+13/19–20/×4), bite +13 (1d8+4), claw +13 (1d6+4), gore +13 (1d6+4)

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

**Special Attacks** mythic power (2/day, surge +1d6), *oubliette* (DC 17), powerful charge (gore, 2d6+13), smite good 1/day

**Spell-Like Abilities** (CL 10th; concentration +12)

3/day—*darkness*, *poison* (DC 16)

1/day—*contagion* (DC 16), *desecrate*, *unholy blight* (DC 16)

### TACTICS

**During Combat** A half-fiend mythic minotaur prefers to fight in melee, making full attacks. The minotaur's first attack with his pick in any round is usually a sunder attempt.

**Morale** The minotaurs fight to the death.

### STATISTICS

**Str** 28, **Dex** 18, **Con** 23, **Int** 9, **Wis** 12, **Cha** 14

**Base Atk** +10; **CMB** +20 (+24 sunder); **CMD** 34 (36 vs. sunder)

**Feats** Great Fortitude, Greater Sunder, Improved Critical (heavy pick), Improved Sunder, Power Attack, Toughness<sup>SM</sup>, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

**Skills** Fly +13, Knowledge (dungeoneering) +8, Linguistics +1, Perception +14, Profession (miner) +14

**Languages** Abyssal, Draconic, Giant

**SQ** armor training 1, maze mastery

**Gear** +2 *breastplate*, +2 *adamantine heavy pick*, *amulet of natural armor* +1, *belt of mighty constitution* +2

## K7. Kitchens (CR 12)

Fire pits with spits and a well of brackish water mark this as a kitchen. An eight-foot-long skinned carcass of a giant vulture-headed creature roasts on one of the spits.

The body slow-roasting on the spit is a *vrock*—the half-fiend minotaurs have developed a taste for these demons, but the flesh is foul and nauseating to anyone else who tries it.

**Creatures:** The kitchen is manned by a chaotic assembly of 17 cowardly dretches that run hither and fro to avoid a fight with the PCs. Overseeing them is a disgruntled kalavakus named Xuneki whose punishment for insubordination is serving as the cook. His reaction to intruders is one of resignation, and before the PCs attack, the demon tries to bargain. In return for leaving him alone, he promises to give the PCs some information they can use. Of course, the demon actually sees this as a chance to get back in Hepzamirah's good graces, and his "advice" is nothing but lies. He claims that Hepzamirah is currently working hard on a "secret project" in the lower tunnels, and gives the PCs directions to area L2 in the lower tunnels, telling them that if they hurry they can catch her off guard. Of course, if the PCs take him at his word, Xuneki wastes no time teleporting down to the lower tunnels to gather up the demoniacs in area L1 and the miners in area L3. They wait until the PCs head into area L2 before creeping up from

behind to collapse the entrance to the abandoned mines, hoping to trap the PCs in there so Hepzamirah can take care of them at her leisure.

### XUNEKI

CR 10

**XP** 9,600

Kalavakus (*Pathfinder RPG Bestiary* 2 78)

**hp** 125

### DRETCHES (17)

CR 2

**XP** 600 each

**hp** 18 each (*Pathfinder RPG Bestiary* 60)

## K8. Disposal Shaft (CR 10)

This cave widens out before ending at a filth-stained pit's edge. The pit itself drops away into darkness, but a foul, almost overwhelming stink of rancid meat rises up from below.

This pit drops down into a horrific rot-grub-filled cavern (area L5). The miners use this pit to dispose of their refuse. It's a 200-foot drop into the wormy mass below; the cushion granted by the worms reduces the falling damage to a mere 19d6 points, for what that's worth. A successful DC 20 Climb check is required to scale the pit's walls.

## K9. Demoniac Cloisters (CR 15)

A single enormous brazier shaped like a huge bronze minotaur's head sputters and crackles with fire, lighting this large chamber.

The five smaller rooms are personal cloisters for the demoniacs. Each houses two bunks in the relatively cramped space. The longer room to the east contains several privies and a large bath. The secret door to the south is very cunningly hidden; a successful DC 35 Perception check is needed to notice it.

**Creatures:** Currently, four of the 10 demoniacs stationed on Colyphyr are down at the river gate (area I), and two are down standing guard duty in area L1. The remaining four demoniacs can be found here. If the PCs make it this far without raising an alarm, 1d3 of the demoniacs are sleeping while the others are in the central room praying. When the alarm is raised, the demoniacs prepare for battle before moving out as a group to patrol the temple.

### DEMONIACS OF BAPHOMET (4)

CR 11

**XP** 12,800 each

**hp** 144 each (see page 40)

**Trap:** The secret door to area K10 is protected by a mythic *glyph of warding*, placed by Hepzamirah.



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### MYTHIC GLYPH OF WARDING

CR 16

XP 76,800

See page 48.

### K10. Hepzamirah's Quarters (CR 19)

This finely appointed room serves as a study, a shrine, and a bedchamber. The walls are decorated with staggeringly detailed maps of a world made of mazes, over all of which looms a horned demon with a pentagram branded into its forehead. A large chest sits at the foot of an oversized bed to the southwest, while a short passageway to the north ends at a nook with a chair set before a crystal lens the size of a fist that is set into the wall. A table strewn with alchemical equipment and archaeological tools sits to the north. The most striking object on the table is a strange metallic framework that holds a heart-sized purple crystal at its core. Bits of what appear to be scorched and partially melted stone cling in lumps to the softly glowing crystal.

This chamber is warded by an *unhallow* spell (CL 11th). Any non-chaotic-evil creature in this area is affected by *dispel magic* (CL 11th) each time the creature enters the room. A successful DC 35 Perception check identifies the secret door in the northwest corner of the room. Behind the door is a flight of stairs that leads down to a secret trap door that opens into the ceiling of area L4.

**Creature:** This room has served Hepzamirah as a home away from home for many months (or even years, if your campaign has gone on that long!). If alerted to a battle, she moves over to the crystal in the northern nook to observe the events in area K1. This crystal functions as a one-way window from this side, though it appears to be solid stone from area K1. She can abandon her work at the crystal for only a minute at a time, however, so after watching for 7 or so rounds, she returns to her work at the desk.

Once a *Nahyndrian crystal* is extracted, it remains unstable until its impurities are excised. Hepzamirah trusts none but herself to do this job, and spends many hours here working at stabilizing the latest crystal through the use of precise gem-cutting and magical techniques. During this time, she accepts no visitors, ignoring reports of intruders (be they via *sending* spells, telepathy, or even shouts through her closed door) until the last possible moment. After all, one thing she expects of those she surrounds herself with is the competence to protect her and the mine. When the PCs first arrive at the mines, they are fortunate indeed that Hepzamirah is thus engaged. She remains engaged for 5 days, after which she ceases beginning new stabilizations until the PCs have been dealt with. This gives the PCs a little less than a week to chip away at the mine's defenses before they're forced to engage against its most powerful denizen—the daughter of a demon lord. Of course, if the PCs reach Hepzamirah here before this time passes and

launch an early attack, she's forced to abandon her current project. In such a case, her wrath at the interruption clouds her judgment and her tactics suffer (as detailed in her stat block's tactics on page 56).

### HEPZAMIRAH

CR 19

XP 204,800

hp 346 (see page 56)

**Treasure:** The tapestries depict Baphomet's Abyssal realm, the Ivory Labyrinth, something confirmed by a successful DC 25 Knowledge (planes) check. There are four tapestries in all; each is incredibly well made and worth 5,000 gp. The large chest is unlocked, and contains 45,527 sp, 16,979 gp, 410 pp, five matching topazes worth 650 gp each, a *potion of tongues*, an *oil of stone shape*, three *scrolls of commune*, a *scroll of true resurrection*, a *wand of restoration* (11 charges), and a *decanter of endless water*.

The crystal sitting on the desk is a *Nahyndrian crystal* that's only a few days away from being purified and ready for shipment to the Midnight Fane.

### L1. Central Chamber (CR 13)

A fifty-foot-diameter shaft opens in the roof of this large cavern, sixty feet above the floor below. Chains hanging down from the shaft suspend a twenty-foot-wide platform just off the ground. The marks of pickaxe strikes mar the walls, disrupting the rampant growth of strange purple crystals.

**Creatures:** This area becomes quite busy whenever a *Nahyndrian crystal* is extracted from the mines and needs to be carried up to Hepzamirah, but currently, the place is quiet. A pair of demoniacs stand guard here. If attacked, they make a fighting retreat into the active tunnels (area L3) and call for assistance from the demons and miners therein.

### DEMONIACS OF BAPHOMET (2)

CR 11

XP 12,800 each

hp 144 each (see page 40)

### L2. Abandoned Tunnels (CR 15)

**Creatures:** This section of tunnels has been mined out; the marks of pick axes mar the walls. The miners abandoned the tunnels, and they've since become infested with carnivorous crystals. These ravenous oozes currently dwell in the easternmost tunnels, but quickly seek out any prey they notice.

Note that the entrance to these tunnels is only 5 feet wide. If Xuneki tricks the PCs into going into these caves, he has several half-fiend mythic minotaurs collapse the tunnel here once the PCs are deep in the caves fighting the carnivorous crystals (the miners need only deal a total of



## WRATH OF THE RIGHTEOUS

120 points of damage to the walls to do so, and up to two miners can work simultaneously).

### CARNIVOROUS CRYSTALS (4)

CR 11

XP 12,800 each

hp 136 each (*Pathfinder RPG Bestiary* 3 45)

### L3. Active Tunnels (CR 17)

These tunnels are still being worked. Six *Nahyndrian crystals* remain in this part of the mine, with perhaps more to be discovered as the tunnels are bored deeper. The tunnels follow the paths that the energies of these crystals took as they “fled” the miners’ picks. At each point in the tunnels indicated by a tiny purple glowing spot on the map, the crystals are close enough to the surface that they’re susceptible to physical damage. Note that unless enough damage is dealt to a crystal to completely destroy it in one blow, the attack instead causes the crystal’s energy to withdraw deeper into the rock. Causing a crystal’s energies to retreat is enough to ruin that extraction point, since a solid blow will send the energies deeper into the stone. The miners will then need months of work to once more “sneak up” on the now deeply buried crystal, assuming they dig in the right direction!

**Creatures:** Unless the half-fiend mythic minotaurs have been alerted and are helping to prepare an ambush, a single one toils at each node, delicately chipping away at the rock with its pick to free the crystal within. Each minotaur is accompanied by a babau servant tasked with aiding the minotaur in whatever way the creature demands. If the PCs enter this area, the first minotaur encountered orders its babau to teleport to the other nodes and alert the other minotaurs, who quickly come to the first minotaur’s aid.

### HALF-FIEND MYTHIC MINOTAURS (6)

CR 12/MR 2

XP 19,200 each

hp 159 each (see page 49)

### BABAUS (6)

CR 6

XP 2,400 each

hp 73 each (*Pathfinder RPG Bestiary* 57)

### L4. Vaulted Cavern

This long cavern has a vaulted ceiling that rises up into darkness.

The ceiling of this cavern is 180 feet high. At the point indicated in the southeast corner of the wall, a secret trap door in the ceiling (Perception DC 35 to notice) leads to a short stairwell that ascends to area **K10** above. This is an emergency escape route Hepzamirah might use if things get dicey (see her tactics on page 56).

### L5. Disposal Pool (CR 14)

The stench of rotten meat is overpowering in this chamber. The ceiling rises fifty feet above, to where a large, filth-smearing opening yawns over a large pit below. Rough stairs lead down to this pit, which is filled with churning mass of writhing worms.

**Creatures:** This chamber serves as a garbage disposal for the mine. A 6-inch-thick carpet of fiendish rot grubs obscures the floor of the pit itself. In all, nine swarms of rot grubs wriggle on the floor here, amid dozens of lumps of flesh from sacrifices they’ve yet to finish consuming. The grubs can’t climb up out of their pit, for they can’t navigate the steps leading down to them, but eagerly consume any creatures that stumble into their midst.

### FIENDISH ROT GRUB SWARM (9)

CR 8

XP 4,800 each

hp 85 each (*Pathfinder RPG Bestiary* 3 215, 290)

## Concluding the Adventure

Hepzamirah is the final foe the PCs should face in the mine. Even if they seek her out before finishing off all of the other mine inhabitants, the nature of the fight against Baphomet’s daughter (which is likely to lead through several encounter areas) results in a singular event—a challenge to the PCs from Baphomet himself!

As soon as Hepzamirah is defeated, either by killing her or forcing her to flee, her demon lord father steps in to intervene. If she still lives, Hepzamirah suddenly gets a shocked expression and then cries out in pain. Whether she lives or not, her body suddenly rips open, collapsing in a shower of corruption as the smoking, ghostly image of a towering horned demon spills up from her rapidly decaying remains. This is no mere *sending* from Baphomet—this is a partially real projection of the actual demon lord.

Baphomet roars as he emerges from the ruins of his daughter’s remains, and as he does so, his booming telepathic voice fills the PCs minds, giving them the following message.

“Mortal worms! You have destroyed my daughter. But even in her failure, she proved of use to me, for while you toyed with her, I took from your mewling patron one of her own! Know, fools, that none of those you value are safe from me. Even your goddess *lomedae* knows my wrath, for I have claimed her herald as my latest plaything, stolen from her as you whiled your time away in the Midnight Isles. And now, I do the same to you! When I am done with you, your bones shall join those of millions more within the walls of my Ivory Labyrinth!”

At this point, the partially real form of the Lord of Minotaurs begins to take awful, physical form—Baphomet



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is manifesting before the PCs! Yet just before the demon lord can do so, the shadows suddenly darken around his form, then rush in and surround him in a vortex of violence. Flesh begins peeling away from Baphomet's frame, and a horn suddenly snaps off at the root. The demon lord shrieks in pain as a familiar, feminine voice speaks from the shadows.

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"No, lord of slain daughters. This is my realm, and these are my guests. You are the intruder here, and your bones shall decorate my palace walls if you choose to remain!"

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Baphomet shrieks again, but then his form shrinks away and vanishes as he chooses instead to flee from Nocticula's presence. With the demon lord of minotaurs gone, the shadows congeal before the PCs, granting them a glimpse of Nocticula's feminine curves somewhere in the darkness as she speaks one final time.

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"And so you have done it. I must admit, I'm a touch surprised. You have more in you than I suspected. Rest assured, mortals,

that your enemies will claim no more of my realm's blood for themselves. Yet you have made a greater enemy than the children of gods tonight, and I suspect you will be facing Baphomet again. Were that I could be there to watch. I must say, I'm not sure who would prevail in such a clash! No matter—the way to the Midnight Fane and your homes on the Material Plane lies before you. You have but to step into my shadow to be on your way home."

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Nocticula is true to her word. Any of the PCs who step into the shadows suddenly find themselves back in area A8 of the Midnight Fane. Choosing not to take advantage of this final gift does not anger Nocticula, but character who decline need to find their own way home.

In the meantime, the PCs may well be concerned about Baphomet's claims, and may take it upon themselves to seek answers. Has the Lord of Minotaurs truly captured the herald of Iomedae? As the PCs will learn soon enough, Baphomet was truthful. Yet he has more than torment in store for his latest victim—he intends to transform him into the Herald of the Ivory Labyrinth!