

WRATH OF THE
RIGHTEOUS

Galfrey

When she took the Mendevian crown over a hundred years ago, Galfrey had no idea she was signing on for multiple lifetimes of war. A brilliant tactician and ferocious servant of Iomedae, Queen Galfrey hopes that the Fifth Crusade will be the last, and that she will finally earn a chance to rest.

GALFREY

CR 14

XP 38,400

Female human paladin of Iomedae 15

LG Medium humanoid (human)

Init +5; **Senses** Perception +10**Aura** courage, faith, justice, and resolve (10 ft.)

DEFENSE

AC 31, touch 13, flat-footed 31 (+13 armor, +3 deflection, +5 shield)**hp** 192 (15d10+105)**Fort** +22, **Ref** +13, **Will** +19; +2 vs. charm, confusion, death, emotion-based effects, insanity, and possession**Immune** charm, disease

OFFENSE

Speed 20 ft.**Melee** +2 *holy evil-outsider-bane cold iron longsword*
+22/+17/+12 (1d8+6/17-20)**Ranged** +1 *evil-outsider-bane composite longbow* +16/+11/+6
(1d8+5/×3)**Special Attacks** channel positive energy (DC 25, 8d6), smite
evil 5/day (+8 attack and AC, +15 damage)**Spell-Like Abilities** (CL 15th; concentration +23)At will—*detect evil***Spells Prepared** (CL 12th; concentration +20)4th—*break enchantment, dispel evil, restoration*3rd—*daylight, dispel magic, litany of escape*^{UC}, *magic circle*
*against evil*2nd—*corruption resistance*^{APG} (DC 20), *resist energy, shield*
other, zone of truth (DC 20)1st—*cure light wounds* (2), *divine favor, hero's defiance*^{APG},
lesser restoration

TACTICS

During Combat Queen Galfrey uses her divine bond to enhance her already powerful sword to transform it into a +4 *axiomatic holy evil-outsider-bane cold iron longsword*. When facing foes she knows are particularly deadly, she opts for a more defensive version, turning the sword into a +5 *defending holy evil-outsider-bane cold iron longsword*. And against particularly heavily armored foes, she turns it into a +2 *brilliant energy holy evil-outsider-bane cold iron longsword*. When she enhances her composite longbow, she prefers to simply turn it into a +5 *evil-outsider-bane composite longbow*. None of these augmentations are included in her stats

above. She prefers to fight in melee, and is swift to use her smites against foes rather than save them up for later battles that might or might not occur in a given day. She generally reserves at least six of her uses of lay on hands for emergencies, and has no problem breaking off a combat to come to the aid of a fallen ally—although she generally prefers using channeled energy to save dying allies, since she can affect more targets this way.

Morale Galfrey is no coward, but she also knows that her death would devastate crusader morale and undermine the entire war effort. As a result, if she realizes she's facing a foe she either cannot defeat or that is likely to defeat her first, she does her best to escape using her *boots of teleportation*. She's had to abandon allies to terrible fates before as a result, and while each one of those unfortunate choices nags at her, she knows that as the ruler of Mendev, she cannot sacrifice herself to save one or two allies when her continued life can save so many more.

STATISTICS

Str 18, **Dex** 10, **Con** 20, **Int** 11, **Wis** 15, **Cha** 26**Base Atk** +15; **CMB** +20; **CMD** 35**Feats** Critical Focus, Extra Lay on Hands, Improved Critical
(longsword), Improved Initiative, Leadership, Power Attack,
Staggering Critical, Toughness, Weapon Focus (longsword)**Skills** Diplomacy +19, Heal +13, Knowledge (religion) +11,
Linguistics +4, Perception +10, Ride +6**Languages** Abyssal, Celestial, Common, Hallit, Sylvan**SQ** aging effects, divine bond (weapon +4, 3/day), lay on
hands (7d6, 17/day), mercies (diseased, exhausted, fatigued,
stunned), wealthy

Combat Gear 12 +1 *holy cold iron arrows*, 3 *evil-outsider-slaying arrows*, *boots of speed*; **Other Gear** +4 *full plate*,
+3 *heavy steel shield*, +2 *holy evil-outsider-bane cold iron*
longsword, +1 *evil-outsider-bane composite longbow* (+4 Str)
with 20 cold iron arrows, *belt of physical might* +4 (Str, Con),
boots of teleportation, *headband of alluring charisma* +6,
ring of protection +3, all six *righteous medals* (*Pathfinder*
Adventure Path #74: Sword of Valor 62–63), silver holy
symbol of Iomedae worth 300 gp

SPECIAL ABILITIES

Aging Effects (Ex) Queen Galfrey is well over 100 years old, but thanks to having imbibed a few doses of the *sun orchid* elixir (*The Inner Sea World Guide* 301), she appears to be

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in her late twenties. As a result, she takes none of the penalties for her advanced age, but still gains the +3 bonus to her Intelligence, Wisdom, and Charisma scores—these bonuses are already incorporated into her statistics.

Wealthy (Ex) Queen Galfrey has the full support of the Mendevian Crusade; as a result, she has gear equivalent to a PC. This increases her CR by 1.

While today the name of the Crusader Queen is known throughout the Inner Sea region, it's easy to forget that Galfrey did not start her rule of Mendev as a paladin of Iomedae, but rather of Aroden. In 4601 AR, when her father, the last Prince of Mendev, perished under mysterious circumstances on a diplomatic mission to central Sarkoris, Galfrey was crowned Princess of Mendev. When the Worldwound opened a mere 5 years later and forever changed Mendev, Galfrey was still an untested aristocrat who was forced to deal with the death of her god while she simultaneously had to rally her nation against the Abyssal threat to the west. She rose to the challenge, however, and her leadership was instrumental over the next several years not only in protecting Mendev from demonic invasions but also in holding the border against the Worldwound.

When the church of Iomedae finally recovered from its own turmoil and organized the First Crusade, it joined forces with Mendev to push back the demon armies. During these battles, Galfrey time and time again distinguished herself with a keen grasp of tactics and skill at leadership. But this inspiration went both ways—in the church of Iomedae, Galfrey found something to replace her lost faith. By the time the First Crusade ended with the apparent defeat of the demon armies, Galfrey had converted and become a worshiper of Iomedae, and had completely retrained herself as one of the Inheritor's most devout paladins.

When the second wave of demons erupted, Galfrey's leadership was put to the test as never before.

When it became apparent that this second wave of demons was much larger and better organized, she called for a retreat from Sarkoris. That decision scandalized many at the time but in the end proved to be the right one, as by retreating, the crusaders were able to erect the *wardstones* and contain the threat rather than lose everything in a pointless suicide assault against an unstoppable force of chaos and evil.

As the years and crusades wore on, the church of Iomedae grew ever more dependent on Galfrey's leadership and skill. Already the church has paid twice for doses of the *sun orchid elixir* to help maintain Galfrey's youth rather than risk the disruption of a new, untested ruler of Mendev. Galfrey understands this, but deep inside she yearns for an end to the war, for over the past century she has seen more horror and devastation than she knew was possible to experience. She views this Fifth Crusade as her last crusade—and whereas before she was content to

remain out of direct battles, she now increasingly throws herself into the thick of the fray. Some whisper that their queen has developed something of a death wish, while others view this change in her character as evidence of her devotion to ending the war by whatever means necessary. Both are correct—for Galfrey intends for the Fifth Crusade to be the last, one way or another.

Campaign Role

By this point in the campaign, the PCs have already met Queen Galfrey at least once—she spoke with them at the start of “Sword of Valor” and awarded them *righteous medals*. In the present adventure, Queen Galfrey approaches the PCs again in person, but now less as a commander and more as an equal. She accompanies the PCs into the Midnight Fane, and at your discretion may continue to accompany them into the Abyss itself if you feel the PCs need more assistance. Otherwise, Queen Galfrey bids farewell to the PCs as they move on to the Midnight Isles, then returns to her post in Nerosyan to keep the war effort moving forward while the heroes infiltrate the Abyss to strike decisive blows against the demons from within.



WRATH OF THE
RIGHTEOUS

Hepzamirah

Daughter of the demon lord Baphomet, Hepzamirah is a unique nephilim and devout worshiper of her father, and has grown powerful among the countless number of Baphomet's offspring.

HEPZAMIRAH

CR 19

XP 204,800

Female unique nephilim cleric of Baphomet 11/hierophant
6 (*Pathfinder RPG Bestiary* 3 200, *Pathfinder RPG Mythic Adventures* 32)

CE Large outsider (extraplanar)

Init +20^M; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +38

DEFENSE

AC 34, touch 13, flat-footed 33 (+12 armor, +3 deflection, +1 Dex, +9 natural, -1 size)

hp 346 (22 HD; 11d10+11d8+233)

Fort +23, **Ref** +12, **Will** +27; +4 vs. insanity and confusion, +2 vs. fear and sorrow effects

Defensive Abilities fearless, hard to kill, mythic saving throws, soul of sorrow; **DR** 10/magic, DR 10/adamantine (110 points);

Immune fear (non-mythic), maze; **Resist** cold 10, fire 10; **SR** 30

OFFENSE

Speed 20 ft.

Melee *Blancher* +34/+29/+24/+19 (2d6+22/×5 plus crushing blow), gore +30 (2d6+6)

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

Special Attacks channel negative energy 9/day (DC 21, 6d6), crushing blow, faith's reach, fury of the abyss, inspired spell, might of the gods (+11, 11 rounds/day), mortal challenge, mythic power (15/day, surge +1d8), mythic spellcasting, powerful charge (gore, 4d6+15)

Domain Spell-Like Abilities (CL 11th; concentration +24)
16/day—strength surge (+5)

Cleric Spells Prepared (CL 11th; concentration +24)

6th—*blade barrier*^M (DC 29), *harm*^M (DC 29), *heal*^M, *stoneskin*^P

5th—*dispel law*^P, *flame strike* (DC 28), *greater command* (DC 28), *scrying* (DC 28), *slay living* (DC 28), *wall of stone*

4th—*air walk*, *chaos hammer*^P (DC 27), *cure critical wounds*, *dismissal* (DC 27), *freedom of movement*, *sending*, *unholy blight*^M (DC 27)

3rd—*blindness/deafness* (DC 26), *cure serious wounds* (2), *dispel magic*^M, *glyph of warding*^M (DC 26), *rage*^P, *speaking with dead* (DC 26), *stone shape*

2nd—*bull's strength*^P, *cure moderate wounds* (5), *death knell* (DC 25), *spiritual weapon*

1st—*command* (DC 24), *cure light wounds* (4), *divine favor*, *doom*^P (DC 24), *sanctuary* (DC 24), *shield of faith*

0 (at will)—*bleed* (DC 23), *detect magic*, *guidance*, *mending*

D domain spell; **Domains** Demon^{APG}, Strength; **M** mythic spell

TACTICS

Before Combat Before combat, Hepzamirah casts *air walk*, *bull's strength*, *freedom of movement*, *shield of faith*, and *stoneskin* on herself. If she thinks she has 10 minutes to spare, she casts a *mythic glyph of warding* (sonic blast glyph) somewhere in the vicinity and attempts to lure enemies into stepping onto it during combat.

During Combat Hepzamirah begins by casting *harm* using faith's reach, following up in succeeding rounds with her other ranged spells as she uses *air walk* to stay out of melee as best she can. She is fond of using *mythic blade barrier* on her enemies' turns to create the barrier in ways that disrupt spellcasting or attempts to approach her. As long as she has at least four uses of mythic power left, she uses inspired spell on these *mythic blade barriers* (increasing the cost to cast the spell to two uses of mythic power) in order to cast them at CL 13th and retain the spells as they are cast. She uses her mortal challenge ability only if she knows the PCs are susceptible to fear effects—she's fought too many paladins to rely too heavily on this ability.

Apart from using mythic power to cast mythic spells and inspired *blade barriers*, she keeps a few uses of mythic power in reserve for the purpose of using force of will to reroll failed saving throws that would otherwise cripple her. If it becomes apparent that melee is a better option than spellcasting, she casts *divine favor* and then engages the most dangerous foe with a powerful charge—she only casts *rage* on herself if she feels that she won't need spells to finish a battle. She uses Power Attack as long as she's hitting more often than missing.

Hepzamirah is a mobile foe, and often uses blade barriers to slow pursuit as she retreats to other areas so she can heal herself of any damage she's taken before her enemies find her again. Favored places to fight include areas **K1**, **K10**, and **L5** (she may even stand within the rot grubs, trusting to her damage reduction to keep her safe if she feels that doing so prevents foes from approaching her), but she retreats to any area where she suspects more of her minions might still be alive and able to provide combat aid.

Morale Hepzamirah uses healing on herself if reduced to fewer than 150 hit points. If reduced to fewer than 50 hit points, Hepzamirah attempts to flee. Note that this attempt automatically fails, as her father uses her body to appear before the PCs (detailed in Concluding the Adventure on page 52).

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STATISTICS

Str 35, **Dex** 19, **Con** 28, **Int** 16, **Wis** 36, **Cha** 23

Base Atk +19; **CMB** +32 (+34 bull rush, +34 overrun, +34 sunder);
CMD 49 (51 vs. sunder)

Feats Combat Reflexes, Craft Wondrous Item, Critical Focus, Heavy Armor Proficiency, Improved Critical^M (mattock), Improved Initiative^M, Improved Sunder, Lightning Reflexes^M, Martial Weapon Proficiency (mattock), Power Attack, Staggering Critical

Skills Bluff +31, Intimidate +17, Knowledge (arcana, planes) +28, Knowledge (religion) +17, Perception +38, Profession (miner) +27, Spellcraft +28, Use Magic Device +17

Languages Abyssal, Common, Giant

SQ amazing initiative, commune with power, enduring blessing, force of will, mythic sight, recuperation

Gear +3 *full plate*, *Blancher* (see page 60), *amulet of natural armor* +2, *belt of thunderous charging*, *Fasciculus Labyrinthum* (see page 60), *headband of inspired wisdom* +6, powdered diamond for *glyphs of warding* (worth 800 gp), 8,050 gp

Baphomet has sired many children over the centuries from his stable of concubines and countless victims, most of whom were enslaved or sacrificed. Hepzamirah, however, proved among the most clever and ruthless of her siblings; after she engineered the sacrifice of five of her elder brothers in a dread ritual to gain her father's attention, the Demon Lord of Beasts took notice. Over the years spent as a priestess in the service of her father, Hepzamirah grew in power with each test and trial she passed, culminating with the willing sacrifice of her own mother in a ritual of Baphomet's devising. This final trial propelled her to mythic ascension and made her one of the demon lord's foremost servants.

As Hepzamirah rose in rank, she was placed in charge of Baphomet's favorite cult—the Templars of the Ivory Labyrinth. Hepzamirah has been personally responsible for seeding this cult on no fewer than 30 worlds throughout the Material Plane, but she's particularly proud of how the Templars have taken to their role in and around Golarion's Worldwound. Her latest task, arranging for the creation and distribution of *Nahyndrian elixirs* throughout the Worldwound, is one she wanted to handle on her own—she doesn't enjoy sharing fame and glory with others, regardless of whether they're lesser beings like Xanthir Vang or much more powerful ones like Areelu Vorlesh. Hepzamirah suspects Vang won't last much longer (indeed, if he's been defeated by the PCs she already knows it), but she hasn't quite yet figured out how to remove Areelu Vorlesh from power. She curses the fact that she missed an excellent opportunity to do so after Vorlesh was nearly slain by a backlash of magic through

the *imago lens* at the end of "The Worldwound Incursion," and fears that she may never get another chance.

Campaign Role

Unlike other villains who might escape or return from death, Hepzamirah's end is a key part of this adventure's plot. When Baphomet uses her body as a portal to manifest his might directly into the Midnight Isles, he essentially sacrifices his daughter to do so. Only after this attempt ultimately comes to nothing when Noctacula intervenes does Baphomet realize he may have wasted one of his greatest allies, and the loss of his daughter could well become an obsession. Although this volume's adventure does not detail such a development, you can have Baphomet resurrect Hepzamirah if you wish so she can fight the PCs again in the next adventure—such as in the role of assistant to the warden of Baphomet's labyrinthine prison.



WRATH OF THE
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Minagho

Until recently a notable leader of the Worldwound's forces and the mastermind behind orchestrating the corruption of captured and defecting crusaders, the lilitu Minagho fell from favor when, through her own inaction, she allowed the heroes of Kenabres to destroy a *wardstone* fragment.

MINAGHO

CR 16

XP 76,800

Female lilitu rogue 6 (*Pathfinder Campaign Setting: The Worldwound* 48)

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

Init +1; **Senses** darkvision 60 ft., *true seeing*; Perception +29

DEFENSE

AC 32, touch 16, flat-footed 26 (+6 armor, +5 Dex, +1 dodge, +10 natural)

hp 329 (23 HD; 17d10+6d8+209)

Fort +8, **Ref** +12, **Will** +7; +2 vs. traps

Defensive Abilities evasion, profane grace, trap sense +2, uncanny dodge; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

Weaknesses Baphomet's displeasure

OFFENSE

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

Melee 4 claws +23 (2d8+12/19–20), 2 tail slaps +18 (1d6+7)

Special Attacks create husk, husk link, sneak attack +3d6, swift claws

Spell-Like Abilities (CL 7th; concentration +17)

Constant—*fly*, *tongues*, *true seeing*

At will—*charm monster* (DC 24), *detect thoughts* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 23), *telekinesis* (DC 25)

3/day—*persistent image*, *seeming* (DC 25)

1/day—*demand* (DC 28), *dominate monster* (DC 29), *project image* (DC 27)

1/week—*binding* (DC 28), *wish* (granted to a mortal humanoid only)

TACTICS

During Combat Until the final confrontation at the end of this adventure, Minagho prefers to torment the PCs. She doesn't attempt to kill, but rather to vex and humiliate. She may attempt to disarm them via *telekinesis* and abscond with a valued weapon, use domination to set a PC against the party, or even use *binding* on a PC if she has the time. The tactics she uses once she seeks to finish the PCs off are detailed in the adventure.

Morale Minagho uses *greater teleport* to escape after spending a few rounds tormenting PCs early on, but in the final battle she knows it's her last chance to make things right with Baphomet and fights to the death.

STATISTICS

Str 30, **Dex** 24, **Con** 32, **Int** 21, **Wis** 21, **Cha** 30

Base Atk +21; **CMB** +21; **CMD** 47

Feats Ability Focus (branding), Blinding Critical, Combat Reflexes, Critical Focus, Deceitful, Dodge, Improved Critical (claw), Improved Initiative, Mobility, Power Attack, Quicken Spell-Like Ability (charm monster), Spring Attack

Skills Acrobatics +23, Bluff +38, Diplomacy +26, Disguise +30, Fly +35, Intimidate +26, Knowledge (local, religion) +21, Knowledge (planes) +7, Linguistics +1, Perception +29, Sense Motive +21, Stealth +23

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

SQ change shape (Small or Medium humanoid, *alter self*), profane wishcraft, trapfinding +3

Combat Gear *dust of disappearance* (3), *potions of cure serious wounds* (2); **Other Gear** +3 *heavy fortification studded leather*, *amulet of mighty fists* +2, *portable hole*, *ring of spell storing* (*cure critical wounds*, *cure light wounds*)

SPECIAL ABILITIES

Baphomet's Displeasure (Su) Minagho currently suffers from a powerful effect placed on her via a miracle by Baphomet: she has 10 permanent negative levels and is in constant minor pain until she can convince the demon lord to forgive her for allowing the PCs to destroy the Kenabres *wardstone* fragment. As long as she suffers from these negative levels, she takes a –10 penalty on many rolls and her hit points are reduced by 50—these penalties are incorporated into the stats above. This weakness reduces her CR by 4, to CR 16. As long as she suffers this effect, she loses her branding, profane grace, and profane pact abilities, along with her quickened *charm monster* and her *unholy aura* spell-like abilities. Only by earning back Baphomet's favor are the negative levels removed; should that happen, Minagho regains her lost abilities, and she is restored to a CR 20 foe—see page 48 of *The Worldwound* for further details on these currently unavailable lilitu powers.

Create Husk (Su) Once per day as a swift action, when Minagho deals enough damage with a weapon, spell, or spell-like ability to kill a humanoid within 30 feet, she can opt to transform that slain humanoid into a husk. A successful DC 26 Fortitude save negates this effect, allowing the victim to die normally. A humanoid

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transformed into a husk withers away into an immobile and desiccated corpse, but does not actually die—in this state, the creature remains aware of its surroundings but cannot take any action. A husk is essentially treated as an object with hardness 15 and 60 hit points. If a husk is destroyed, the effect ends and the body dies. This is a curse effect—removing this curse restores the victim to life at a number of negative hit points equal to the creature's Constitution – 1; a husk restored to life in this way has 1 round to stabilize or be saved before it dies. Minagho can maintain 10 husks at a time. If she creates one too many husks, a previously created husk is released and immediately dies. Minagho currently keeps six other husks in her *portable hole*, but she must remove one from this extradimensional space before she can use her husk link ability. Her current favored husk is the body of the famous heroine Yaniel, which she keeps in an armoire in her lair (see page 15). Her other husks are various other crusaders—you can customize these husks into specific characters if you wish. The save DC is Charisma-based.

Husk Link (Su) By spending a minute in blasphemous contact with a husk she's created, Minagho can establish a supernatural link to that husk. As long as she and that husk remain on the same plane, divination spells reveal the linked husk's alignment to be the same as Minagho's (chaotic evil). The husk link allows her to use her change self ability to assume a husk's original form—when she does, she gains a +20 bonus on Disguise checks made to impersonate that person. If Minagho takes enough damage to be slain while having an active husk link, the husk takes the killing blow's damage instead and is destroyed, instantly severing that link; if Minagho is disguised in the husk's original form, she instantly reverts to her true form.

Profane Wishcraft (Su) A creature that accepts a *wish* from Minagho immediately becomes chaotic evil unless it succeeds at a DC 26 Will save. A creature that becomes chaotic evil in this way gains the benefits of a *good hope* spell for 24 hours, followed by the effects of *crushing despair* for 1d6 days (these spell effects function at CL 17th). The save DC is Charisma-based.

Swift Claws (Ex) When Minagho makes a full-round attack action, she can attack twice with each of her claws, for a total of four attacks per round.

Minagho is a lilitu—a demon born of a soul of temptation. She specializes in the corruption of faith, and has personally engineered the conversion of thousands of crusaders over the past several decades to the worship of Baphomet or Deskari. Lilitus collect bodies and wear them in the same way a humanoid might collect clothing—Minagho's current favorite form is that of a relatively famous paladin named Yaniel, a hero who recently went missing in the Worldwound.

As the demon responsible for the corruption of many captured crusaders, Minagho has been one of the most dangerous foes facing the crusaders, yet her subtlety has kept her from being identified as one of the Worldwound's primary villains. Full details on Minagho's history and her current goals appear on pages 14–15.

Campaign Role

Minagho has been a behind-the-scenes antagonist until now, but in “The Midnight Isles” she becomes a primary villain. Play her as a vexing, recurring nemesis—she spends much of this adventure tormenting the PCs rather than making actual attempts to slaughter them. She's powerful enough that she should be able to endure a round or two of combat before teleporting away—the more often she can do this, the more the PCs should come to hate her, and thus the more satisfying her eventual defeat will be.





WRATH OF THE RIGHTEOUS TREASURES

The following unique treasures can be found in “The Midnight Isles.” Player-appropriate handouts for the treasures detailed here appear in the *Pathfinder Cards: Wrath of the Righteous Item Cards*.

BLANCHER		PRICE 63,312 GP
SLOT none	CL 15th	WEIGHT 25 lbs.
AURA strong necromancy		



This Large +4 adamantine heavy pick has a haft of petrified bone and a head of crudely formed adamantine. *Blancher* is unusually heavy and must be wielded with two hands, but it deals damage as if it were a Huge weapon rather than a Large weapon. On a successful critical hit, it deals 1d12 points of bleed damage (this bleed damage does not stack with multiple hits) and 1d3 points of Charisma damage as the victim’s flesh, hair, and eyes are blanched and whitened.

CONSTRUCTION REQUIREMENTS	COST 33,312 GP
Craft Magic Arms and Armor; <i>bestow curse, bleed</i>	

FASCICULUS LABYRINTHUM		MINOR ARTIFACT
SLOT none	CL 15th	WEIGHT 2 lbs.
AURA strong abjuration		



The rune of Baphomet emblazons this slim, leather-bound volume. Taken from a larger work, the *Fasciculus Labyrinthum* details many of the rituals of Baphomet worship. Included in its pages are details of how to operate the *imago lens* and

incomplete instructions to constructing one. As long as the book is carried (even if carried in an extradimensional space like a *bag of holding*), it grants its carrier immunity to *maze* spells and a +4 profane bonus on all saving throws against insanity and confusion effects.

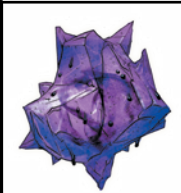
DESTRUCTION
The *Fasciculus Labyrinthum* must be carried into a maze that has never been solved. The book must remain in the possession of a person lost in the maze for 666 days. If on the 666th day the carrier of the book solves the maze, the pages of the *Fasciculus Labyrinthum* turn blank and nonmagical.

IMAGO LENS		MAJOR ARTIFACT
SLOT none	CL 25th	WEIGHT 80 lbs.
AURA overwhelming illusion (chaotic, evil)		

The *imago lens* appears as a 3-foot-diameter semitransparent disc of amber gripped in the jaws of a metal demonic frame. This device functions as a *crystal ball* with *telepathy* and *true seeing*—a successful DC 24 Will save allows a creature to resist being scried upon by the *imago lens*. Once per day, the *imago lens* may instead be used to create a projected image of the user, as the spell *project image*. The user may project this image into any location she has observed before, either in person or via scrying. Once the image is projected, the user can sense the world around the image as if she were there, communicate with nearby creatures, and even cast spells. The image cannot move from its current location. Using this effect is not without risk; if the image is dispelled, the user must succeed at a DC 25 Fortitude save or take 4d6 points of Constitution drain as her body reels from the sudden disconnection and her soul is warped and twisted by the lens’s powerful magic. The *imago lens* is a chaotic evil artifact, and each time it is used, a non-chaotic-evil user must also succeed at a DC 25 Will save to resist having her alignment shift one step closer to chaotic evil.

DESTRUCTION
If a demigod is slain while it uses the lens to project an image, the lens shatters and the demigod turns into an insane ghost.

NAHYNDRIAN CRYSTAL		MINOR ARTIFACT
SLOT none	CL 30th	WEIGHT 3 lbs.
AURA overwhelming conjuration and necromancy [evil]		



Normally, when a demon lord is slain while its Abyssal resurrection ability has already been used, its body joins the countless others petrified into the walls of the Rift of Repose. The demon lord Nocticula discovered a method to bypass this, however, and now any demon lord

slain by her is instead absorbed into her realm, creating an island in her domain. The demon lord’s personality and themes influence the nature of the newly formed isle, but little of its physical form remains save for its ichor. This lifeblood fossilizes deep within the island into *Nahyndrian crystals*.

The majority of *Nahyndrian crystals* are flawed, but the most perfect of them retain the mythic power of their demonic source. These *Nahyndrian crystals* have hardness 30 and 120 hit points, and can be used in the creation of various powerful items.

Wrath of the Righteous Treasures

Nahyndrian crystals feel cold to the touch, and contact with one can be debilitating. When a creature touches a *Nahyndrian crystal*, it takes 1d4 points of Wisdom drain as flashes of horrific anguish flood the creature's mind (Fortitude DC 25 negates). A creature can only be affected in this way by a *Nahyndrian crystal* once in a 24-hour period.

A creature that carries a *Nahyndrian crystal* on its person (even if the crystal is carried in an extradimensional space, such as a *bag of holding*) gains 2 negative levels; creatures with both the chaotic and evil subtypes only gain 1 negative level in this manner. These negative levels remain as long as the crystal is carried and are removed as soon as the crystal is abandoned. The negative levels from multiple *Nahyndrian crystals* stack. These negative levels never result in actual level loss, but they cannot be overcome in any way while the crystal is possessed (including via *restoration* spells). A creature who carries enough *Nahyndrian crystals* to gain enough negative levels to equal or exceed its Hit Dice immediately dies—a humanoid slain in this manner immediately rises as an advanced bodak.

A *Nahyndrian crystal* cannot be teleported. Anyone attempting to use a teleportation effect on a creature carrying a *Nahyndrian crystal* (including the creature itself) must attempt a DC 30 caster level check. If the caster fails the check, the spell doesn't work and is wasted; otherwise, the spell works normally, but any *Nahyndrian crystals* carried by the teleporter remain behind, dropping to the ground where the teleporter was previously standing.

DESTRUCTION

A *Nahyndrian crystal* can be destroyed by physical damage, provided the source can penetrate the crystal's hardness.

NAHYNDRIAN ELIXIR		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong conjuration and necromancy [evil]		

This thick, syrupy, deep purple elixir contains within it the ability to infuse a drinker with a tiny fragment of a dead demon lord's mythic power. So potent is this elixir that it must be stored in a magically reinforced cold iron flask capped with a mixture of lead and demon ichor—the flask itself is essentially a wondrous magic item that does nothing else and costs 8,000 gp to craft. Even then, the elixir's essence fills a 10-foot-radius area with unholy energies that sicken all living creatures (this is a poison effect with no saving throw). If the flask is opened, this radius expands to 30 feet. A thin sheet of lead, 1 inch of common metal, or 1 foot of stone blocks this effect. Once the flask is opened, the elixir must be imbibed within 1 minute; re-capping the elixir at this point doesn't reset or pause this countdown. If the elixir has not been imbibed in that time, the energy within explodes in a 30-foot-radius burst that deals 15d6 points of unholy damage (Will DC 25 half) to all creatures in the area of effect, destroying the elixir.

If a creature drinks a *Nahyndrian elixir*, it must succeed at a DC 25 Fortitude save or take 4d6 points of Constitution drain (demons automatically succeed). If a non-mythic chaotic evil creature succeeds, it undergoes mythic ascension—gaining either the first tier in a mythic path or a mythic rank, at the GM's discretion. A chaotic evil creature that is already mythic treats a *Nahyndrian elixir as nectar of the gods* (*Pathfinder RPG Mythic Adventures* 155).

Nahyndrian elixirs have the same strange immunity to teleportation effects as *Nahyndrian crystals*.

DESTRUCTION

Merely opening the elixir ensures its destruction. Pouring the contents out triggers its unholy explosion instantly.

STALKER'S CROSSBOW		PRICE 54,735 GP
SLOT none	CL 14th	WEIGHT 4 lbs.
AURA strong divination		



This crimson-and-black +3 *seeking light crossbow* is strung with what appears to be a length of twisted, smoking shadows. Once per day, the wielder of a *stalker's crossbow* may cast *locate creature*, targeting the last creature that was damaged by a bolt fired from

the weapon. As long as the *locate creature* effect continues, the *stalker's crossbow* gains the *bane* weapon special ability against that target.

CONSTRUCTION REQUIREMENTS	COST 27,535 GP
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Craft Magical Arms and Armor; *locate creature*, *summon monster I*, *true seeing*

TALISMAN OF TRUE FAITH		PRICE 3,000 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint divination		



A *talisman of pure faith* looks like a set of six of black and red hexagons nested within each other. When worn about the neck, a *talisman of pure faith* physically transforms into a holy symbol that

matches the faith of the wearer, unless that information is blocked via a magical effect. It can be utilized as a divine focus, and doesn't take up a neck slot when worn in this manner. If worn by someone who doesn't worship a single deity, it remains in its hexagonal shape and cannot be used as a divine focus. As long as it is carried or worn, a *talisman of pure faith* functions as a *phylactery of faithfulness*. In addition, while it is worn, the talisman grants a +4 bonus on all concentration checks to cast spells impeded by planar traits.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item; *detect chaos*, *detect evil*, *detect good*, *detect law*