

## Wrath of the Righteous



# Alushinyrra: The Porphyry City

**O**ur guide steered the barge into one of the Porphyry City's many canals. In every direction we looked, the city rolled out as far as we could see—a sprawling panorama of purple domes and yawning plazas. Our guide suggested we suppress our obvious wonder, as being pegged as a newcomer here could be dangerous. For despite the place's overwhelming beauty, its streets teemed with strange creatures and terrible demons. Savage beasts and tempting succubi peered at us as we debarked the barge and set off to find the captured souls we had been sent for.

—Marliss Nalathane, explorer



## Alushinyrra: The Porphyry City

Nocticula's Midnight Isles may not be the largest or the most dangerous Abyssal Realm, but they are without doubt among the most exotic and beautiful locations in the Abyss—perhaps even in the entire Great Beyond. Yet beneath these idyllic landscapes and breathtaking vistas, the promise of pain and the assurance of swift death is always close at hand.

The Midnight Isles have never known the light of day, yet they are not constantly shrouded in darkness, for an immense moon rises and sets on the horizon once every 8 hours, followed by 8 hours of near darkness. While the moon is up, the dim light cast down bathes the islands; after the moon sets, starlike pinpoints of light emerge in the heavens and pale, luminous ribbons periodically slither through the sky, though these do little to lift the veil of darkness.

The archipelago is located on one of the shores of the Abyssal sea of Ishiar. The surrounding waters are on average a few hundred feet deep, though depths can vary from relative shallows (about 30 feet) to drops of 6 or 7 miles. Near the islands of Nahyndri, Kexervix, Belatruve, and Zimhain, the distant wall of the unimaginably vast edge of the Abyss itself rises, an indomitable, night-shrouded cliff rising into forever.

Of the Midnight Isles, 30 are of particular note, for these were formed from the remnants of demon lords Nocticula slew over eons. The other islands formed around the remains of other, less powerful victims slain by the Lady in Shadow, such as balor lords, powerful qliphoth, or not-quite-demigod-level victims from other planes whom she dragged back here to finish off. The size of the individual islands reflects the former power of the slain demon lord that formed it, while the island's inhabitants and topography and terrain generally matches the themes of the once-living demon lord's areas of interest. The table on page 66 details these great isles names and their themes. Each island is named after the demon lord slaughtered to create it.

Alinythia is the largest, a dominion created from the remains of Nocticula's first and most deadly competitors for the role of queen of succubi. Nearby, the mountainous isle of Nahyndri runs with purple, crystalline glaciers. This is the oldest island of Nocticula's realm. The glaciers are composed of sheets of raw crystals called *Nahyndrian crystals*, although oddly the crystals of the slain demon lord Nahyndri's fossilized ichor are nowhere near the quality of the crystals formed from the other demon lords' remains scattered throughout the Isles, as if by sheer quantity their power has been diluted. The jagged peaks and blasted canyons of Vyriavaxus, where even the monstrous moon of the Midnight Isles never shines, are haunted by shadow demons and batlike horrors. The isle of Marah is formed from the remains of another of Nocticula's competitors, a once-powerful succubus of shame and scandals, while the

frozen crags and glacial sheets of Deluria rose from the corpse-seed of a frozen demon worshiped on a world quite distant from Golarion. The gothic slopes of mountainous Luralune and its death-haunted slave-villagers, the web-shrouded gulches and spires of Bezwarluu, and the gritty ruin-laced sands of Mirogo all have their own denizens and secrets, as does each of the Midnight Isles. The islands of Vazglar and Colyphyr are presented in more detail in this volume.

Each island is primarily inhabited by tieflings, cambions, and alu-demons, as well as a not-inconsiderable number of humans who've been brought here from countless worlds and bred as slaves and for various forms of entertainment. The most powerful denizen of each island realm is the unique demon who rules over the place. Some of the islands lie fallow; either they were never claimed in the first place or their lords were slain in long-lost battles, but those ruled by mistresses and masters pay homage to Nocticula. A fraction of every life taken, every hope dashed, and every pleasure enjoyed in the Midnight Isles siphons away from its source for Nocticula to drink in and enjoy, and with the consumption of each measure of energy so gathered, her power grows.

### Alushinyrra

Although dozens of major cities and countless smaller towns can be found on Alinythia, the sprawling metropolis of Alushinyrra dwarfs them all. It covers an entire island at Alinythia's heart, an urban sprawl of towers, domes, spires, canals, twisting alleys, and mazelike streets. The bulk of the buildings of this immense city are made of porphyry, from regal purples to deep crimson, with highlights of black and white marble and gray basalt in places. The city's size usually overwhelms visitors from the Material Plane, for it's built on a scale in which only creatures capable of teleportation at will can truly ever feel at home.

By Nocticula's decree, Alushinyrra is open to all visitors. The Lady in Shadow knows and understands that with a vibrant mercantile economy comes power, and as one of the largest cities in the Abyss, Alushinyrra draws an astounding amount of trade. The city's greatest export is slaves—the mistresses and trainers of the Porphyry City (named for the city's reddish-purple appearance) travel the Great Beyond gathering all manner of creatures for those seeking new experiences or specialized attentions from slaves serving as guardians, meals, lovers, or all three. Magical items, rare spells, fine jewelry, and exquisite clothing are also in great supply, but the largest of these secondary markets are Alushinyrra's burgeoning shipyards.

The city's canals are thick with ship traffic. Travelers from the Abyssal realms of Malvyrea, Mephism, the Slithering Pools, and Vantian come here daily. Some of the canals flow with the waters of the River Styx,



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Island	Themes
1. Ilmarendus	Dry wells, ghost towns, vengeful dead
2. Luralune	Banshees, mountain valleys, songs
3. Illarenn	Bells, mirrors, vanity
4. Vaetuu	Deathtraps, gears, possessed machinery
5. Azinym	Cursed villages, violent mobs, wolves
6. Talerox	Broken bones, infections, splinters
7. Kovalarue	Broken vows, misplaced revenge, tears
8. Deluria	Frostbite, hunger, winter
9. Halvireg	Floods, hurricanes, washed-up corpses
10. Gorg	Defrocked priests, incest, twins
11. Migorg	Corrupt officials, incest, twins
12. Colyphyr	Dragons, jungles, poisoned waters
13. Alir	Carnivorous plants, scars, tainted soil
14. Marah	Defamation, scandals, shame
15. Mirogo	Lost explorers, sandstorms, vultures
16. Tharvool	Ashes, magical energy, whispers
17. Korluuraud	Bones, desecrated crypts, tombstones
18. Urvog	Misanthropes, old structures, toads
19. Uzail	Astrology, ill fortune, standing stones
20. Alinythia	Harpies, music, seduction
21. Vazglar	Jealousy, loss, ruined cities
22. Bezwarluu	Infestations, rifts, spiders
23. Vyriavaxus	Bats, shadows, sunsets
24. Azverindus	Libraries, mountain spires, secrets
25. Nahyndri	Gems, prisons, slavery
26. Melarach	Open wounds, needles, sadistic doctors
27. Raknus	Alleyways, thievery, urban decay
28. Zimhain	Messengers, slander, talking animals
29. Belatruve	Murderers, nooses, strangulation
30. Kexervix	Beetles, dead trees, severed limbs

allowing travelers from other planes direct access to certain districts—provided they can navigate the deadly dark waters. Thanadaemons patrol these canals, for Noctacula has arranged these skiff-piloting daemons free access to all of the city's waterways. They eagerly take her up on her generosity, plying their trade in return for souls, and are constantly on the lookout for escaped prisoners to capture and drain of life. These creatures are the closest thing Alushinyrra has to an organized police force, yet even they avoid venturing below into the city's multilevel sewers—a tangled warren of sumps and reservoirs said to connect to the Abyssal Undersump itself. Whispers persist that the demon lord Jubilex maintains a den somewhere in the deepest parts of the city, as do even softer-spoken rumors that Noctacula sometimes visits the odious lord of slime for pleasures better left not imagined.

Demons are the most numerous denizens of Alushinyrra, yet they are far from its only inhabitants. The city swells

with millions of their kind, but millions of visitors from throughout the Great Beyond can be found walking the streets or lurking in its alleys. Noctacula has little concern for the fights that often break out in the city, provided no significant damage is dealt to the city itself.

Special note should be made of the city's two most powerful denizens—Noctacula and Shamira. While Noctacula is the realm's ruler, she is rarely seen traveling within her realm or her city, and instead spends much of her time within the sprawling expanse of her palace—the House of Silken Shadows—or otherwise tending to her countless plots throughout the Great Beyond. She's never more than a breath away from Alushinyrra, and depends on her steward, Shamira, to inform her of any significant developments that requires her direct intervention.

Shamira personally enjoys a special position in the city as its governor, answering only to Noctacula. She is known for her ability to seduce through dream alone, and prefers to maintain an obvious presence in the Porphyry City, proudly and openly walking its streets. Some believe that Shamira maintains her high visibility because she hopes that it will aid her in one day being regarded as the true mistress of Alushinyrra.

### ALUSHINYRRA, THE PORPHYRY CITY

CE metropolis

**Corruption** +7; **Crime** +6; **Economy** +9; **Law** -3; **Lore** +4;

**Society** +2

**Qualities** Abyssal Capital, Demonic, Holy Site, Notorious, Planar Metropolis, Prosperous

**Danger** +40

#### DEMOGRAPHICS

**Government** overlord

**Population** 6,500,000 (5,000,000 demons, tieflings, and half-fiends; 1,000,000 humanoids; 500,000 other)

#### Notable NPCs

**Noctacula** (demon lord of assassins, darkness, and lust)

**Shamira** (nascent demon lord of dreams and seduction)

#### MARKETPLACE

**Base Value** 30,400 gp; **Purchase Limit** 300,000 gp;

**Spellcasting** 9th

**Minor Items** all available; **Medium Items** 4d4; **Major Items** 3d4

#### NOTES

**Abyssal Capital** Alushinyrra is corrupt, crime-ridden, and especially lawless. (*Corruption* +2, *Crime* +2, *Law* -8)

**Demonic** Demons and demonic creatures are the primary denizens of the Porphyry City. (*Increase Danger* by +20. *Demonic characters* treat the city's *Danger* as 0. *Non-demonic characters* can blend in as demons with successful DC 30 *Disguise* checks. Such disguises may not hold up under individual scrutiny, but while in effect, the party treats the city's *Danger* as 0 when rolling for encounter results.)



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**Planar Metropolis** Alushinyrra is a destination city in the Outer Planes, and its gates are open to all visitors. Many travel here despite the city's danger and notoriety. (*Economy +4, increase base value by 50%, increase purchase limit by 100%*)

## GAZETTEER

The city of Alushinyrra is much larger than any city on Golarion—Nocticula's palace itself covers a larger area than the city of Absalom. The Porphyry City creates an inviting but false sense of security. Danger still exists here, but Nocticula's desire for visitors, traders, and seekers of experience from across the Great Beyond have made it, like Yanaron, one of the plane's most important hubs for trade.

The city is organized into six different districts, each of which is described in brief below.

**Fleshmarkets:** Large open plazas are common, each ringed by a diverse array of shop fronts. Here, it's rare to see a structure surpass a hundred feet in height. The Fleshmarkets predominantly sell slaves, but with patience and luck, dedicated shoppers can find a specialized shop catering to any needs—exotic or mundane.

**House of Silken Shadows:** This sprawling palace of a thousand towers and half as many bejeweled domes is the seat of power of Nocticula herself. Each of those towers

is said to contain a sizable harem specializing in its own unusual trade, and it's rumored that on rare occasions those favored by Nocticula may taste of the pleasures these spires conceal. Of course, many of those who do so don't emerge, either because of overwhelming infatuations or sinister ends. Nocticula's grand hall measures a mile long, the arched ceiling above capturing its own weather formations under the Lady's manipulations. Countless cages and gilt balconies holds her still-living trophies on display, harvested from countless worlds.

**Porphyry Ducts:** The city's canals are paved with porphyry, yet the purple stones are often coated with colorful algae and other aquatic growths. Strange creatures dwell in the deepest and most isolated of these canals, while the larger reservoirs are primarily used for shipbuilding and naval combat maneuvers, or in some cases to support vast floating marketplaces of various traders, slavers, and performers.

**The Ten Thousand Delights:** This sweeping reach contains the widest range of architectural styles, with spired temples sharing walls with open-air gardens across the street from low-walled bunkers and extravagant conjure-brothels. The Delights focus upon entertainment and debauchery as an efficient method of parting travelers



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from their coin. Shamira's palace, the burning Harem of Ardent Dreams, looms high on the edge of this district. Here's also where the bulk of Alushinyrra's inns and eateries are located, although finding one that isn't also a bordello is next to impossible.

**Terrace of Favored Mistresses:** This section of the Porphyry City raises the glamour and wonder of the city's already outrageous architecture to new heights, with its sprawling manors and towering harem-fortresses. Those who have earned special rewards dwell here—the aristocracy of a city built on deception and sin.

**Virgin's Ribs:** So named for the riblike spires that protrude along the shore, this district is Alushinyrra's slums. What sparse and lazy enforcement exists elsewhere in the city doesn't exist at all here. The reaches of crumbling buildings, shantytowns, and ruins are ruled by dozens of bickering tribes of savages, failed slavers, murderers, monsters, and worse.

### Shamira

*This crimson-haired demonic woman has wings of fire. She carries a slender bow made of flames.*

<b>SHAMIRA</b>	<b>CR 25</b>	  
<b>XP 1,638,400</b>		
CE Medium outsider (chaotic, demon, evil, extraplanar, fire)		
<b>Init</b> +11; <b>Senses</b> darkvision 60 ft., <i>detect good</i> , <i>detect law</i> , <i>true seeing</i> ; Perception +45		
<b>Aura</b> <i>unholy aura</i> (DC 31),		
<b>DEFENSE</b>		
<b>AC</b> 42, touch 35, flat-footed 31 (+4 deflection, +11 Dex, +7 natural, +10 profane)		
<b>hp</b> 553 (27d10+405); regeneration 15 (good)		
<b>Fort</b> +28, <b>Ref</b> +30, <b>Will</b> +26		
<b>Defensive Abilities</b> <i>fire shield</i> , <i>freedom of movement</i> ; <b>DR</b> 15/cold iron and good; <b>Immune</b> charm and compulsion effects, death effects, disease, fire, electricity, poison; <b>Resist</b> acid 30, cold 30; <b>SR</b> 36		
<b>Weaknesses</b> vulnerable to cold		
<b>OFFENSE</b>		
<b>Speed</b> 40 ft., fly 80 ft. (perfect)		
<b>Melee</b> 2 claws +36 (1d8+9 plus 4d6 fire and burn), tail slap +31 (2d6+4 plus 4d6 fire, burn, and grab), 2 wings +31 (1d8+4 plus 4d6 fire and burn)		
<b>Ranged</b> <i>firebow</i> +43/+38/+33/+28 (1d8+14/19-20/x3 plus 1d6 fire and burn)		
<b>Special Attacks</b> burn (8d6 fire, DC 38), constrict (2d6+13 plus 4d6 fire and burn), dream haunting, energy drain, fiery passion, profane benediction		
<b>Spell-Like Abilities</b> (CL 20th)		
Constant— <i>detect good</i> , <i>detect law</i> , <i>fire shield</i> (warm shield only), <i>freedom of movement</i> , <i>true seeing</i> , <i>unholy aura</i> (DC 31)		
At will— <i>charm monster</i> (DC 27), <i>desecrate</i> , <i>greater dispel</i>		

*magic*, *greater teleport*, *mass suggestion* (DC 29), *telekinesis* (DC 28), *unholy blight* (DC 27)

3/day—empowered *delayed blast fireball* (DC 30), quickened *dominate person* (DC 28), *symbol of persuasion* (DC 29)

1/day—*meteor swarm* (DC 32), *nightmare* (DC 28), summon demons, *time stop*

#### STATISTICS

**Str** 29, **Dex** 32, **Con** 40, **Int** 28, **Wis** 25, **Cha** 37

**Base Atk** +27; **CMB** +36 (+40 grapple); **CMD** 71

**Feats** Blinding Critical, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Deadly Aim, Empower Spell-Like Ability (*delayed blast fireball*), Improved Critical (composite longbow), Improved Precise Shot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Quicken Spell-Like Ability (*dominate person*), Rapid Shot

**Skills** Acrobatics +41, Bluff +51, Diplomacy +40, Disguise +43, Fly +49, Intimidate +40, Knowledge (planes, religion) +39, Perception +45, Perform (dance) +40, Sense Motive +37, Sleight of Hand +38, Spellcraft +36, Stealth +41, Use Magic Device +43; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic, Ignan; telepathy 300 ft.

**SQ** change shape (any humanoid; alter self), divine deception, nascent demon lord traits

#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary (unique)

**Treasure** triple

#### SPECIAL ABILITIES

**Divine Deception (Su)** Once per day while Shamira uses her change shape ability, she can choose to emulate a different alignment for the purpose of divination spells that reveal auras (such as *detect evil*). This effect persists as long as she carries a holy symbol of a deity of the same alignment she wishes to emulate. This holy symbol must have been given to her within the previous hour by a worshiper of that deity; Shamira typically secures these symbols via mind control. This effect last for 2d6 hours, after which point the holy symbol crumbles to ashes. While it lasts, spells and other magical effects treat her alignment as if it were the feigned alignment, not her true alignment of chaotic evil. If she uses a symbol of Sarenrae to appear neutral good, this effect lasts for 24 hours before the symbol crumbles to dust.

**Dream Haunting (Su)** Shamira can use her energy drain attack, mind-affecting spell-like abilities, and profane benediction abilities on any creature she successfully affects with her *nightmare* spell-like ability while that ability is in effect. Once she uses one of these abilities against her target, the *nightmare* spell ends—she can only use one of these abilities per use of *nightmare*.

**Energy Drain (Su)** Shamira's energy drain ability functions like that of a succubus, except that it drains 2 levels per use. As a free action as part of this attack, she may choose



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use her burn special attack with her energy drain. With a successful DC 36 Will save, a character resists the suggestion implanted by this attack, and a successful DC 36 Fortitude save negates the negative level after 24 hours. The save DCs are Charisma-based.

**Fiery Passion (Su)** Shamira's passions and fires are one. A creature must be immune to both fire and mind-affecting effects in order to be immune to fire damage caused by Shamira. Creatures immune only to fire instead take fire damage as if they instead had fire resistance 10. Creatures with fire resistance and no immunity to mind-affecting effects take fire damage from Shamira's attacks as if they had no fire resistance.

**Firebow (Su)** As a swift action, Shamira can conjure a +5 *flaming burst unholy composite longbow* that creates arrows as she fires it. In addition, arrows fired from her *firebow* can inflict her burn special attack.

**Nascent Demon Lord Traits** In addition to many of the defenses and abilities incorporated into Shamira's statistics above, her weapons (natural and manufactured) are treated as chaotic, epic, and evil for the purpose of resolving damage reduction. Also, she can grant spells to her worshipers—she grants access to the domains of Chaos, Charm, Evil, and Nobility and the subdomains of Demon, Leadership, Love, and Lust.

**Profane Benediction (Su)** This ability functions as the succubus's profane gift ability, except it grants a +4 profane bonus to an ability score of the target's choice rather than a +2 bonus. If the target is a worshiper of Sarenrae, the target also gains immunity to fire as long as the profane benediction persists, even if the worshiper at some point later abandons her faith in Sarenrae (as is often the case with those who are eager to keep their profane benedictions).

**Summon Demons (Sp)** As a nascent demon lord, Shamira can summon any demon or combination of demons whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level spell.

Shamira, the Ardent Dream, is the nominal ruler of the isle of Alinythia, and by extension the city of Alushinyrra, but with the honor of ruling the largest of the Midnight Isles comes with an unwritten caveat—Nocticula's palace overlooks the city from its own isle. While this position is one that Shamira revels in, and one that has afforded her no small amount of influence (indeed, it's helped to propel her into the ranks of nascent demon lords), the Ardent Dream knows that her mistress watches over her always, and

surely regards her not only as a valued lover, companion, and minion, but also as the closest thing Nocticula has to competition. Of course, Shamira does keep an eye out for any opportunity she has to erode some of Nocticula's power, for someday she hopes to wear Nocticula's crown.

Shamira is unique in her appearance. Even before she became a nascent demon lord, her burning wings and flowing crimson hair marked her as a succubus of power. Close-lipped about her history, she appeared in Nocticula's palace one moonrise and seduced the Lady in Shadow, thus earning the position of Lady of Alinythia. (Nocticula banished Shamira's predecessor, an incubus named Ziforian, to the sewers below the city, where he may yet lurk.) None in the Abyss recall this majestic and unmistakable succubus in the city before her arrival in Nocticula's boudoir. Shamira does little to quell rumors that her previous home was a much loftier place than the

Abyss, and her resemblance to the deity Sarenrae provides endless speculation.

