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## ADVENTURE PATH<sup>™</sup>



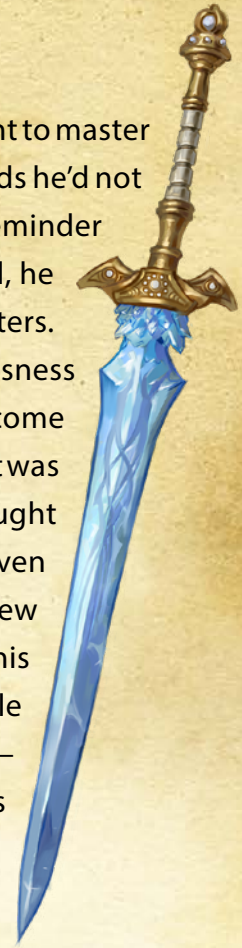
### RETURN OF THE RUNELORDS

## THE CITY OUTSIDE OF TIME

By Amanda Hamon Kunz

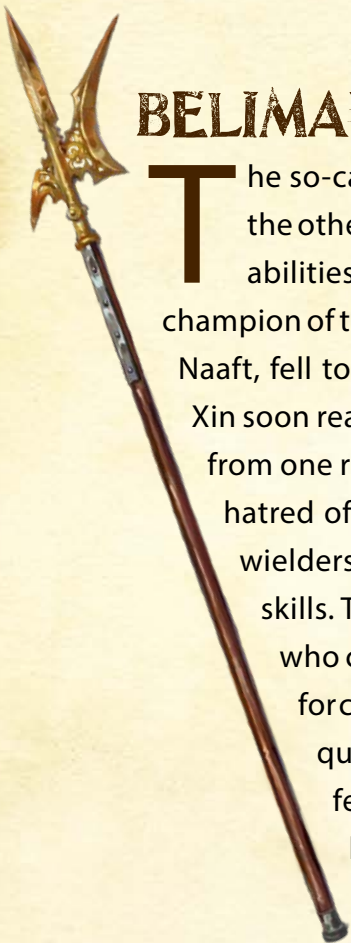
## TANNARIS—SWORD OF ENVY

**R**unelord Tannaris was the second Runelord of Envy, a wizard who sought to master every pursuit he applied himself to. His jealousy toward experts of fields he'd not personally conquered gnawed at the back of his mind, a constant reminder that he wasn't the best. In hopes of proving his bloodline's endless potential, he entrusted his first son to the care of the realm's most talented weapons masters. Raised to be a champion of envy—and a strong host for Tannaris's consciousness should such ever be needed—the child, named Tannaris as well, grew up to become both a phenomenally skilled swordsman and his father's devoted bodyguard. It was this younger Tannaris who was the first to wield the *Sword of Envy*, and he brought great fame to the family name. And yet the elder Tannaris soon realized that even having a son of such skill did not soothe his own jealousy—in fact, he grew resentful of his child's skills. Finally, Runelord Tannaris attempted to murder his son, but the swordsman was prepared and fought back well. The resulting battle saw the deaths of both father and son alike, yet one consciousness remained—trapped in the blade of the champion of envy, though it remains unclear if this is the intellect of the father or the son. While clever duplicates of the *Sword of Envy* have appeared, the true weapon never left the city of Xin-Edasseril.



## BELIMARIUS'S INVIDIOUS HALBERD

**T**he so-called *Invidious Halberd* was intended to epitomize a sort of balance to the other six Alara'quin—Emperor Xin sought to infuse this weapon with potent abilities to negate powerful works of magic and saw its bearer as a potential champion of the regulation of power. Yet when the first to carry the weapon, Runelord Naaft, fell to the same corruption and sin that consumed the other six runelords, Xin soon realized the naive folly of his hopes. Over the years, as the weapon passed from one runelord's hands to the next's, the *Invidious Halberd's* self-loathing and hatred of arcane spellcasters only grew. It only grudgingly abided its runelord wielders, accepting them as its proper bearers but never fully appreciating their skills. The halberd itself is truly happy only when it is used to cut down those who can cast arcane spells—particularly if such targets are wizards. Its knack for consuming magic and leaving magic-wielding foes baffled and befuddled quickly earned its users an additional level of scorn and perhaps a sliver of fear of the halberd itself. Of course, for the Runelords of Envy, this only heightened their feelings of jealousy.



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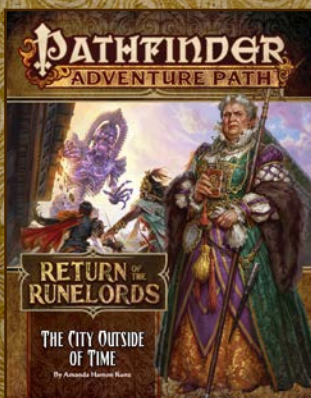
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Artist Ekaterina Burmak depicts the climactic confrontation that awaits the heroes in this adventure, and the imperious glory of Runelord Belimarius herself.



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## REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [pfrd.info](http://pfrd.info).

<i>Advanced Class Guide</i>	ACG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Book of the Damned</i>	BOTD	<i>Ultimate Magic</i>	UM

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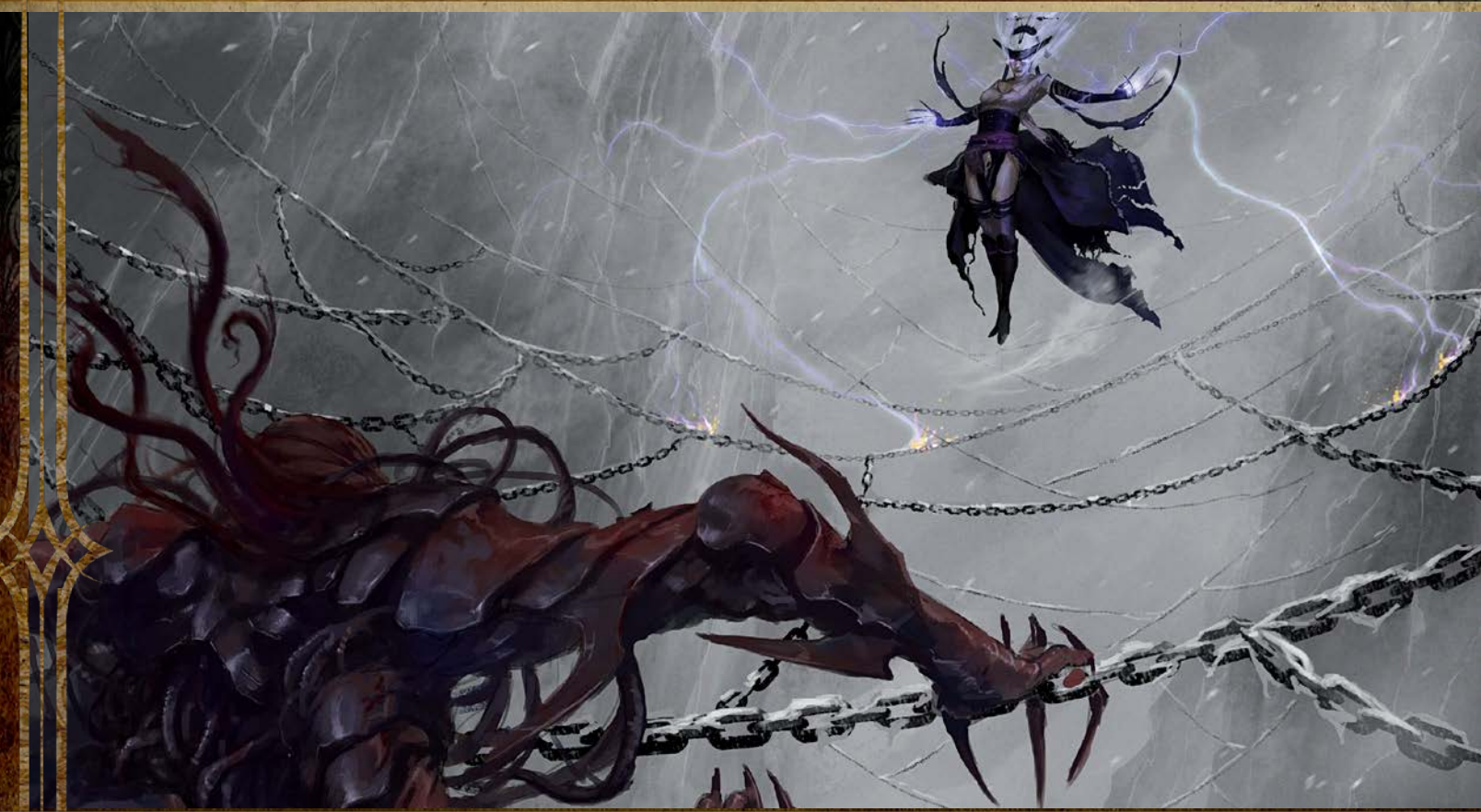
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# THE CITY OUTSIDE OF TIME

## **PART 1: FROZEN TEARS FALLING..... 4**

The heroes must perform a ritual that will shunt them into Xin-Edasseril, an ancient Thassilonian city unmoored from the fabric of time. But to do so, they must navigate the frigid realm of a kyton demagogue on the Plane of Shadow and find a way to enter his horrifying palace.

## **PART 2: INTO XIN-EDASSERIL ..... 27**

Four bickering factions in the City Outside of Time converge on the heroes as they struggle to free champions of the past, recover a precious artifact, and finally learn which parts of history a returning runelord has tainted as she seeks to rise again.

## **PART 3: PIERCING THE HEART OF ENVY ..... 50**

Runelord Belimarius awaits the PCs on her throne within Palace Miasmorla. The key to escaping Crystilan lies within this palace and is controlled by the runelord, but can she be made to see reason? Or must the PCs fight for salvation?

## **PART 4: CRACKING CRYSTILAN'S DOME ..... 57**

To fully restore a people and city tormented for millennia, the heroes must enter the heart of envy itself and destroy it from within—before the ravages of time destroy everyone and everything in this storied realm.

## **ADVANCEMENT TRACK**

“The City Outside of Time” is designed for four characters and uses the medium XP track.

**14** The PCs should begin this adventure well into 14th level.

**15** The PCs should be 15th level before attempting to perform the key to Crystilan ritual from the Plane of Shadow.

**16** The PCs should reach 16th level soon after arriving in Xin-Edasseril, and before confronting Belimarius.

The PCs should end this adventure at 17th level.

## ADVENTURE BACKGROUND

More than 10,000 years ago, in Xin-Edasseril, capital of the ancient land of Edasseril in Thassilon, a murderously ambitious and jealous young woman named Belimarius toiled deep in the obscurity of an arcane bureaucracy. Though she hailed from a wealthy family, her line carried no prestige or formal titles, and an immense generational grudge resulted from her family's sense of unfulfilled entitlement. Resentment consumed Belimarius's adolescence like a raging fire and intensified when she petitioned to study at the Arcanium Abjurant, the nation's top wizardry school, only to instead be met with dismissal and a half-hearted offer of employment as a rural tax collector. The young scion had few other prospects, and so she took the job, completing her mundane tasks with a heart increasingly filled with bitterness. Still determined to become a mighty wizard, Belimarius mastered spellcasting in her spare time, for her drive to exceed the realm's other spellcasters fueled her considerable talent.

Throughout Belimarius's time as a tax collector, her jealousy burned with slow determination, as her envy of the power and prestige of others festered. Her skill in magic also grew, and she used her spells and cunning to clandestinely cut down higher-ranking bureaucrats one by one. Belimarius coveted her superiors' authority and their influence, but mostly she envied the time she believed they stole from her when she, a daughter of wealth, should have been engaged in more prestigious endeavors. At just 20 years old, Belimarius became one of the most influential finance officials in Edasseril—but the ultimate expression of her nefarious desires, as it turned out, was yet to come.

On the eve of her twenty-first birthday, Belimarius learned that the daughter of Runelord Phirandi's treasurer, a girl named Vexnill, had earned a fully funded position as a student at the Arcanium Abjurant. Enraged that the child of a man and family she hated—yet who was ultimately her employer—had been handed a spot she believed the girl couldn't possibly have earned, Belimarius planned Vexnill's demise. This time, she did little to hide her identity as Vexnill's killer, hoping she could impress the mistresses of the Arcanium and take the girl's spot.

Her plan worked better than she ever imagined, for her cruelty and power had gotten the attention of the land's runelord himself.

Instead of punishing Belimarius, the wicked Runelord Phirandi praised her. Seeing her significant magical potential, he took her on as his personal apprentice in his Palace Miasmoria in Xin-Edasseril, the capital of the Realm of Envy. Belimarius spent more than 4 decades as Runelord Phirandi's personal student and advisor. However, as the years passed, resentment and entitlement again began to foment in Belimarius's heart. She suspected that the runelord was holding her back from her true potential: replacing him as ruler and the greatest wizard of the land. Once she had this epiphany, it was nothing for the talented and wily spellcaster to entrap



RUNELORD PHIRANDI

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Runelord Phirandi in a coffin of pure force and claim his throne as her trophy. In -5402 AR, Runelord Belimarius fulfilled her ultimate destiny and became the Runelord of Envy.

For 109 years, rule in Edasseril under Belimarius was brutal, efficient, and absolute. Her first act as runelord was to transfer the traditional seat of power from central Edasseril to her hometown on the nation's eastern border, so that she could be closer to her roots and keep an eye on Cyrasian to the east and the elven nation of Mierani to the south. (Today, many scholars of Thassilon erroneously assume that the ruins of Old Xin-Edasseril, crumbling on Chakikoth Isle, remained the capital city to the end.) Belimarius filled her days with assassinating potential rivals, seizing wealth from those who ran afoul of her temper, and otherwise building a ruthless empire. Her magical studies fell by the wayside—after all, as a practically immortal runelord, she believed she had all the time in the world to build her arcane might. But then Belimarius caught wind of the impending cataclysm of Earthfall, and she realized her mistake. She knew that the surest way to survive such an apocalypse lay in the creation of a personal demiplane, where she could ride out the devastation in safety and slumber. But fashioning such a demiplane involved the creation of a *runewell*, a task that required immense arcane skill beyond Belimarius's ken. The only wizards powerful enough to create a *runewell*, Belimarius was forced to bitterly concede, were Thassilon's four mightiest runelords.

Belimarius considered many options, including her tried-and-true method of deviously cutting down one of her rival runelords and stealing that which she coveted. Such methods, though, were far too risky when applied to those powerful wizards. In the end, Belimarius approached Karzoug and paid him an obscene sum of gold and a vault of priceless treasures for his help creating her *runewell*. Karzoug eagerly accepted the payment, but he had little interest in actually aiding a potential rival. He gave her the support she needed to complete construction of her *runewell*, but laced his advice with cunning traps and faulty logic. Had Belimarius not been so rushed to complete her creation, and had she taken just a bit more time investigating Karzoug's advice, she may very well have escaped this trap and already safely awakened from Earthfall.

But Belimarius had no time to perform such studies. When she activated her *runewell*, she was able to fashion a demiplane known as the Eye of Jealousy, but as she did so, the sabotaged *runewell* revealed its flaws. Even as it formed, the Eye of Jealousy imploded, engulfing the heart of Xin-Edasseril and casting it out of time and space itself. The city's center became encased in a sphere of

what appeared to be indestructible crystal, a demiplane that would in time become known as Crystilan.

To those outside of Xin-Edasseril, the city's core appeared to be frozen in time, but those who were trapped within instead unknowingly relived the same week leading up to Earthfall, over and over. Residents no longer aged, but they could still die by violence; their souls remained trapped in the City Outside of Time, their bodies transformed into hideous undead that threaten the fabric of the city's existence. For 10,000 years, Xin-Edasseril remained locked in this cycle, repeating the same week five hundred thousand times, until only recently when the Sihedron Heroes performed a ritual to harvest energy from Crystilan's exterior dome on Peridot Isle, bolstering their defenses against the time-manipulation power of Alaznist, Runelord of Wrath. Unknown to the heroes at that time, the ritual not only bound their souls to the site (so that when they were later defeated by Alaznist, they became trapped within the time-lost city), but it also dangerously frayed the city's temporal landscape. Ever since, time has flowed normally for the city's residents once again, but pockets of unstable temporal backlash are encroaching on the city's corners. It's only a matter of time before untamed temporal instability claims the entire city, but the instability itself holds secrets that reveal damage Alaznist has inflicted upon historical events since her recent awakening, facilitating her ambitious rise to power. To stop the returning runelord, the heroes make their way through the Plane of Shadow; travel to Xin-Edasseril, the City Outside of Time; escape the clutches of Belimarius and those vying for her power; and discover Alaznist's plan before she brings ruin upon the entire world. In the end, they face a choice: do they save the City Outside of Time from certain doom, or do they leave an ancient Thassilonian capital to the ravages of its temporal fate?

## PART 1: FROZEN TEARS FALLING

At the end of "Temple of the Peacock Spirit," the heroes defeated Xanderghul, Runelord of Pride. In so doing, they gained access to a wealth of research and notes he had been gathering about a plan to infiltrate the time-lost city of Xin-Edasseril. That Xanderghul suspected Alaznist has used the *Scepter of Ages* to alter the past should concern the PCs, if only because by now they should have been confronted with similar repercussions—attacks from dangerous entities from the Dimension of Time, incidents of memory loss, and visitations from a mysterious woman who claims to be a steward of time have plagued them ever since their return from Hollow Mountain.

As this adventure begins, the PCs should be directed to investigate more fully the materials they recovered from the Temple of the Peacock Spirit and to follow up on Xanderghul's theories. If they don't seize this opportunity themselves, advice from Sorshen via a *dream* could push them in the right direction. For now, Sorshen should remain a background player in the campaign—she'll have a more direct role to play in the next adventure, but feel free to use her as a method to push the PCs in the direction required.

Once the PCs have time to research Xanderghul's notes recovered from his library (area N8 of the previous adventure), they'll learn quickly enough that entering Xin-Edasseril's time-trapped heart within Crystilan is no small task. As Crystilan is separated from time and space alike, more conventional methods of magical travel like *plane shift* or *gate* won't suffice to reach the so-called City Outside of Time, but Xanderghul's research suggests that one route—albeit a very dangerous one—does exist: a ritual he developed that could augment a *shadow walk* spell cast upon the Shadow Plane to create a sort of back door into the city. The ritual is complicated and esoteric, and it must be performed at a very specific location on the Shadow Plane: inside the antechamber of White Death's Diadem, the fell palace of the kyton demagogue Inkariax. Trapped as he was within the Temple of the Peacock Spirit, Xanderghul never had the chance to test his ritual, but the PCs can use his research to complete his work and perform the ritual themselves.

It's likely the PCs will want to rest and recover for a bit as this adventure begins. This is fine, as there's not a strict schedule by which Alaznist's plans progress, as long as the PCs don't take more than a few weeks to prepare. If they take longer, a warning from Sorshen should be enough to get them moving—or barring this, you can have the damage to the time stream increase. As this adventure begins, the PCs are already taking a –2 penalty on Knowledge (history) checks and must roll Knowledge (history) checks twice, using the lower of the two results. If they take too long to start the adventure, feel free to increase the penalty to –4 or make them roll three times and use the lowest result rather than twice.

In addition to using Xanderghul's notes to research Crystilan, the PCs may wish to do additional research to prepare for their quest. Investigations into Inkariax and his realm require Knowledge (planes) checks (see the nearby table for more information on these topics), but any attempt to research Belimarius and her realm of Xin-Edasseril will be met with failure. A PC who succeeds at a DC 30 Knowledge (history) check can confirm that Belimarius was the final Runelord of Envy, and that her realm of Edasseril encompassed much of the Ironbound Archipelago to the west of Varisia, but beyond this, the PCs

forget any additional details as soon as they are learned. With a successful DC 30 Knowledge (arcana or planes) check, a PC knows that this is likely linked to the damage to the time stream—whatever caused this damage seems to correlate directly with Edasseril itself. Even Sorshen, if asked, is unable to recall detailed information about the realm or its ruler, something that worries the Runelord of Lust and encourages her to push the PCs to investigate further as soon as possible. If the PCs wish to learn more, they'll need to travel to the city and learn it firsthand.

## Researching Inkariax and His Realm

### Knowledge

#### (planes) Result Information Learned

25+	White Death's Diadem is the name of the palace home of Inkariax, a kyton demagogue devoted to cold, preservation, and solitude. The Diadem is located somewhere within Frozen Tears, Inkariax's realm on the Shadow Plane.
30+	The location of Frozen Tears on the Shadow Plane corresponds to the location of Crystilan on the Material Plane, which is on Peridot Isle in the Steaming Sea. The Material Plane iteration of Crystilan is perfectly preserved, totally abandoned, and seemingly encased in a thick dome of pure crystal. Scholars believe that powerful echoes of temporal stasis and similar magic reverberated into the Shadow Plane, prompting Inkariax to move his realm to this corresponding location on the Shadow Plane after Earthfall.
35+	White Death's Diadem is located in the center of Frozen Tears, and entering this antechamber is no simple task, as it is impenetrable to anyone without one of several specific pendants. Some of these pendants are likely to be kept by denizens of Frozen Tears itself. The pendants are tied to Doloras, a Queen of the Night and evil demigoddess who resides in Caina, the eighth layer of Hell. Inkariax is said to be in league with Doloras and gains power through his alliance with her.

## RESEARCHING THE KEY TO CRYSTILAN

As this adventure begins, the PCs should study and learn more about the details hinted at in the ritual, which Xanderghul referred to as the “key to Crystilan.” Since the Runelord of Pride's notes are quite detailed, the PCs should have little trouble learning the key to Crystilan ritual, as if they were being taught the occult ritual directly. The key to Crystilan is a 9th-level ritual, and thus

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## THE SHADOW PLANE

Full details on this eerie, colorless realm appear on pages 106–111 of *Pathfinder RPG Planar Adventures*, but some of the realm's key traits are reprinted in this sidebar for convenience.

**Magic:** Spells with the shadow descriptor are enhanced on the Shadow Plane and function as if their caster level were 2 higher than normal. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the effects they mimic (rather than 20%). The greater versions of these spells are 70% as powerful (rather than 60%), and *shades* conjures at 90% power (instead of 80%). Spells with the light descriptor or that use or generate light or fire are impeded in this plane, and to cast them, a caster must succeed at a concentration check (DC = 20 + the level of the spell); on a failed check, the spell does not function, but it is still lost as a prepared spell or spell slot.

**Vision:** The ambient lighting on the Shadow Plane is dim light. Light sources from mundane and magical sources alike can brighten this illumination, but their ranges are halved. Magical darkness effects reduce light levels normally.

it will take the PCs 9 days of study to learn it. During this time, the PCs can certainly also attend to personal matters, shop for gear, and sell treasure, but more in-depth downtime activities such as crafting magic items cannot be pursued. At the end of the period of study, a PC must succeed at a DC 19 Intelligence check to learn the ritual successfully.

When a PC has learned the ritual, she understands that it must be performed at White Death's Diadem, a site on the Shadow Plane that corresponds to the location of Crystilan on the Material Plane. At 15th level, it may be difficult—but not impossible—for the PCs to complete this ritual once they've finally accessed White Death's Diadem (area **B18**). They likely won't realize it until they come across them, but there are items found in various areas of the realm of Frozen Tears that provide bonuses on the skill checks required for the ritual. For more information, see areas **B9** and **B12**.

### KEY TO CRYSTILAN

**School** illusion (shadow); **Level** 9

**Casting Time** 90 minutes

**Components** V, S, M (crushed crystal ground into fine dust), SC (up to 8)

**Skill Checks** Knowledge (arcana) DC 34, 2 successes; Knowledge (planes) DC 34, 5 successes; Spellcraft DC 34, 2 successes

**Range** medium (100 ft. + 10 ft./level of the primary caster)

**Effect** an interdimensional connection between White Death's Diadem and Crystilan, the City Outside of Time

**Duration** 24 hours (D)

**Saving Throw** none; **SR** no

**Backlash** The primary caster is exhausted.

**Failure** All casters gain 2 temporary negative levels.

### EFFECT

This ritual has no effect unless it's cast within the antechamber of White Death's Diadem, in the realm of Frozen Tears on the Shadow Plane. Casting the ritual requires the primary caster to sprinkle the material component in tight, ever-widening concentric circles while the secondary casters, if any, form a tight perimeter around the primary caster. While the primary caster spreads the crystal dust, the casters must chant litanies to the power and insight of ancient Thassilon. The specifics of these litanies are inconsequential, but all casters must speak in unison and in the same language while casting this ritual.

At the ritual's climax, one of the casters (primary or secondary) must cast *shadow walk* to complete the ritual—the *shadow stylus* the PCs may have recovered in the previous adventure is a perfect tool to achieve this effect. As this spell takes effect, it interacts with the ritual to create a connection between White Death's Diadem and Xin-Edasseril (see Part 2 for more information about what awaits the PCs on the other side of this portal). The portal itself remains open for 24 hours, but as long as the primary caster is within 100 feet of either side of the portal, she can close it with a standard action that does not provoke attacks of opportunity.

**Story Award:** Once at least one PC learns the key to Crystilan ritual, grant the PCs a story award of 38,400 XP.

## THE SHADOW PLANE

Since the PCs probably have access to powerful plane-traveling magic, such as *plane shift* or the *shadow stylus* they discovered in the previous adventure, their journey to the Shadow Plane is a matter of course and not a significant part of this adventure. Similarly, because they should have learned from Xanderghul's notes that Inkariax's realm and palace correspond to the location of Crystilan on the Material Plane, traveling to this general region on the Shadow Plane is also a fairly simple task.

Regardless of the method the PCs use to travel to the Shadow Plane, you should consider having their point of arrival in the eerie realm be a location called the Frigid Menagerie—this gives the PCs an exciting introduction to the Shadow Plane while also giving them some context and information that will help them in their adventure there. If you choose to have the PCs' first encounter take place elsewhere, use the information presented in the Frigid Menagerie as a guideline as to what they should learn before they progress on to Inkariax's realm. A group that avoids the Frigid Menagerie (or worse, is never given



the opportunity to encounter the location in the first place) will be at a significant disadvantage when it comes to accessing White Death's Diadem and performing the key to Crystilan ritual. For more suggestions about tweaking this adventure, see the Skipping the Frigid Menagerie sidebar on page 12.

### A. The Frigid Menagerie (CR 16)

Certain locations on the Shadow Plane are more "in tune" with the Material Plane than others—the metaphysical distance between the two planes being closer there than elsewhere. Such locations draw planar travelers from the Material Plane like a magnet draws iron filings. The icy cavern known as the Frigid Menagerie is one such location. Set in a ragged, frozen hill overlooking Inkariax's domain of Frozen Tears, the cave has become something of a hunting ground for the Shadow Plane's denizens, for in any place where planar travelers are more likely to appear, those who seek such travelers for sinister reasons lie in wait.

It's highly recommended that you have the PCs arrive in the Frigid Menagerie when they travel to the Shadow Plane while in search of Frozen Tears.

The smooth floor of this looming cavern is a nearly unbroken sheet of ice. Two stepped plateaus of rime-encrusted stone tower at either end of the cave, above which lengths of frosty chains dangle from hooks driven into the stony ceiling. Sculptures made from what looks like ice are scattered throughout the room, including various humanoids, a massive dragon, a snakelike creature with wings, and a strange-looking angel with a tall crown made of his own tears, which flow up from his eyes and over his head.

This cavern's ceiling is about 50 feet tall throughout. The plateaus are made of stone and are each about 30 feet tall, with natural stone steps every 3 feet. The terrain on top of the plateaus is normal, though the steps are ice sheets and so difficult terrain (*Pathfinder RPG Core Rulebook* 430).

The statues scattered throughout the cavern are, in fact, creatures that have been killed and then subsequently frozen solid. Their corpses are preserved through supernatural magic, so no amount of heat—magical or otherwise—can melt them. If the PCs examine these "sculptures," they notice an astounding level of detail, including the clothing of the deceased creatures and the horrifying facial expressions they made as the cave's denizens tortured them to death. A PC who succeeds at a DC 22 Heal check or DC 20 Spellcraft check realizes the true nature of these sculptures and concludes that these creatures can be revived only using a *wish* or *miracle* spell.

If the PCs examine the dragon, winged snake, or angelic sculptures, they can learn further information. A PC who succeeds at a DC 24 Knowledge (arcana) check

identifies the frozen dragon as an adult silver dragon, and a successful DC 17 Knowledge (planes) check is enough to identify the winged snake as a lillend azata.

With a successful DC 26 Knowledge (planes) check, a PC recognizes the angel-like sculpture to have once been a planetar angel. However, it's readily apparent to anyone who identifies the angel that the creature was particularly tormented before he was frozen, with deep scores cut into his limbs. He was posed with his head tilted upward, obsidian claws grafted to his upstretched hands, and a bizarre crystal crown on his head that looks like it's made from frozen tears.

A PC who takes note of the angel's strange, ritualistic mutilations and adornments and succeeds at a DC 22 Knowledge (religion) check notices that the angel evokes the profane image of Doloras, a Queen of the Night who lives in Caina, the eighth layer of Hell—a demigoddess who champions detachment, dispassion, and pain. Such a PC also knows that most kytons believe that Doloras is the demigoddess who freed their kind from imprisonment in the Pit, and can guess that this sculpture is likely some sort of homage to her.

In reality, the kyton demagogue Inkariax has long revered Doloras and has spent millennia hoping to convince her to ally with him. Exploiting these facts can help the PCs infiltrate White Death's Diadem. More information about Doloras herself can be found on pages 46–47 of *Pathfinder RPG Book of the Damned*.

**Creatures:** This cave, known to the denizens of Frozen Tears as the Frigid Menagerie, is one of the most notorious and grisly initiation rites of the icy libitinarii kytons that serve Inkariax. Here, as part of the Rites of Piercing, newly born libitinariis drive foot-long nails of ice through the bodies of paralyzed or helpless creatures—the purer the victim, the better, as far as the ritual is concerned. Then, the kytons and their overseers wait for the ice nails to melt before the libitinariis use their supernatural abilities to freeze the creatures solid, then place them on display in the cave, all to the glory of their wicked demagogue.

Hanging from the ceiling above the two plateaus are odd frost-covered chains, spaced out evenly and dangling so that their lowest links hang only a few inches above the stony ground. These chains are used to secure victims during the Rites of Piercing; they aren't thick enough to hinder movement or melee as they hang, but they are imbued with evil, life-sapping magic. A creature amid the dangling chains can spend a full-round action to wrap an adjacent, helpless creature in their frozen lengths. While secured about a victim, the chains supernaturally suppress a creature's immunity or resistance to cold damage, if any. A wrapped creature can spend a full-round action to extricate itself from the chains. The chains

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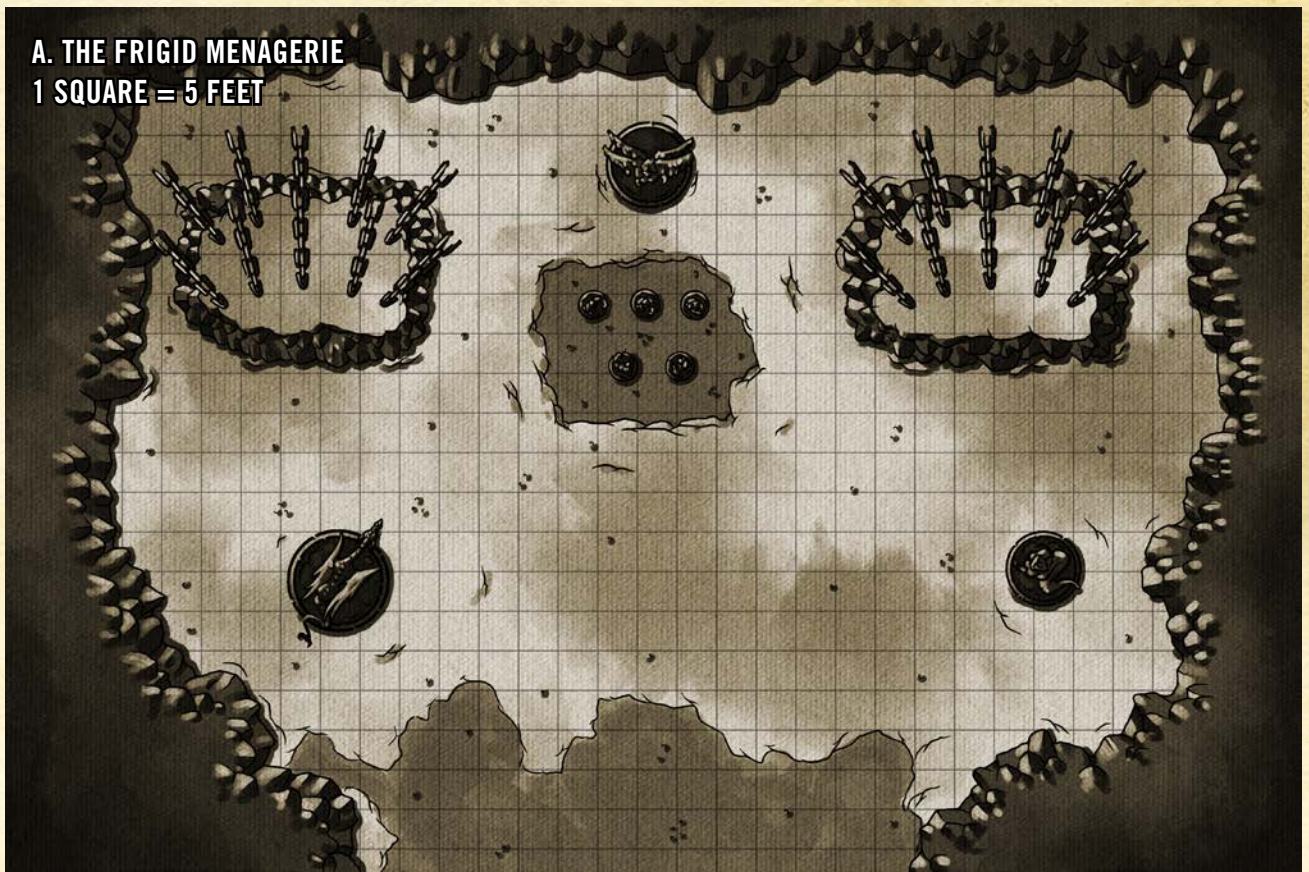
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**A. THE FRIGID MENAGERIE**  
**1 SQUARE = 5 FEET**



have hardness 20, 80 hp, and a break DC of 40. The chains' magical abilities can't be dispelled, but they are suppressed by antimagic; for the purpose of identifying the chains' magical properties, their CL is 15th.

A single libitinnarii kyton stands atop each plateau, attending a tormented, gray-skinned humanoid captive. On the western plateau, the captive fetchling merchant Zetar is unconscious and dying, held up only by the chains wrapped around his upstretched arms and neck. On the easternmost plateau, the fetchling sorcerer Zeralisce is still conscious and struggling against her captors. A third libitinnarii named Giraeshe strides back and forth ritualistically between the plateaus, chanting initiation rites in Infernal that glorify freezing to death, the exquisite pain of frostbite, and the perfection of Inkariax, the White Death. For more information about libitinnarii kytons and the Rites of Piercing, see page 84 of this volume.

As soon as the kytons notice the PCs, they pause their ritual to fight the intruders. Note that as this battle begins, one of the two fetchling prisoners (Zetar, on the western plateau) is dying at  $-1$  hit points; if the battle takes too long and the PCs don't save him, he'll likely perish.

**GIRAESHE, RETCHNIEX, AND TRIELAAS**

**CR 13**

**XP 25,600 each**

Libitinnarii kytons (see page 84)

**hp 184 each**

**Treasure:** The sculptures in this room were once living creatures, so they have no market value. However, if the PCs spend any time examining the statues, they see that the bases of these sculptures are inlaid with diamond and onyx chips. If they spend 20 minutes prying the jewels from their settings, the PCs can harvest 10,000 gp worth of gemstones.

Additionally, with a successful DC 24 Perception check while searching either plateau, the PCs find one *scroll of greater restoration* tucked into matching crevices on each plateau—magic that the kytons and the rites' overseers use to prolong their victims' suffering when the whim strikes.

**The Fetchlings**

Once the three libitinnarii are defeated, the PCs can turn their attention to the two fetchling prisoners. The fetchling captive on the eastern plateau is Zeralisce, and she's in bad shape at only a quarter of her hit points.

Zetar, the fetchling on the westernmost plateau, is even worse off and may die during the course of the previous encounter (though, of course, the PCs are free to restore him to life if they can). Of the two, Zeralisce is more knowledgeable and forthcoming, and the assumption is that she'll do most of the talking if the PCs rescue them.

Zeralisce is a powerful sorcerer and works as a paid guide for merchants and others who wish to traverse the Shadow Plane. The fetchling has been sorely injured and traumatized, and so she must take several minutes of sitting and breathing before she'll answer the PCs' questions, though she is more than grateful for their assistance. Likely questions posed her by the PCs, and her answers, are given below.

**What were those fiends doing to you?** Zeralisce takes a deep breath and closes her eyes before answering. When she speaks, her voice is low and steady, though unsettlingly quiet. "It's called... the Rites of Piercing. I heard about it as a child. It haunted my nightmares, stalked my dreams. I never thought it was real."

The fetchling takes another steadying breath before realizing that the PCs are uninformed. "Ah, you've never heard. Well, I'll explain," she says. "The rites are how libitinariis—icicle velstracs, or kytons, as you might know them—prove their loyalty to their demagogue. They capture unsuspecting victims, chain them up, and use their horrid magic to conjure shards of ice sharper than adamantine. Then they drive the icicles into their victims' flesh. Only when the pain causes their victims to expire do they grant release from the agony, preserving them in eternal, frozen torment. They display these victims like trophies... you see them here, in this cavern? Glittering like sculptures of glass? It's sick. I can only thank what kindly god sent you here, or I'd be just another frozen victim on display."

**Who are you?** The fetchling gives an ironic half-smile, as the trauma of the encounter has availed her of her normal chirpy politeness. "Zeralisce," she simply says quietly. "I am Zeralisce, shadow sorcerer and personal guide for hire. Though I should drop that last bit, shouldn't I? Most say I am quite the talented spellcaster, but—well, with how wrong this trip has gone, I now have my doubts..."

Zeralisce gestures to Zetar (whether he's alive or dead). "I was escorting Zetar past the Frozen Tears. We were headed toward Shadow Pangolais, where he had arranged a lucrative trade deal. I thought I had skirted us rather far from Inkariax and his ilk, but clearly I was wrong. Lately, the velstracs roam much farther from their horrid realm than normal, and they ambushed us. Dragged us right off the path to the east and, when we woke, they had strung us up here. It was like my nightmares of old, but this was real. So real."

If Zetar is dead and the PCs ask Zeralisce about him, she reveals that they had met only recently as part of her

contract to escort him south. Though they weren't close friends, she carries heavy guilt over his death, as none of her clients have ever come to serious harm before. See the next answer for information about asking Zeralisce to help avenge Zetar in the Frozen Tears.

**Do you know the fastest route to White Death's Diadem?** Zeralisce blanches before answering in a measured tone. "Oh yes, Inkariax's palace." She sighs deeply. "The fastest route would be through the heart of Frozen Tears—overland, on account of the unending blizzard overhead and the nightwings that dwell inside it. This whole place is dark, cold, and generally hellish. The layout of Frozen Tears is constantly shifting. I couldn't tell you what all's here.

"White Death's Diadem is at the center of the palace. Supposedly, there's no way into it except by using a specific key, and only a few of Inkariax's chosen servants have copies of these keys. They're called pendants of the first tears, and legend says they're gifts that Doloras gave Inkariax when they first met millennia ago. I can't believe any of it's true, but those are the stories I remember. In any case, if you want to get into the Diadem, you're going to need one of those pendants. And anyone powerful enough to carry one is likely going to be situated deep in the Frozen Tears."

If the PCs ask for her help escorting them through Frozen Tears, she balks. However, a PC who succeeds at a DC 26 Sense Motive check can tell that the fires within her are rising, and that she'd like to see the kytons pay for the torment they inflicted on her and Zetar. The PCs might offer her money or treasure (or even one of the pendants) to help, or they might offer her revenge against the kytons. However they play it, a PC convinces her to stealthily accompany the PCs into Frozen Tears with a successful DC 32 Diplomacy check. If the PCs have managed to save Zetar, she won't want to join them until she can be sure he's reached safety—at your discretion, the PCs could help him reach Shadow Pangolais, at which point Zeralisce gratefully agrees to accompany them to Frozen Tears with no need for a Diplomacy check at all. However, if the PCs take Zeralisce for granted, if they're otherwise rude or disrespectful to her, or if she is significantly injured during their adventures here, she isn't willing to put her life on the line to aid them.

**Why should we go overland when we reach Frozen Tears?/What monsters live in the blizzard?** "The winds that churn above Frozen Tears are beyond what you may have encountered in the form of hurricanes on your world. Imagine a blizzard mixed with a tornado where the snowflakes are razor-sharp icicles, and that's just a start. It's dangerous enough to navigate even without the nightwings that live in the perpetual storm. They say the blizzard itself is Inkariax's direct creation—a constantly churning work of art—and while he won't notice those

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who creep and crawl below the storm, those who dare attempt to invade the blizzard itself are sure to draw his ire. I suppose if you're tough enough, you'd be able to survive for a short time inside, but I wouldn't bet on it. Much safer to explore the place on foot. Although, don't get me wrong—there's not much safe at all about exploring the palace of a velstrac god!"

**Do you know where we find a pendant of the first tears?** "I've spent my career trying to avoid this place," she points out. "So no, I don't know where these fiends keep their keys. But I do know that there are only a few of them, and unregulated access to White Death's Diadem is prestigious among the kytons. The highest ranking

of Inkariax's minions frequent the areas immediately around the diadem. I'd head in that direction."

**Do we have to worry about a demigod attacking us if we enter Frozen Tears?** Zeralisce shakes her head hesitantly. "Would you notice an insect that crawled under your door to feed on crumbs dropped from your table? You might, but only if those insects were biting you or crawled up a table leg to parade about in full view before you. They say that Inkariax rarely emerges from the blizzard-assailed reaches of the palace, so if you stay below the level of the storm, you should be fine." (See the sidebar on page 13 for what to do if the PCs do attract Inkariax's attention, though.)

**What does Doloras have to do with Inkariax?** "Not much, officially," Zeralisce says. "I only know my people's stories about these fiends. They say Inkariax has long coveted Doloras as an ally, and that the Queen of the Night visited him when he was first establishing the Frozen Tears. Doloras famously refused to even speak to him, but she did nod favorably when he told her his plans for this place. As tokens of her approval, she gifted him a few crystalline tears broken from the diadem she wears, said to be made when her own sadism toppled her from divine grace so long ago. Doloras has never returned to visit Inkariax since. But my people say he never stops trying to gain her attention, because he's convinced she can gift him the power he craves. They say Inkariax holds Doloras's indifference and sadism up as an ideal. She is his hero, as sick as that sounds."

**Do you know anything about Crystilan, Xin-Edasseril, or Belimarius?** Zeralisce gives them a truly baffled expression. "Look, I'm a guide, not a scholar," she says. "None of those places or people are here on the Shadow Plane, or I'd have heard about them. Beyond that? I'm afraid I can't help you."

Whether or not Zeralisce accompanies the PCs beyond this cavern is up to you and depends on how they treat her (as detailed on page 9). If left to her own devices, she thanks the PCs once more for saving her before she continues on her journey south, either escorting Zetar (but this time taking a longer and safer route) or reporting his death to his contacts there. Statistics for Zeralisce at full health are presented below, but note that at this time, she has no available spell slots and has only 30 hit points—she'll want to rest and recover before accompanying the PCs into Frozen Tears.

No statistics for Zetar are given, as he is merely a 4th-level expert and unlikely to provide much aid to a powerful group like the PCs.



ZERALISCE

**ZERALISCE** **CR 10**  
**XP 9,600**  
 Female fetchling sorcerer 11 (*Pathfinder RPG Bestiary 2* 123)

CG Medium outsider (native)

**Init** +2; **Senses** darkvision 120 ft., low-light vision; Perception +8

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#### DEFENSE

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**AC** 21, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 dodge, +4 shield)

**hp** 85 (11d6+33)

**Fort** +7, **Ref** +7, **Will** +9

**Defensive Abilities** shadow blending; **Resist** cold 5, electricity 5

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#### OFFENSE

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**Speed** 30 ft.

**Melee** +1 *ominous dagger* +6 (1d4+1/19–20)

**Fetchling Spell-Like Abilities** (CL 11th; concentration +16)  
1/day—*disguise self*, *shadow walk* (self only)

**Sorcerer Spell-Like Abilities** (CL 11th; concentration +16)  
8/day—*shadowstrike* (1d4+5 nonlethal)

**Sorcerer Spells Known** (CL 11th; concentration +16)

5th (5/day)—*cloudkill* (DC 20), *lightning arc*<sup>UM</sup> (DC 20),  
*shadow evocation* (DC 20)

4th (7/day)—*dimension door*, *fire shield*, *secure shelter*,  
*shadow conjuration*

3rd (7/day)—*daylight*, *deeper darkness*, *fireball* (DC 18),  
*rage*, *tongues*

2nd (7/day)—*darkness*, *darkvision*, *levitate*, *mirror image*,  
*scorching ray*, *web* (DC 17)

1st (8/day)—*burning hands* (DC 17), *comprehend*  
*languages*, *mage armor*, *magic missile*, *ray of*  
*enfeeblement* (DC 16), *shield*

0 (at will)—*acid splash*, *bleed* (DC 15), *dancing lights*,  
*detect magic*, *flare* (DC 16), *mage hand*, *message*,  
*mending*, *prestidigitation*

**Bloodline** shadow<sup>APG</sup>

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#### TACTICS

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**Before Combat** Zeralisce maintains extended *mage armor* at all times. She also casts extended *shield* before venturing into a dangerous area. The bonuses to her AC are included above, but remember that when the PCs first encounter her, these effects have long since expired and she hasn't been able to re-cast the spells.

**During Combat** Zeralisce makes her spells available to the PCs if they travel with her; several of them she's perfected to aid in her role as a guide for off-plane patrons. She offers *darkvision* to PCs who can't see in the dark, *daylight* to do what she can to offset the plane's gloom, *secure shelter* if a safe place to rest is required, recovering as needed. In combat, she uses her *shadow evocation* and *shadow conjuration* spells to create effects tailored specifically for the situation, but she is always ready to extract allies in danger by rushing in and then casting *dimension door* to help them escape.

**Morale** If the PCs rescue Zeralisce, she will fight to the death to aid and protect them. But on her own, she flees if reduced below 20 hit points.

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#### STATISTICS

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**Str** 10, **Dex** 15, **Con** 14, **Int** 12, **Wis** 6, **Cha** 21

**Base Atk** +5; **CMB** +5; **CMD** 18

**Feats** Combat Casting, Dodge, Empower Spell, Eschew Materials, Extend Spell, Iron Will, Silent Spell, Spell Focus (evocation)

**Skills** Diplomacy +8, Fly +8, Intimidate +6, Perception +8, Spellcraft +12, Stealth +4, Use Magic Device +17

**Languages** Common, Shadowtongue

**SQ** shadow well

**Gear** +1 *ominous dagger*<sup>NE</sup>, *cloak of resistance* +2, *headband of alluring charisma* +2

**Story Award:** If the PCs rescue one of the fetchlings, award them 9,600 XP; if they rescue both, award them 19,200 XP instead. If the PCs learn that they'll need a *pendant of the first tears* to access White Death's Diadem and perform the ritual to enter Crystilan, award them 51,200 XP.

### Pendants of the First Tears

Inkariax, the kyton demagogue known as White Death, is an evil being obsessed with preserving his horrific vision of absolute eternal control. Though Inkariax leaves the administration of his realm to his followers, he keeps a tight rein on his palace and place of residence, White Death's Diadem. He tightly restricts which creatures can enter the palace, and even they don't have access to the palace's upper floors of courtly and tortuous horror.

White Death's Diadem was built with inscrutable magic that allows only creatures in possession of attuned artifacts access into the palace. These artifacts are called *pendants of the first tears*—crystalline necklaces with unique powers, detailed on page 12.

Several creatures that attend Inkariax at his court in the upper reaches of the palace carry these pendants, but only two such pendants are in the hands of creatures that reside outside White Death's Diadem in the area detailed in this chapter. Lady Wollnoxe, a jotund troll collector in the Western Tearvault (area **B14**), keeps one pendant in a display case there. High Mistress Lyraesia, the highest-ranking Inkariaxan who lives outside the palace, wears another pendant in the Eastern Tearvault (area **B17**).

Note that while the PCs might acquire two pendants, only one is required to enter the antechamber of White Death's Diadem to perform the key to Crystilan ritual. However, since the pendants are imbued with powerful magic in their own right, the PCs may wish to pursue both artifacts before progressing in the adventure.

Even possession of these pendants, however, does not afford access to the upper levels of White Death's Diadem, and going there remains outside the scope of this adventure. For more information about the antechamber

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### SKIPPING THE FRIGID MENAGERIE

The PCs might very well use *fly*, *greater teleport*, or other tools to jump past the outskirts of Frozen Tears and straight to its main area, which is depicted in the map on page 14. In this case, the encounter described in area **A** could take place in any area of that map except for areas **B1**, **B14**, and **B17** (all of which are key to the development of the adventure's plot). Regardless of when the PCs face the encounter in the Frigid Menagerie, they should always enter the area after the libitinarii kytons have frozen the fetchling merchant Zetar, but before they have frozen the sorcerer Zeralisce. The encounter could then easily play out as described in area **A**.

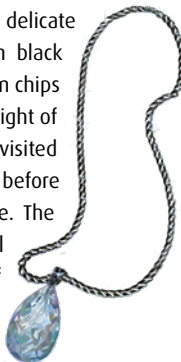
If the PCs never stumble upon the Frigid Menagerie encounter, it shouldn't hinder their ability to advance the adventure's plot. To figure out how to access White Death's Diadem, they could interrogate any of the creatures found in area **B** who are loyal to Inkariax. The secret to accessing the kyton demagogue's palace is fairly common knowledge in the realm of Frozen Tears. Further, the lore that the fetchling Zeralisce reveals in the Frigid Menagerie might instead be found in books in area **B9** or the notes in area **B12**, so the PCs can still learn the full context and history of this ominous and storied place.

of the palace, where the PCs must journey to perform the key to Crystilan ritual, see area **B18**.

PENDANT OF THE FIRST TEARS		MINOR ARTIFACT
SLOT neck	CL 18th	WEIGHT —
AURA strong conjuration and enchantment		

This tear-shaped crystal hangs from a delicate setting and chain, both encrusted with black diamond dust. The pendant is forged from chips of the diadem of Doloras, Queen of the Night of detachment, dispassion, and pain, who visited the kyton demagogue Inkariax just before he built his realm on the Shadow Plane. The Queen of the Night gifted these magical crystals to the demagogue as a sign of her favor.

As a standard action, a creature who wears a *pendant of the first tears* can touch the physical exterior of Inkariax's palace at area **B16** and be instantly transported into its antechamber. This functions as *plane shift*, with White Death's Diadem treated as a demiplane and no chance that the wearer arrives anywhere except for a random open space on the floor of the palace's antechamber (area **B18**). The wearer can join hands with additional creatures for all to be transported into the antechamber in this way, though a pendant can transport



only up to eight creatures at a time. Similarly, a wearer inside the antechamber can touch its inner walls as a standard action to be transported to the closest location on the far side of the antechamber's walls in area **B16**.

In addition to its teleportation powers, a *pendant of the first tears* grants the wearer immunity to fear effects and pain effects. The wearer casts spells and effects with these descriptors as if her caster level were 2 higher. Additionally, the wearer can cast *hold monster* and *power word kill*, each once per day.

#### DESTRUCTION

If a *pendant of the first tears* is placed around the neck of one of Doloras's three living and unharmed solar angel brothers, the pendant crumbles to ash as soon as the solar removes it.

### B. THE REALM OF FROZEN TEARS

Assuming the PCs entered the Shadow Plane into area **A**, when they step out of the cavern they get their first sight of Frozen Tears, Inkariax's realm. Read or paraphrase the following at this time.

From the shadows of the surrounding landscape emerges a curious sight: a sprawling frozen realm, with jagged towers of ice reaching like bones into the murky sky above. Swirling above the region is a great blizzard—churning whorls of snow laden with howling wind propel shards of razor-sharp ice. At ground level, legions of crisscrossed chains drape like curtains between the icebergs and towers, throwing an ominous gloom across the entire land.

In addition to the qualities that permeate the entire Shadow Plane, Frozen Tears has additional features, thanks to Inkariax's frigid influence. These qualities are presented below.

**Atmospheric Blizzards:** The evil and icy magic that permeates the realm has created a curious and dangerous effect in its lower atmosphere. Thirty feet above the ground and extending hundreds of feet into the air above (fully engulfing the upper reaches of the palace) swirls a constant magical blizzard. Due to the blizzard's inherently magical nature, snow from this blizzard doesn't accumulate below, but within the blizzard itself the churning snow obscures vision to 10 feet and imposes a –20 penalty on Perception checks. Within the blizzard, the hurricane-force winds average 150 mph (*Pathfinder RPG Core Rulebook* 439), and the temperature maintains a stable –80°F (extreme cold; *Core Rulebook* 442). Each round a PC spends within the magical blizzard, the storm deals 25 points of cold damage and 25 points of piercing damage as shards of razor-sharp ice shred frozen flesh. Worse, advanced nightwings (*Pathfinder RPG Bestiary* 2 203) patrol the blizzard. These immense bat-like monsters can fly unimpeded through the blizzard winds

and are not harmed by the razor-sharp ice. Furthermore, they can sense targets in the obscuring snow via their darksense ability. A PC who enters the blizzard attracts the attention of 1d4 of these nightwings every 1d4 rounds. The nightwings do not pursue foes out of the blizzard and have no interest in anyone who remains below the blizzard's reach.

**Ground-Level Lighting and Temperature:** On the ground and in the air below the blizzard, the baseline temperature is 20°F—enough to be considered cold weather, but likely an environment the PCs can easily traverse or mitigate using magic or other resources. Unless otherwise noted, the lighting level in Frozen Tears is dim.

**Icy Landscape:** The landscape of Frozen Tears is fraught with large icy sheets and jagged geography formed from solid ice, including caves that mimic naturally occurring structures. Ground that is covered in ice is considered difficult terrain, as shown on the map on page 14. A creature traversing this difficult terrain at more than half speed must attempt a DC 24 Acrobatics check at the start of its movement. Failure doesn't make the creature fall prone, but does prevent it from moving at faster than half speed.

The sheer walls of ice that separate each area are generally 100 feet tall, extending 70 feet into the blizzard above, with treacherous sides that are steeply sloped and slippery, requiring successful DC 35 Climb checks to traverse without magical means. The tops of the ice walls are generally flat, though slippery and pockmarked with icy stalagmites, making all surfaces on top of the cliffs difficult terrain. Other specific geographical or environmental elements of note are further described in the relevant areas following this section.

**Walls and Ceilings:** Most of the realm is open to the air and has no ceiling, except for areas **B14** and **B17**, which are ice caves with ceilings that are 20 feet high. The realm's walls are made of magical ice and are typically 10 feet thick, with hardness 40, 900 hp, a break DC of 70, and a climb DC of 35 (as noted above).

## B1. Embalmers' Lair (CR 15)

A low, wide shelf of ice stretches the width of this irregular area. Affixed to the shelf's base are dozens of thick, frost-encrusted chains connected to various rocklike outcroppings. Lumps trapped in the chains are scattered throughout like flies in a spider's web.

This area serves as an embalming laboratory of sorts for its interlocutor kyton denizens (see Creatures below), who keep captured creatures trapped within the chains that crisscross the area. The ice shelf that spans the area is about 3 feet tall; this icy landscape is difficult terrain.

## ATTRACTING INKARIAX'S ATTENTION

The kyton demagogue Inkariax is a powerful and evil immortal being whose attentions are focused on cosmic-level schemes: primarily a slow cultivation of Doloras's attention and experiments in tormenting living creatures through freezing, frostbite, and other horrible means. As such, even high-level adventurers in his realm aren't much of a concern to Inkariax, and the PCs are not meant to face him as part of this adventure. Even while they're in the antechamber of White Death's Diadem, the PCs should not find the means to enter the higher levels of the palace—confronting Inkariax in his throne room is outside the scope of this adventure.

However, the PCs might cause sufficient destruction in Frozen Tears to grab the demagogue's attention, or they might seek him out as part of an attempt to con their way into White Death's Diadem. If the players come up with a logical plan that should rightfully bring them face to face with Inkariax, allow the game to play out. Statistics for Inkariax are presented on page 86 of this volume for this purpose. It's very likely that attracting Inkariax's attention spells doom for the PCs, but clever players might find some way to escape from such an encounter alive!

The chains here are identical to those found in the Frigid Menagerie (area **A**), but are attached at both ends either to the ice shelf or to one of several outcroppings that jut from the area's walls. Like those chains, these supernaturally suppress a wrapped creature's immunity or resistance to cold, if any. A wrapped creature can spend a full-round action to extricate itself from the chains. The chains' magical abilities can't be dispelled, but they are suppressed in effects such as an antimagic field. For purposes of identifying the chains' magical properties, their CL is 15th. The chains have hardness 20, 80 hp, and a break DC of 40.

Tucked into each alcove here are several canopic jars, each about the size of a table vase and made from clear, preternaturally preserved ice (similar to the statues in area **A**). In these jars are the heavily frostbitten organs of creatures tormented in the web of chains. The jars have no significant magic properties, but they are valuable to the jotund troll collector in area **B14**.

**Creatures:** Three interlocutor kytons named Shraikee, Relteke, and Traishrar have claimed this cavern as their vivisection and embalming laboratory. The kytons are fierce devotees of Inkariax, and they are performing a slow, millennia-long experiment to find the best way to nonmagically freeze creatures to death while perfectly preserving their flesh and viscera. Their goal is to usurp the libitinariis as the White Death's favored servants.

So far, the kytons have succeeded only in preserving their victims' major internal organs, while what remains

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**B. THE REALM OF FROZEN TEARS**

**1 SQUARE = 10 FEET**

becomes an unrecognizable lump of gore and ice. The kytons' latest victims are wrapped in the chains: four insectile d'ziriaks (*Pathfinder RPG Bestiary 2* 113) abducted from the outskirts of Frozen Tears. The d'ziriaks were ambassadors from a nearby hive who got lost on a return trip from the Material Plane. They have been dead for about 3 weeks. The kytons react eagerly to the arrival of the PCs, considering them new "volunteers," and attack at once.

**SHRAIKEE, RELTEKE, AND TRAIHRAR CR 12**

**XP 19,200 each**

Interlocutor kytons (*Pathfinder RPG Bestiary 3* 174)

**hp 147 each**

**Treasure:** The canopic jars nestled in the back of each of alcove number a dozen in all. Each is made from magically preserved ice and inlaid with beautifully cut gemstone fragments. With 1 minute of uninterrupted work and a properly fine tool—the tip of a dagger works in a pinch—a PC can extract 1,200 gp worth of gems from a single jar, and a total of 16,800 gp worth of gems can be harvested in this way. However, if the jars

are presented to the jotund troll collector in area **B14** (as described on page 24), they must be intact to have any value to her.

**B2. Frozen Antechamber (CR 15)**

This irregular chamber of ice cliffs curves to the side and leads to the deepening gloom of the realm beyond.

**Creature:** In recent weeks, a malevolent monster named Grevchel has been camping in this area, feeding on scraps of viscera he's stolen from the embalmers' lair (area **B1**) and waylaying any creature unfortunate enough to wander by. Unlike most of the inhabitants of Frozen Tears, Grevchel is a mortal creature—a popobala—who needs to eat. The kytons and other horrors who live here see the popobala as a nuisance, though a potentially dangerous one if confronted, which is why Grevchel hasn't yet been forcibly removed.

The popobala was stalking a caligni scouting party in the Darklands when he slipped through a rift to the Shadow Plane and found himself in the realm of Frozen Tears. Curious about the cruelties he's observed here, Grevchel slunk around the realm in his bat form, eavesdropping



on the denizens here and learning piecemeal information about the place. He relies on the *endure elements* ability of his magic cloak to keep from freezing.

The popobala has always had a dark fascination with wicked religions, and so he understands the words he has overheard. However, Grevchel doesn't know anything about Inkariax himself, so he mistakenly believes that the realm's demigod is the jotund troll that lives in area **B14**, which he's scouted lightly. He's come to worship this false demigod, both for the powerful creatures in her realm and the suffering they cause, and hopes she'll give him a place of honor by her side. When Grevchel notices the PCs, he slavers at the thought of bringing them to the troll to add to her grotesque collections.

**GREVCHEL**

**CR 15**

**XP 51,200**

Male popobala (*Pathfinder RPG Bestiary 3 221*)

**hp** 225

**Gear** *cloak of the hedge wizard* (abjuration)<sup>UE</sup>

**Treasure:** Grevchel has carved a shelf out of the ice wall about 10 feet up in the northeast corner, near where he tries to ambush the PCs. This is where he sleeps and keeps his belongings (other than his *cloak of the hedge wizard*, which he wears at all times). If Grevchel doesn't tell the PCs about his home, the PCs can find it with a successful DC 28 Perception check while searching the area.

Grevchel's hoard includes several pieces of equipment stolen from creatures he's killed and eaten since taking up residence in Frozen Tears. These include a few mundane (and ruined) weapons and suits of armor sized for Small creatures, a *rod of the wayang*<sup>UE</sup>, and a *Small disarming blade*<sup>UE</sup>.

**B3. Ice-water Springs (CR 17)**

The floor of this entire cavern is one slick sheet of ice. Interspersed throughout are frosty, circular pools of water with floating icy chunks. Sitting in a few of the pools are humanoid individuals, their flesh frozen solid.

This is one of the oldest areas of Frozen Tears, and it used to be a deep natural lake. Inkariax's libitnariis froze the lake's surface but kept several circular, spring-like pools open and infused with their magic. The kytons once used these icy pools to torment victims and freeze them solid, though the magic and ready food supply has attracted a rather unlikely and dangerous creature (see below) whose presence has made using the ice-water springs dangerous even for kytons.

The pools are each about 10 feet wide and 5 feet deep. While the water in these pools is liquid, the temperature of

the water is well below freezing, kept from forming into ice by ancient kyton magic. A character who is fully immersed in one of these pools takes 20d6 points of cold damage per round, while a creature that simply dips a hand or toe in the water takes 10d6 points of cold damage.

Four of the pools contain frozen bodies. The crystal-clear water makes it simple to spot them from above the surface, and it's clear that each body is humanoid. A PC who succeeds at a DC 22 Knowledge (local) check discerns more details. Two of the bodies are human and Nidalese, one is a wayang, and one is a fetchling. With a successful DC 28 Knowledge (local or religion) check, the PC knows that the individuals' garments and holy symbols are consistent with those of a pilgrimage party from Pangolais in Nidal, where the people worship Zon-Kuthon and fear and revere kytons. Further, the bodies are still wearing several magic items (see *Treasure*), which is consistent with some general sacrifice techniques associated with kytons.

If the PCs linger in this area, though, they run an increasing chance of attracting the attention of the creature who dwells in the unfrozen waters of the lake below. The water of this large, submerged lake is just above freezing in temperature, and it connects via numerous submerged channels to other areas beyond the scope of this adventure.

**Creature:** Before the kytons sealed the top of the springs with an icy crust, they carelessly threw a vast number of victims into the natural lake. This inundation of food attracted a strange and ancient creature that has lurked in this watery part of the Shadow Plane for centuries: an ice linnorm. The creature has broken through and attacked the area's inhabitants before, but the kytons consider the suffering caused by the linnorm a tribute to Inkariax and have simply refrozen the lake as needed.

Every round the PCs spend in this area, there is a cumulative 20% chance that the ice linnorm notices their movement and breaks through the surface to attack (it automatically does so on the fifth round). After each round, if the linnorm doesn't attack, the PCs hear a cacophonous crashing sound coming from a random spot under the ice as the linnorm begins to test the ice's strength. The only area in the ice that's thin enough for the linnorm to crash up through is in the 20-foot-square area in the northeast portion of the cavern, just south of the northernmost ice spring. The act of emerging so violently from the ice consumes all of the linnorm's actions on the round it arrives, leaving it staggered on the first round of combat immediately following, but after this the dragon is free to attack as it wishes. The linnorm is ravenous and fights fiercely, though it retreats back under the ice if brought to fewer than 80 hit points. It does not pursue foes out of this area.

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**ICE LINNORM**

**CR 17**

**XP 102,400**

**hp 279** (*Pathfinder RPG Bestiary* 191)

**Treasure:** The bodies in the pools are wearing the following magic items (one on each body): a *frost fist amulet*<sup>UE</sup>, a *necklace of fireballs VII*, a *cloak of the duskwalker*<sup>UE</sup>, and *longarm bracers*<sup>UE</sup>. In addition, each of the bodies is carrying a purse, with a total of 12,000 gp between them (3,000 gp each).

**B4. Vestibule of Reflection**

The wall of this frozen, semicircular vestibule is as smooth and glassy as a mirror. Like pins through the delicate wings of preserved butterflies, ice spikes suspend the frozen corpses of several figures high off the ground.

This area is a grim welcome center of sorts for those who dare enter the realm, as the six corpses on display flaunt the cruelty of the libitinariis who serve Inkariax.

The corpses are of the same nature as the “statues” in the Frigid Menagerie (area A). These individuals were killed and subsequently frozen solid with the libitinariis’ supernatural abilities, and nothing except very powerful magic can

reverse this effect. (A PC who succeeds at a DC 22 Heal check or DC 20 Spellcraft check knows this information.)

A PC who examines these bodies carefully and succeeds at a DC 24 Knowledge (local) check learns that two of the bodies are human, one is a half-elf, one is a gnome, one is a nagaji, and one is an undine. The bodies are dressed like adventurers, but any magical items they might have had on them, including magical weapons, have long since been taken. All jewelry and adornments are also gone, with one exception: each body is wearing a holy symbol displayed prominently. Anyone trained in Knowledge (religion) recognizes that the two humans are wearing holy symbols of Iomedae, the half-elf’s symbol represents Cayden Cailean, the gnome’s symbol represents Shelyn, and the nagaji and undine are wearing symbols of Desna.

Additionally, examining the bodies reveals that each has a scrap of parchment tucked somewhere on them—behind a frozen ear, between bluish lips, under a frosty collar, etc. Each scrap bears the same message in Shadowtongue: “The White Death beckons. Where is your god now?”

If the PCs haven’t yet learned the details about Inkariax that Zeralisce reveals in the Frigid Menagerie (area A), additional notes found here could serve to give them that information, at your discretion.

## B5. Prophet's Amphitheatre (CR 17)

Curved benches of obsidian hug a central dais in this theater-like chamber of ice.

The double door to this oration chamber is closed but unlocked. The chamber itself is packed with curving benches on which victims and disgraced followers of Inkariax are forced to sit to listen to the sermons of its primary inhabitant, a terrible deimavigga named Wilkexyne (see below). Squares with benches in them are difficult terrain.

**Creature:** For the past several decades, this amphitheater has been the domain of Wilkexyne, a rare deimavigga—or apostate devil—who has chosen to reside outside of Hell. For centuries, Wilkexyne served the Night Queen Doloras in her spike in Caina, the eighth layer of Hell. Wilkexyne was even part of that first delegation that visited Inkariax and gifted him the frozen tears that inspired the naming of White Death's Diadem and served as the centerpieces of the *pendants of the first tears* (one of which the PCs need to obtain to access the realm's center so they can perform the key to Crystilan ritual).

Wilkexyne's wicked passion, however, is to build an army of damned followers for her mistress, but Doloras's utter indifference toward proselytizing on behalf of her evil religion has consistently left the devil crestfallen. Wilkexyne has recently migrated to Frozen Tears, both because the realm attracts far more evil pilgrims and unfortunate wayfarers, and because Inkariax and his followers encourage her proselytizing in the White Death's name. It was Wilkexyne who first tormented the fallen adventurers in area B4 into forsaking their gods, and it was the devil who tacked their frozen corpses to the wall as both a warning to outsiders and a depraved shrine to the kyton demagogue. And it's Wilkexyne who is the White Death's biggest advocate for a cosmic alliance with Doloras, though the Queen of the Night has responded to her former advisor's overtures with characteristic indifference.

As soon as the PCs enter this area, Wilkexyne uses her evangelization ability to try to convince them of the sheer stupidity of their religion, if they have one, and the glory of the absolute power and order Inkariax offers. The deimavigga enters combat with the PCs if they force her to, but she prefers to try to break their minds and their wills. If they reduce her to fewer than 80 hit points, she casts *greater teleport* to escape, only to return and work her apostasy on them again when the PCs least expect it.

If the PCs manage to incapacitate or capture Wilkexyne, she can tell them anything about Inkariax

that is revealed in any part of Frozen Tears, including the Frigid Menagerie (area A). She can also tell them where to find the *pendants of the first tears* (areas B14 and B17) and how to use them to access White Death's Diadem. Wilkexyne also knows that obtaining a pendant from area B17 would likely require killing its libitinarii mistress, while obtaining one from the jotund troll collector in area B14 might be a bit easier—the devil despises the troll and considers her faith weak and unworthy of Inkariax's trust.



WILKEXYNE

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**WILKEYNE****CR 17****XP 102,400**Female apostate devil (*Pathfinder RPG Bestiary 5* 78)

hp 261

**Treasure:** There's a hidden compartment under the dais in the middle of the chamber (Perception DC 28 to locate). The compartment contains a *hellscourge*<sup>UE</sup>—a gift from Doloras to Wilkexyne that the devil cherishes but never fancied in combat.

**Story Award:** If the PCs learn where and how to find a *pendant of the first tears* from Wilkexyne, award them 51,200 XP.

**B6. Ballitar's Refuge (CR 9)**

A successful DC 26 Perception check is needed to notice this area's secret door entrance. If the PCs pass by the area but don't notice the door, the chamber's resident is still likely to notice their passage and seek them out later.

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Within this chamber stands a lean-to made of moist leather situated in the northern corner, along with a small extinguished campfire, a pile of food-based refuse, and other obvious signs that something slovenly has been squatting here.

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**Creature:** Unless the PCs are particularly stealthy when they enter this area, they hear scrambling noises coming from the lean-to. A moment later, a greasy-looking wayang dressed in dirty gray robes scuttles out from the tent and assumes an exaggerated take on a spellcaster's offensive stance. This is Ballitar the Frosty, as he often calls himself. When he meets the PCs, read or paraphrase the following in the wayang's drunken, slurring voice.

---

"Come no farther, fellow worshippers of kytons and scary things! I am Ballitar the Frosty, humble servant of the White Depth. You have interrupted my important prayers to Inkrax! State your business or feel my icy wraths! My icies wrath. My. My icy wrath!"

---

It doesn't take a Sense Motive check to know that Ballitar is not only drunk, but that his devotion to Inkariax is a complete fabrication—he hasn't even gotten the kyton demagogue's name or epithet correct. In reality, Ballitar is an illusionist from a wayang settlement named Umbracil (a large town several day's travel to the east) who was visiting a colleague in Riddleport on the Material Plane. The *scroll of plane shift* he used to return to the Shadow Plane went terribly awry, though, and placed him here in Frozen Tears. He's holed up in the only safe place that he's found, stealing food as he can find it—and swiping ceremonial liquor he's found in the kytons' various stashes. The perpetually inebriated

Ballitar is terrified to leave his refuge, but he desperately wants to escape and return home. If a PC succeeds at a DC 24 Diplomacy check to convince Ballitar they are not Inkariax's worshippers and mean him no harm, he will chat with them as long as they like.

The wayang's answers to some of the PCs' likely questions are below.

**You're not a real worshipper of Inkariax. So what are you doing here?** Ballitar belches. "Figured the gig'd be up sooner or later," he says, shrugging. "Ah, well. Yer right. I'm not a worshipper of what's-his-name, that freeze-y kyton guy what lives here. I'm just a wizard who had th'misfortune to buy a broken *scroll of plane shift*. I was on my way back to Umbracil—my village on this plane—from Riddleport, on yer Material Plane, but the scroll went weird. I found myself stuck in this frozen torture-hole. Used my last few *potions of invisibility* to sneak through the place. I saw some bad stuff, but managed to swipe food and some booze. Not bad, eh? But then my potions ran outta juice. I panicked, and dug through a thin spot in this ice-wall. Used a bit of magic to cover my tracks, and now I've been hiding out here, trying to screw up the courage to escape this place."

**Are you drunk?** "If you found yerself face to face with weird icicle-torture kytons, and you came across their private booze stash, you'd take a nip or two for yerself, too. Next question!"

**What do you know about something called a pendant of the first tears?** Ballitar gives a loud "harrumph!" and practically falls over from the effort. After righting himself, he frowns at the PCs. "Look, you know I'm a fraud here," he says. "I don't know nothing about no stupid kyton frost boy. But if it's pendants yer looking for, I seen two big-shots with fancy necklaces. They're a giant troll lady in some sorta hoarder's nest, and one-a them icicle kytons—a mean one. Some sorta boss lady. They seem real important around here. They probably got what yer looking for."

If the PCs press him for details, Ballitar can direct them to the jotund troll collector in area **B14** or the libitinarii high mistress are **B17**.

**What can you tell us about this place?** Ballitar gives a maniacal grin. "Lots, I guess," he says. "I did wander practically the whole place looking for an out, though lotta good that did me! Still stuck in this hole!" Despite Ballitar's ranting, he really is rather perceptive, and can give an accurate accounting of the creatures in every area except for **B16** and **B18**. If the PCs haven't already asked him about it, he can also tell them about the jotund troll collector and the libitinarii high mistress in possession of the pendants they seek in areas **B14** and **B17** (see the previous question). In truth, Ballitar's not tried to escape on his own—he's too frightened of the inhabitants of

the region to risk crossing the open terrain surrounding Frozen Tears. A PC who succeeds at a DC 20 Sense Motive guesses this, and if the PCs confront him, he tearfully admits that cowardice is keeping him trapped here as much as anything else, a confession that may well make him even more pitiable to the PCs.

**How can we help you?** “You can escort me the hell outta this icy hole!” Ballitar blurts. “I just wanna go home!” The wayang shrinks back for a moment, looking like a scared, lost child. “Please? Just help me get outside this realm, and I can find my way from there. Don’t have much to give you. But I’d be grateful!” He agrees to hand over any and all of his belongings save his spellbook or *amulet of spell cunning* (which is also his arcane bond) in reward for such a service—although if the PCs drive a hard bargain, he’s willing to give up the amulet (he can always make another, he reasons). If the PCs simply choose to escort Ballitar to safety, they can do so with a mere day’s travel in any direction—feel free to have them encounter one or two dangerous monsters along the way to justify their presence as an escort.

**BALLITAR** CR 9

**XP 6,400**

Male wayang illusionist 10 (*Pathfinder RPG Bestiary 4* 274)  
CN Small humanoid (wayang)

**Init** +3; **Senses** darkvision 60 ft.; Perception +12

**DEFENSE**

**AC** 19, touch 16, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 size)

**hp** 37 (10d6)

**Fort** +4, **Ref** +6, **Will** +7; +2 vs. shadow spells

**OFFENSE**

**Speed** 20 ft.

**Melee** dagger +8 (1d3+2/19-20)

**Illusionist School Spell-Like Abilities** (CL 10th;

concentration +14)

At will—invisibility field (10 rounds/day)

7/day—blinding ray

**Illusionist Spells Prepared** (CL 10th; concentration +14)

5th—*prying eyes*, *shadow evocation* (DC 20), *telekinesis* (DC 19)

4th—*confusion* (DC 18), *extended displacement*, *phantasmal killer* (DC 18), *shadow conjuration* (2)

3rd—*dispel magic*, *haste*, *major image* (DC 17), *slow* (DC 17), *vampiric touch* (2)

2nd—*blur*, *detect thoughts* (DC 16), *extended endure elements* (2), *minor image* (DC 16), *mirror image*

1st—*color spray* (3, DC 15), *feather fall*, *shield*, *silent image* (DC 15)

0 (at will)—*detect magic*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*

**Opposition Schools** conjuration, evocation

**TACTICS**

**Before Combat** Ballitar keeps an extended *endure elements* spell going at all times and casts *prying eyes* every day to scout the area. This tactic does little to calm his nerves, since the dangerous creatures he’s seen in the area frighten him.

**During Combat** In combat, Ballitar’s only goal is to escape and survive. He casts extended *displacement* on the first round of combat, then *mirror image* after that, moving at all times to escape a battle. He uses *haste* to speed his flight or *slow* to hamper pursuit as needed, and he casts *shield* as soon as it’s apparent he won’t be able to avoid battle.

**Morale** Ballitar begs for his life if reduced to fewer than 20 hit points and no avenue of escape seems likely.

**STATISTICS**

**Str** 14, **Dex** 16, **Con** 8, **Int** 18, **Wis** 10, **Cha** 10

**Base Atk** +5; **CMB** +6; **CMD** 21

**Feats** Combat Casting, Craft Wondrous Item, Dodge, Extend Spell, Great Fortitude, Improved Great Fortitude, Scribe Scroll, Skill Focus (Stealth)

**Skills** Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (planes) +17, Perception +12, Spellcraft +17, Stealth +25



**BALLITAR**

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**Languages** Common, Draconic, Goblin, Shadowtongue, Shae, Wayang

**SQ** arcane bond (*amulet of spell cunning*), extended illusions (5 rounds), light and dark, shadow magic

**Combat Gear** *wand of magic missile* (Cl 5th, 15 charges);

**Other Gear** dagger, *amulet of spell cunning*<sup>APG</sup>, *bracers of armor +3*, *ring of protection +1*, spell component pouch, spellbook, 34 gp, 18 sp

**Story Award:** If the PCs learn where and how to find a *pendant of the first tears* from Ballitar, or if they escort him or otherwise help him get safely out of Frozen Tears (such as by giving him a magic item to help him protect himself), award them 25,600 XP.

### B7. Libitinarii's Cloister (CR 15)

The ice walls here spread out to form a sprawling room. In the northern corner are what look like a long table and several stools carved from pure ice.

This room is a waiting area for the handmaidens of High Mistress Lyraesia, a favored servant of Inkariax who presides over the Eastern Tearvault (area B17). The high mistress likes to keep minions waiting for her attention here, often for days at a time. However, this tactic often backfires, as squabbles between Inkariax's faithful result in arguments and brawls in this room.

The door here that leads to the Eastern Tearvault (area B17) is unlocked.

**Creatures:** Presently, two libitinarii kytons—Rafeine and Brietesh—wait here for the high mistress to help them resolve a dispute about who has recently gained the most favor with the White Death, and therefore who deserves a magic ring they both rightfully found on a victim. However, the mistress has kept the kytons waiting for nearly a week, and the two have been engaged in a screaming match for hours. If the PCs approach the kytons stealthily, they can hear them screaming in Shadowtongue, each insisting that they have sculpted frozen victims into the perfect shrine to Inkariax and that therefore they are the favorite and deserve the bauble as a gift from the demagogue.

As soon as the kytons notice the PCs, they drop their argument and attack.

#### RAFEINE AND BRIETESH CR 13

**XP 25,600 each**

Male and female libitinarii kytons (see page 84)

**hp** 184 each

**Treasure:** If the PCs search the kytons, they find a tiny pouch affixed to Rafeine's belt that contains a *ring of delayed doom*<sup>UE</sup>—ostensibly the treasure they were fighting over.

### B8. Abandoned Ritual Chamber (CR 14)

Dozens of thick, frost-encrusted chains weave between a wide, low shelf of ice and four rocky outcroppings.

The chains here are identical to the ones described in area A (see pages 7–8). They're attached at both ends, either to the ice shelf or to one of several outcroppings that jut from the cavern's walls (but there are no corpses trapped in these chains). The libitinarii sometimes use this area to conduct Rites of Piercing, though this chamber has not been employed for this purpose for some time.

**Trap:** The door to area B9 to the west is unlocked but warded with a *harm* trap.

#### HARM TRAP CR 14

**XP 38,400**

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

#### EFFECTS

**Trigger** touch; **Reset** automatic; **Bypass** password

**Effect** spell effect (*harm*, +6 melee touch, 130 damage, DC 19  
Will save for half, cannot be reduced to less than 1 hit point)

**Treasure:** If the PCs search the western side of the ice shelf, a successful DC 24 Perception check reveals three scrolls tucked in a hidden compartment. They are a *scroll of heal*, a *scroll of project image*, and a *scroll of limited wish*.

### B9. Ritual Repository

This small and empty chamber is closed off from larger sections of the realm with wrought iron doors, onto which are carved gruesome, stylized scenes of kytons engaged in battle. The door to the east is trapped, as described in area B8, while the doors to the south and west are locked (Disable Device DC 40).

This area serves as storage for the lore used to develop the Rites of Piercing and the various torment chambers in Frozen Tears, and as such is the closest thing outside White Death's Diadem to serve as a library. As such, there are several rows of shelves carved into the ice walls, each lined with tomes written in Shadowtongue, Infernal, and a few other obscure languages. As long as they have some means to read the titles in Shadowtongue and Infernal, the PCs can spend 30 minutes and attempt a DC 25 Perception check to realize that several of the books contain esoteric information about the nature of this location on the Shadow Plane, the layers of magic that overlap here, and the techniques used to harness this arcane might. Further, the PCs realize that this background information is relevant when performing the key to Crystilan ritual (see pages 5–6) that grants access to the ancient Thassilonian city.

If the PCs identify which books contain information tied to the key to Crystilan ritual, they can spend 1 hour to read these books or 2 hours to copy down the relevant information. If they do, the PCs receive a +3 bonus on the Knowledge (arcana and planes) and Spellcraft checks made when they attempt the ritual in area **B18**.

**Story Award:** If the PCs learn information that sheds more light on the ritual, award them 25,600 XP.

### B10. Hall of the Forever Screams (CR 14)

This long, narrow hall stretches forward into what seems like never-ending gloom. The icy walls are ridged and knifelike, like a million frozen finger bones reaching into the chill air.

To Inkariax, the screams of his minions' victims form the most exquisite symphony imaginable. His most powerful servants have woven necromantic magic to capture those screams across time, freezing them here in horrific arias that the demagogue can experience at his pleasure. Though Inkariax has not frequented this hall in centuries, the haunt created for him still remains. Even the realm's kytons and other denizens avoid this area, and they warn each other about its deadliness.

The door to area **B9** from here is locked (Disable Device DC 40).

**Haunt:** When the PCs step into the hall, they trigger the Symphony of the Forever Screams. If the PCs have taken any hit point damage in the realm, their own voices are mixed with the screams they hear as part of the haunt.

#### SYMPHONY OF THE FOREVER SCREAMS CR 14

##### XP 38,400

NE increased area<sup>0A</sup> spiteful<sup>0A</sup> haunt (area **B10**)

**Caster Level** 16th

**Notice** Perception DC 20 (to hear rising screams of torture victims)

**hp** 28; **Trigger** proximity; **Reset** 1 minute

**Effect** The screaming faces of all of the victims tormented in the realm of Frozen Tears, including the PCs themselves, rush toward those in the haunt's area. These faces bring with them mental images of the terrible anguish and deaths they suffered at the hands of the horrific denizens of Frozen Tears, afflicting creatures with a *weird* spell (DC 25 to disbelieve and then resist).

**Destruction** If three or more creatures who were tormented and permanently frozen (such as the statues in areas **A** or **B4**) are returned to life, the haunt is destroyed.

### B11. Labyrinth of Misery (CR 15)

The rime-covered walls here jut and weave to form tight, dizzying corridors that seem to lead to nowhere.

This network of twisting gulfs, icy nooks, and remote pathways is not frequented by denizens of Frozen Tears, for the frozen walls of this place focus strange, twisting energies into a dangerous trap.

The door to area **B12** is locked (Disable Device DC 35), though the kytons in the Rimelab (area **B13**) have keys to both of that area's doors.

**Trap:** Long ago, one of Inkariax's lieutenants found it sadistically funny to imbue the labyrinth with a trap that captures victims—whether the realm's denizens or lost passersby—in an extradimensional maze, and then torment their minds while within it. This trap remains active today, triggered as soon as anyone sets foot in the 20-foot area shown on the map. While a creature is caught in the trap's maze, the victim feels the slicing of ice daggers through her skin and hears a chorus of maniacal voices promising to preserve her forever in one of the White Death's menageries.

If any PCs fall victim to the trap, there is a 50% percent chance that the apostle kytons from area **B13** come to investigate and attack anyone who avoided the trap (or anyone who eventually emerges from the extradimensional labyrinth).

#### LABYRINTH OF MISERY CR 15

##### XP 51,200

**Type** magical; **Perception** DC 33; **Disable Device** DC 31

##### EFFECTS

**Trigger** proximity (*alarm*); **Reset** 1 round

**Effect** spell effect (triggering creature is affected by a *maze* spell); a creature caught in the maze takes 6d6 points of damage and takes 1d4 points of Charisma damage each round for the first 3 rounds it is trapped in the maze (Will DC 22 negates the Charisma damage)

**Treasure:** Over the millennia, countless victims have fallen to the labyrinth of misery and to their own fears of this place. The denizens of Frozen Tears have collected most of the riches these victims have dropped, but a few pieces of treasure have escaped their notice.

In the southeastern corner of the labyrinth, adjacent to area **B14**, a PC who succeeds at a DC 31 Perception check uncovers an ice-encrusted suit of *forsaken banded mail*<sup>UE</sup>. In the eastern corner, adjacent to area **B10**, a character finds a *rod of shadows*<sup>UE</sup> with a successful DC 32 Perception check.

### B12. Icy Ambry

The doors to this alcove are both locked (Disable Device DC 35), though the apostle kytons in the Rimelab (area **B13**) carry keys.

This area contains all manner of terrible torture devices that the Rimelab kytons have used on victims, including

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racks and iron maidens, knives, scalpels, spikes, and other violent objects hung up on the walls. Most of these items are made from mithral, though a few are made from adamantine, cold iron, or silver—the better to overcome the damage reduction of the kytons' various victims. This whole area is difficult terrain owing to the number of devices crammed in here to make room for the kytons' work in the Rimelab (see area **B13** for more information).

In addition to these torture devices, there are a few tables crudely carved into the walls to the north. On them are several dozen pages of loose-leaf notes written in Infernal in a dark, sludgy ink; anyone with ranks in Heal recognizes it as blood. The notes emanate a faint aura of evil. If the PCs spend an hour reading these notes, they discover awful truths about the atrocities committed in Frozen Tears as well as detailed research about the region's unusual qualities.

**Treasure:** The more portable torture implements made of adamantine, mithral, and cold iron are worth 6,500 gp in all, but their sinister nature may make it difficult to find a buyer.

**Development:** If the PCs read the notes here, they receive a +3 bonus on Knowledge (arcana and planes) checks when they attempt the key to Crystilan ritual in area **B18**.

**Story Award:** If the PCs learn information that sheds more light on the ritual, award them 25,600 XP.

### B13. Rimelab (CR 14)

Looming walls of ice open here into a sprawling room, capped to the north and south with jagged rings of ice whose perimeters jut five feet above the ground. In the middle of these frosty formations are pools of a churning substance—the liquid in the southern ring is black as pitch, but ice chunks float in the northern one.

The southernmost iceberg in this room holds 5-foot-deep pools of shadowstuff, while the northern iceberg contains malevolent ice water from the realm's springs (see area **B3**). The ice water deals 20d6 points of cold damage per round to any creature more than partially submerged; a creature that dips a hand or toe in the water takes 10d6 points of cold damage per round. The shadowstuff is pure, concentrated essence of the Shadow Plane, distilled from the realm itself. A creature fully submerged in the shadowstuff immediately contracts the shadowbound corruption (*Pathfinder RPG Horror Adventures* 34), and a creature partially submerged in it contracts the corruption after an onset period of 1d4 weeks. A character who succeeds at a DC 20 Will save resists contracting the corruption, but a new saving throw must be attempted each round the creature is exposed.

The door to area **B12** is locked (Disable Device 35). The wrought iron doors to the Western Tearvault (area

**B14**), however, are unlocked, and carved onto them is an elaborate image of a hulking humanoid figure sitting atop an icy mountain range, a collection of baubles at her feet.

**Creatures:** Up until recently, this area served its masters, a pair of apostle kytons, as a vast torture chamber. However, the kytons have become bored since their ministrations always end in their victims' deaths. They have become obsessed with finding a reliable technique to turn tormented creatures into new members of their kind. They have thus moved their torture implements to a nearby ambry (area **B12**) and begun experimenting with liquids found throughout Frozen Tears.

These two apostle kytons, Crellesha and Syneste, are convinced that their mission to create more of their kind will gain them Inkariax's favor, and thus a coveted spot in his court. They've collected and distilled two forms of dangerous liquids in the large icy concavities in this room. In fact, these apostle kytons are responsible for the corpses in the realm's ice water springs (area **B3**), the apostles' most recent failed attempts to turn a mortal into an evil outsider.

When Crellesha and Syneste become aware of the PCs, they try to move stealthily toward the party. The kytons hope to drag one or more PCs into one of the two pools to see the results of their most recent tinkering. However, if dunking the PCs into a pool proves troublesome, the kytons happily engage them in open combat. Each kyton carries a key to area **B12**.

#### CRELLESHA AND SYNESTE

CR 12

XP 19,200 each

Female apostle kytons (*Pathfinder RPG Horror Adventures* 240)

hp 142 each

**Treasure:** In this room's southeastern corner, a PC who succeeds at a DC 25 Perception check finds a tiny hidden panel embedded in the ice wall. Inside this cubby are a *ring of force shield* and a *ring of retribution*<sup>UE</sup>—bribes for Wollnox, the jotund troll keeper of the Western Tearvault (area **B14**). Also in the cubby is a small journal bound in untanned skin, in fact a ledger of items written in Shadowtongue. Most of the list is crossed off, including entries for a flute made of an angel's leg bone, a quiver of arrows made from the bloody feathers of an avoral agathion, and a plague mask made from a nosoi psychopomp's skull.

However, the ledger's last entry is uncrossed, and it reads: "canopic jars with frostbitten liver, heart, and lungs." If the PCs have spent any time in area **B1**, they can attempt a DC 12 Intelligence or DC 22 Knowledge (local) check to realize that this is a reference to the canopic jars in the embalmers' lair. If the PCs present Wollnox with three undisturbed jars from that area, she may be tricked



into lending them the *pendant of the first tears* she has in her keeping. See area **B14** for more information.

### B14. Western Tearvault (CR 16)

This enclosed cave is filled with thin, winding expanses of solid ice shaped into display shelves taller than most humans. Affixed to the shelves is an astonishing array of vicious-looking weapons, bodily adornments, and an assortment of other strange items.

The wrought iron doors to this area are unlocked. Unlike most of the other areas in the realm, this room is an enclosed ice cave with a ceiling 20 feet high. The shelves are 6 feet tall and have the same properties as the realm's ice walls, except they are only 1 foot thick.

This room is known as the Western Tearvault—one of two sanctuary areas for favored servants of Inkariax, this one providing a semipublic display of treasures his minions have collected. (The other sanctuary area is the Eastern Tearvault in area **B17**.) The Western Tearvault is dedicated to a collection of baubles, trinkets, and impressive but not necessarily entirely functional items that its vault-keeper has carefully curated. Though the realm's most powerful artifacts and magic items are kept in the upper reaches of the much safer White Death's Diadem, an impressive array of one-of-a-kind trinkets and lesser magic items are displayed here in the vault. For more about the items found here, see the Treasure entry on page 24.

If the PCs can see the small dais on the eastern side of the vault, someone who succeeds at a DC 22 Perception check discerns a small, crystal-shaped pendant on display under a clear, faceted dome. A PC who is aware of the *pendants of the first tears* and succeeds at a DC 12 Intelligence check realizes that this piece of jewelry matches the description of the artifact the party needs to enter White Death's Diadem. For more information about the pendant and its display case, see Treasure on page 24.

**Creature:** The Western Tearvault's keeper is Lady Wollnoxe, a vicious jotund troll who hails from a family that's been native to this part of the Shadow Plane for generations. This clan of jotund trolls often trades prisoners to the Inkariaxans

in exchange for shadowy magic, and Wollnoxe long ago caught Inkariax's attention for her undying devotion to the demagogue's faith, her obsessive eye for collecting, and her brutal skills in combat against any who would oppose the realm and its inhabitants. Inkariax's collection in this vault has grown massive under Lady Wollnoxe's shrewd supervision, though her greed has occasionally clouded her judgment.

Currently, Lady Wollnoxe is obsessed with finding one last set of items to round out the vault's collection of trinkets tied to the realm. As noted in the ledger found in area **B13**, she seeks three undisturbed canopic jars from the embalmers' lair in area **B1**. Considering these rumored jars strange and unique enough to warrant a



LADY WOLLNOXE

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place in the vault, but unable to locate them herself and with no idea that examples of this work exist relatively close at hand, Lady Wollnoxe has secured the services of a small group of devout merchants to locate the jars and bring them to her. She engaged a kyton to hire the merchants, and she expects these merchants—whom she has never met herself—to bring the jars at any time.

Unless the PCs immediately approach and threaten her, Lady Wollnoxe assumes that they are the merchants who are bringing her these coveted canopic jars. The PCs find Lady Wollnoxe sitting on the ground in the center of the vault, a semicircular shelf curved around her like a bizarre sort of throne. Read or paraphrase the following when the PCs come across her.

---

Plopped on the ground, her legs splayed out before her like logs, is an enormous woman with mottled green skin and nine heads, each equipped with a wide mouth full of tusks. The woman looks up from the pile of trinkets in front of her and roars crankily. “Took long enough!” she shouts. “Useless ants! Where jars? Wollnoxe paid! You give!”

---

If the PCs decide to play along with Lady Wollnoxe’s assumption, they can use Bluff to convince her they’re the merchants she’s expecting. As long as Lady Wollnoxe believes the PCs are working for her, they can give her the jars she seeks from area **B1** and convince her to let them “borrow” the *pendant of the first tears* on display here. How the PCs argue for the use of the pendant is up to them, but a PC must succeed at a DC 28 Diplomacy check—and promise to return the pendant soon—before the troll allows the pendant to be used. In this case, Lady Wollnoxe speaks the password for the pendant’s display case and hands the artifact over to the PCs without trouble.

Of course, the PCs may wish to simply fight the troll and take the pendant.

#### LADY WOLLNOXE

CR 16

#### XP 76,800

Female shadow jotund troll (*Pathfinder RPG Bestiary 4* 238, *Pathfinder RPG Bestiary 3* 272)

CE Huge outsider (augmented humanoid, giant)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +26

#### DEFENSE

**AC** 30, touch 7, flat-footed 30 (–1 Dex, +23 natural, –2 size)

**hp** 216 (16d8+144); regeneration 10 (acid or fire)

**Fort** +16, **Ref** +6, **Will** +13 (+4 vs. mind-affecting effects)

**Defensive Abilities** all-around vision, multiple minds, shadow blend; **DR** 10/magic; **Immune** confusion, insanity effects;

**Resist** cold 15, electricity 15; **SR** 22

#### OFFENSE

**Speed** 30 ft.

**Melee** +2 *thundering club* +22/+17/+12 (2d6+12/19–20), bite +15 (2d6+10 plus grab), claw +15 (1d8+10 plus grab)

**Ranged** rock +11 (2d8+15)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** all-seeing attacks, cacophonous roar, fast swallow, rock throwing (120 ft.), swallow whole (4d6+15 bludgeoning damage, AC 21, 21 hp)

#### TACTICS

**During Combat** Lady Wollnoxe uses her cacophonous roar ability on her first turn. The clamor causes either the apostle kytons from area **B13** or the dybbuk from area **B16** (assuming either group still lives) to join the fight. (If both are alive, only one group comes to investigate, determined randomly.) Otherwise, Wollnoxe makes full attacks against her foes.

**Morale** Lady Wollnoxe fights to the death.

#### STATISTICS

**Str** 31, **Dex** 8, **Con** 29, **Int** 10, **Wis** 17, **Cha** 6

**Base Atk** +12; **CMB** +24 (+26 bull rush, +28 grapple); **CMD** 33 (35 vs. bull rush)

**Feats** Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (club), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

**Skills** Perception +26, Sense Motive +19

**Languages** Giant

**Gear** +2 *thundering greatclub*, key to display case

**Treasure:** This entire area is filled with bizarre bric-a-brac, trophies for Inkariax collected from across the Shadow Plane and beyond. The nonmagical items displayed here include the items from the ledger in area **B13** (a flute made of an angel’s leg bone, a quiver of arrows made from the bloody feathers of an avoral agathion, and a plague mask made from a nosoi psychopomp’s skull), several complete humanoid skeletons constructed of mismatched bones from Small and Medium creatures, and weirdly taxidermied shadow animals studded with shards of obsidian and onyx. If the PCs spend 3 hours fiddling with this miscellany, they can extract 12,500 gp worth of stones from these items. The magic items kept in the vault include an *assassin’s dagger*<sup>UE</sup>, a *black soul shard*<sup>UE</sup>, and a *gloom blade*<sup>UE</sup>.

On the dais to the east is a *pendant of the first tears*, which the PCs need to access White Death’s Diadem so they can perform the key to Crystilan ritual and enter the City Outside of Time. The PCs may trick Lady Wollnoxe into loaning them the pendant, as described above. If they don’t, the pendant remains on its dais in its display case, which is a small, magically-treated crystalline dome with hardness 40, 300 hp, and a break DC of 50. The case is locked (Disable Device DC 45, though Wollnoxe carries a key) and protected with an *alarm* spell (CL 18th) that alerts Wollnoxe and the kytons in area **B13** when an intruder

tries to tamper with it. For more about the pendant, see *Pendants of the First Tears* on page 11.

**Story Award:** If this is the first time the PCs have acquired a *pendant of the first tears*, award them 51,200 XP.

### B15. Glacial Pass (CR 14)

This long, narrow canyon widens to the west, and a wrought iron double door faces north. On the door is carved elaborate scenes of various kytons—their flesh pierced with spikes, chains, and hooks—offering gifts of statuettes and other baubles to a hulking humanoid figure. These door is unlocked and leads to the Western Tearvault (area B14).

**Trap:** Though this corridor is usually uninhabited, the denizens have crafted two traps to deter unwanted visitors from the vault. These traps are shown on the map on page 14 and unleash icy comets not unlike the *fireball* spell, as described below.

#### FROZEN COMET TRAPS (2)

CR 12

XP 19,200 each

Type magic; Perception DC 31; Disable Device DC 31

#### EFFECTS

**Trigger** proximity (*alarm*); **Reset** none

**Effect** spell effect (maximized *fireball*, except the damage dealt is 60 points of cold damage, Reflex DC 14 half); multiple targets (all targets in a 20-ft.-radius burst)

### B16. White Death's Courtyard (CR 15)

Like a wheel of death churning toward icy doom, this gloomy hallway is segmented into ten claustrophobic chambers, each feeding into another. The ground here is a solid sheet of ice, and the angled inner walls reflect millions of sparkling black icicles.

This area is a courtyard of sorts for White Death's Diadem, the palace of the kyton demagogue Inkariax. However, entering the Diadem is impossible without possession of a *pendant of the first tears* or an escort sanctioned by Inkariax. As such, particularly given the horror that haunts it (see Creature below), this courtyard is more of an elaborate environmental torture device than anything else. The floor of this area is icy landscape and thus difficult terrain.

**Creature:** For decades now, a dybbuk has haunted this courtyard. A pet of Inkariax that the demagogue's minions have dubbed Death's Keen, the dybbuk wanders the area randomly, looking for any creatures foolish enough to approach the palace without its master's blessing.

When the PCs enter this area, roll 1d10 to determine which segment of the area the dybbuk lurks in, counting clockwise from the northernmost room. If the dybbuk doesn't immediately notice the PCs, it moves clockwise at a clip of two segments per round until it notices them or

the PCs ambush it. Either way, the dybbuk attempts to use its malevolence ability on the first PC it sees.

#### DEATH'S KEEN

CR 15

XP 51,200

Male dybbuk (*Pathfinder RPG Bestiary 3* 108)

hp 207

### B17. Eastern Tearvault (CR 17)

The vaulted ceiling of this ice cavern is heavily carved with the leering faces of kytons with icicles jammed through their lips, eyelids, cheeks, and necks. The sanctuary's centerpiece is a trio of two-tiered risers, upon which loom enormous likenesses of these kytons. In the southwestern corner, frosty chains drape from the walls and ceilings.

This area serves as a sanctuary and court for adherents of Inkariax's terrible faith. The wrought iron doors are unlocked. Unlike most of the other areas in Frozen Tears, this room is an enclosed ice cave with a ceiling 20 feet high. Each tier of the two-tiered circular risers in the center of the room is 5 feet tall. The chains in the southwestern corner are attached to the vault's ceiling and walls, and are identical to those found in areas A, B1, and B8.

**Creatures:** This is the demesne of High Mistress Lyraesia, one of the few inhabitants of the ground floor of Frozen Tears who nevertheless has free reign to enter Inkariax's palace. The high mistress uses the Eastern Tearvault as a sanctuary for fell rituals to please the demagogue, as a place to perform special Rites of Piercing ceremonies, and as an audience chamber to resolve disputes among the realm's lower-ranking residents.

Around her neck, High Mistress Lyraesia wears a distinctive pendant; a PC who sees it, is aware of the *pendants of the first tears*, and succeeds at a DC 12 Intelligence check realizes that this piece of jewelry matches the description of the artifact they need to enter White Death's Diadem.

Unless the PCs have engaged in no combat before they encounter the high mistress, she's on alert for them as rumored intruders. If the PCs encountered Ballitar in area B6, or Zeralisce and Zetar in area A, and those NPCs are alive and the PCs did not help them escape the realm, High Mistress Lyraesia has captured one of them. Either way, unless the PCs approach this encounter stealthily, read or paraphrase the following when the high mistress encounters the heroes.

A blue-skinned woman in a pale blue dress, the fabric and her skin alike pierced with icicles the length of her arm, stalks down from the sanctuary's risers. "Irritating interlopers," she sneers. "Such annoyance you've caused. But I am not an

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unreasonable mistress. Leave this realm, and no harm shall pursue you. Resist, and the wrath of Frozen Tears falls on your heads. Your choice.”

The high mistress gives the PCs one opportunity to acquiesce to her request (and save her captive, whom she is willing to release under this deal). If they refuse, if they request her pendant, or if they try to explain their goals, she attacks. In this case, two lumbering statues of kytons made out of ice come to life and join the fight as powerful ice golems—gifts from Inkariax to defend

the high mistress. These golems, known as tearvault guardians, are significantly stronger, more armored, and deal more damage with their melee attacks and breath weapon than typical ice golems.

Note that it’s still possible for the PCs to secure a truce with the high mistress and gain her assistance if they prove themselves in this battle—see her NPC entry on page 64 for more details.



**LYRAESIA** **CR 16**

**XP 76,800**

**hp** 231 (see page 64)

**TEARVAULT GUARDIANS (2)** **CR 11**

**XP 12,800 each**

Variant ice golem (*Pathfinder RPG Bestiary* 161)

N Medium construct (cold)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

**DEFENSE**

**AC** 25, touch 10, flat-footed 25 (+15 natural)

**hp** 86 (12d10+20)

**Fort** +4, **Ref** +4, **Will** +4

**DR** 10/adamantine; **Immune** construct traits, cold, immunity to magic

**Weaknesses** vulnerability to fire

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +20 (4d6+8)

**Special Attacks** breath weapon (20-ft. cone, 12d6 cold damage, Reflex DC 16 half, usable once every 1d4 rounds), icy destruction

**STATISTICS**

**Str** 26, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +12; **CMB** +20; **CMD** 30

**Development:** High Mistress Lyraesia is in possession of a *pendant of the first tears*, the artifact the PCs need to enter White Death’s Diadem so they can perform the key to Crystilan ritual and enter the City Outside of Time.

For more about the pendant, see *Pendants of the First Tears* on page 11.

**Story Award:** If this is the first time the PCs have acquired a *pendant of the first tears*, award them 51,200 XP.

**B18. White Death’s Diadem**

This crystalline tower, shot through with ominous swirls of inky shadow, looms above the realm of Frozen Tears and reaches far into the whirling blizzard above. Made of something like glass, the tower’s angled walls show the reflections of those who dared to peer inside, but they suffer from horrific wounds and tortures.

This is the palace of Inkariax, the kyton demagogue known as the White Death, and his most favored servants. Entering the palace is impossible without an escort from the demagogue or a *pendant of the first tears*, each of which Inkariax has imbued with enough magic power to allow entry. Attempts to teleport inside White Death's Diadem or otherwise enter it without a pendant fail as a result of the demigod's divine wards, and creatures that make the attempt are nauseated for 10 minutes. Any spells or magical effects creatures use to attempt to enter the palace fail and are wasted.

However, even possessing a pendant is not enough to gain access to the upper floors of White Death's Diadem—there are no physical routes that lead from this area to the palace's numerous upper floors. Area **B18** is merely the palace's antechamber, a visually impressive audience hall where Inkariax's highest-ranking clerics hold ceremonies or meet with the demagogue himself. As mentioned in the Attracting Inkariax's Attention sidebar on page 13, further exploring White Death's Diadem and confronting the demagogue is outside the scope of this adventure.

Nonetheless, the interior of the palace's antechamber is visually stunning. Relief carvings of libitinariis, apostles, interlocutors, and other kytons cover the walls and arches. In the center of the antechamber, made of pure obsidian with tear-shaped black obsidian accents, is a staturary shrine to Doloras that almost reaches the ceiling. This statue depicts a woman with arms upraised, wearing a crown shaped just like the tower itself; it's likely the PCs immediately recognize it as a likeness of Doloras, but if they are still unaware of this, a character can make the connection with a successful DC 22 Knowledge (religion) check. Looming down from the ceiling is a crystalline bust of a well-formed man with black diamonds as eyes, a blank expression, and icicles sewing his mouth closed. A PCs can realize that this figure is Inkariax with a successful DC 22 Knowledge (religion) check.

The latent evil of this antechamber is not nearly on par with that of the rest of the palace, but it is still affecting. When the PCs first enter this area, each character must succeed at a DC 32 Will saving throw or be sickened for 1 minute; this is a fear effect. Otherwise, the antechamber is rather disused (and the PCs have likely taken the pendants from the creatures who could enter it at will), and the PCs are free to perform the key to Crystilan ritual at their leisure.

**Treasure:** Greedy PCs may wish to take the black diamond eyes of the statue of Inkariax, and while the gems are not trapped, prying them out (a standard action per gem) instantly alerts Inkariax to the PCs' presence, and he manifests in this chamber in 1d6 rounds to confront the PCs. Whether or not the two 25,000 gp gemstones are

worth arousing the wrath of a demigod is a question left for your PCs to decide.

**Development:** When the PCs enter White Death's Diadem and perform the key to Crystilan ritual, they immediately send themselves into the City Outside of Time and its enclosing demiplane. Once this happens, the PCs have begun Part 2 of this adventure.

**Story Award:** When the PCs enter the antechamber of White Death's Diadem and successfully perform the key to Crystilan ritual, award them 51,200 XP.

## PART 2: INTO XIN-EDASSERIL

The key to Crystilan ritual is designed to briefly part the eddies of the Dimension of Time and connect the Shadow Plane with the region of the Material Plane that has been trapped for thousands of years inside of Crystilan, but when the PCs perform the ritual, they'll soon learn that there's yet another side effect of the ongoing damage to the time stream that awaits them. As the ritual opens the way between White Death's Diadem and Xin-Edasseril, the PCs gain a brief glimpse of their destination before they are shunted into an unstable pocket of reality lodged between the time-locked city and the rest of reality.

This time, however, it's not the PCs or Alaznist who've damaged the time stream, but cultists of Doloras trapped in Crystilan who have been trying to create a sort of reverse portal from Xin-Edasseril back to the Shadow Plane. Working on the same theories as Xanderghul but lacking the runelord's intellect and skill, the cultists have only recently (a mere day before the PCs performed the key to Crystilan ritual, as it turns out) managed to create a sort of "dead end" intertemporal pathway out of their time-locked prison, a mistake that the PCs are forced into when they attempt to enter the city via the key to Crystilan ritual.

When the PCs finish the ritual, instead of instantaneously appearing on the streets of a lost Thassilonian city, they fall into an unstable planar pocket roughly adjacent to their target, cosmologically speaking. This temporal hallway is just one arcane tweak away from leading into Xin-Edasseril. Once the PCs unlock this timeworn tunnel's secrets, they'll be able to complete their journey and will be deposited on the streets of Xin-Edasseril, only to find the city has been thrown into chaos.

When the Sihedron Heroes were tasked with the secret mission of confronting Alaznist before this Adventure Path began, they realized that as long as Alaznist had the *Scepter of Ages*, she would be unstoppable. And so the heroes devised a plan to defeat her by depriving her of the ability to manipulate time. Through the use of a powerful

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artifact recovered from the risen Isle of Xin during the course of the Shattered Star Adventure Path—a device known as a *timeglass*—the Sihedron Heroes theorized that they could harvest temporal energies and use them to negate the power of the *Scepter of Ages*. They traveled to Crystilan, where they used the *timeglass* in a potent ritual to infuse the temporal vapors held inside it with the time-locked energies of Crystilan’s dome. Armed with this weapon, they were ultimately able to defend themselves against the *Scepter of Ages*, but they were still defeated. The *timeglass* was shattered and the *Scepter of Ages* hurled into the future, as Alaznist sacrificed the artifact to “slingshot” the Sihedron Heroes backward in time, ironically imprisoning them in the very city they had recently visited.

In any event, the Sihedron Heroes were unaware of the havoc their actions wreaked upon Crystilan itself. While the amount of time-locked energy they harvested was tiny, it was more than enough to disrupt the delicate balance of temporal magic locked within Crystilan. Like a proverbial crack in a dam that let a stream of water escape from a reservoir, the shell of Crystilan let time flow back into Xin-Edasseril, allowing thousands of years

of temporal backlash to reverberate throughout the city. This backlash disrupted the week-long time loop that had befallen the capital, and time began flowing more linearly once again. That the city remained outside of time, and was thus protected from the devastation of Earthfall, was little solace to its inhabitants. Ever since, the citizens have struggled with the implications of their city’s temporal shackles while Runelord Belimarius fights to retain power, wicked and violent rune giants terrorize the city, cultists of Doloras attempt to move the entire city into the Shadow Plane, and vicious time-beasts and strange undead haunt its streets.

It is this fraught physical and political landscape that the PCs must explore and navigate. The information they need to stop Alaznist awaits discovery in the library of the Arcanium Abjuration, but other goals will present themselves to the heroes. They will have the chance to not only recover the legendary *Sihedron* and rescue the time-trapped Sihedron Heroes, but also come face to face with Belimarius in her Palace Miasmorica. Whether she becomes an enemy or ally depends on their actions, but in order to escape from the city and return to their timeline, the PCs must crack the dome of Crystilan that

has, for over 10,000 years, held Xin-Edasseril outside of time itself.

### CRYSTILAN PLANAR TRAITS

The time-lost city of Xin-Edasseril, the timeworn tunnel the PCs must travel through to reach it, and the Eye of Jealousy all exist within the confines of a demiplane called Crystilan. Note that the name “Crystilan” is one created long after Xin-Edasseril was trapped, and it refers not to the city but to the demiplane in which that city now exists. None of Xin-Edasseril’s inhabitants recognize the word if the PCs ask about it. Xanderghul came across the term as he researched the lost capital of Edasseril in more recent times, and he named his ritual as he did in order to obscure its use from the other runelords.

One likely welcome development for the PCs is that within Crystilan, they are no longer hampered by the damage to the timeline, and all Knowledge (history) checks are made normally, without penalties, within the demiplane as long as it remains lost from time. However, they still lack any recollection of the identity of the Sihedron Heroes.

Planar traits for Crystilan (and by extension, the timeworn tunnel and the Eye of Jealousy) are presented below in the same format used in *Pathfinder RPG Planar Adventures*—see pages 92–93 of that book for more details.

#### CRYSTILAN

### The City Outside of Time

*Although many demiplanes exist within the Ethereal and Astral Planes, Crystilan instead exists within the Dimension of Time.*

**Category** demiplane

#### TRAITS

**Gravity** normal (Xin-Edasseril and Eye of Jealousy) or objective directional (timeworn tunnel; see below)

**Time** normal (this is a recent change; before this Adventure Path began, Crystilan’s time trait was timeless)

**Realm** finite (Xin-Edasseril and Eye of Jealousy) or unbounded (timeworn tunnel)

**Structural** lasting (this is a recent change; before this Adventure Path began, Crystilan’s structural trait was more complex, with the demiplane “resetting” itself every week)

**Essence** mixed

**Alignment** mildly neutral-aligned

**Magic** impeded (teleportation effects function normally, but do not allow entrance or exit from the plane; summoning effects function normally, but calling effects that conjure creatures do not function at all unless the target creature is a native of the Dimension of Time; effects that banish a creature from a plane, such as *dismissal* or *banishment*, do not function at all unless the target is a native of the Dimension of Time; *imprisonment* places victims within the Eye of Jealousy rather than deep underground)

#### DENIZENS

**Core Divinities** none

**Other Divinities** none

**Outsiders** varies

**Petitioners** none

#### INFUSIONS

**Special** Crystilan has no planar infusions of its own—instead, it is treated as the Dimension of Time for the purposes of planar infusions.

### C. THE TIMEWORN TUNNEL

The timeworn tunnel in which the PCs become trapped exists entirely within the surrounding fabric of Crystilan—this dome of temporal energy is what contains the heart of Xin-Edasseril and traps its inhabitants, and it is through this dome that the PCs must travel to reach their destination.

After the PCs use the key to Crystilan ritual to create a gate to Xin-Edasseril and step through it, they manifest at the center of the largest shard, at area C1. Read or paraphrase the following.

A gale-force wind momentarily blasts away all breath as your surroundings evaporate into a bottomless, starless black void. Gusts of varying temperatures, all of them bitterly cold, beat relentlessly as the sensation of helpless falling takes over. An instant later, with a bone-jarring jolt, you find yourselves standing upon what appears to be a platform of softly glowing crystal floating in a black void. A total of six other crystal platforms, each of differing sizes and shapes, float in the void nearby. The surfaces of the crystals are flat, but etched with a complex series of grooves and markings.

The seven crystal platforms are a physical reflection of the city of Xin-Edasseril, created when the cultists of Doloras attempted to force their way out of the city into the Shadow Plane. The surfaces of these blue crystal platforms are scoured with regular patterns of brightly glowing grooves. A PC who succeeds at a DC 25 Knowledge (geography, history, or local) check perceives that this pattern is similar to the layout of a cosmopolitan city, though this style of city planning is not nearly as popular as it was in the ancient past, especially in Thassilon. If the PCs have seen a sketch of a map of Xin-Edasseril (most likely during the previous adventure, when they studied Xanderghul’s cache of information about Crystilan), they recognize these grooves as part of a large rendering of the city’s map.

The crystals themselves are immune to damage and are 1 foot thick. They are cold to the touch and appear to be made of ice, but they aren’t cold enough to cause damage to those in contact with them.

Gravity is constant and always pulls toward a crystal’s flat surface, so a character can stand on either side of one.

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Should a character step off of a crystal, she can simply walk around to the opposite side with a successful DC 20 Acrobatics check. It's possible to jump from one crystal to another, but the weird sensation as gravity shifts during the jump is unsettling, imposing a –5 penalty on the Acrobatics check for the jump. A character who flies directly away from the crystals finds that nothing else exists in this glitch in time. The crystals are located at the center of the realm, and as soon as someone travels more than 500 feet from the crystals, she wraps around to the opposite side of the realm and finds herself now approaching the crystals rather than retreating from them.

To escape the timeworn tunnel and finish the journey to Xin-Edasseril, the PCs must reassemble the crystal map, which the cultists shattered during their haphazard attempts to create a gateway to the Shadow Plane (for more about the cultists' plans, see page 46). It's likely that the PCs find this out from Nellrine and Jolez (see page 31), or from interrogating the bythos aeon who came to investigate the region, only to be trapped within it.

### Prisoners of the Tunnel (CR 16)

**Creatures:** When the PCs first arrive in the timeworn tunnel, they automatically hear the sound of voices—a man and a woman—crying out in fear and begging for their lives. The sounds come from the highest easternmost shard (area C7). Here, a young woman and a young man, Nellrine and Jolez, are being menaced by a looming bythos aeon named Xere.

Xere happened to be in the right place at the right moment to notice strange fluctuations in the flow of the Dimension of Time caused when cultists of Doloras attempted to force their way through Crystilan's boundaries into the Shadow Plane, and Xere made the fateful mistake of investigating the curious event. For a few brief moments, the planar boundaries between Crystilan were softened enough that the bythos aeon was able to do something no one else could—it cast *plane shift* to move from the Dimension of Time into the timeworn tunnel, only to feel the demiplane heal itself a moment later, trapping the aeon inside.

It wasn't long, of course, before Xere discovered Nellrine and Jolez. The aeon falsely assumed these two created the fissure and must be punished, and it has spent the past 24 hours relentlessly interrogating them. In reality, Nellrine and Jolez are innocent teens

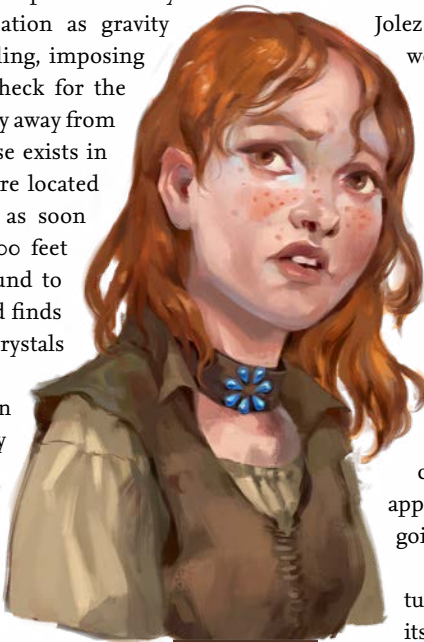
from Xin-Edasseril whom the cult abducted and forced through the ragged gate created by their experiment.

The cult used them as guinea pigs; if Nellrine and Jolez were able to pass through and return, it would mean the cultists had been making progress. If not, the teens were easy sacrifices to Doloras.

Like all aeons, bythos do not communicate with traditional language, but instead use a method known as envisaging to mentally communicate via images, emotions, and concepts. As the PCs approach the trio, they see two young humans clutching each other in fear as they cower before a towering four-armed aeon who regards them silently. Yet the way that the two humans constantly react and cry out makes it apparent that some form of interrogation is going on.

As soon as the aeon notices the PCs, it turns to face them and assails them with its demands. The mind of each PC is filled with the sensation of being judged by this creature, accused of damaging the flow of time and bounds of reality, ordered to confess what they've done to create this place, and commanded to reveal the method of escape from this "temporal prison." The aeon does not instigate an attack on the PCs, but it is quick to interpret almost any action other than abject cowering as a sign of guilt, at which point it attacks.

That Nellrine and Jolez have been horrified to the point of near paralysis by the aeon is the one thing that's kept them alive for the past 24 hours, but they have spent this time without food, water or sleep. Both are exhausted and do nothing but watch in terror as the PCs are attacked.



NELLRINE

### XERE CR 16

76,800 XP

Bythos aeon (*Pathfinder RPG Bestiary 2* 10)

hp 207

### NELLRINE AND JOLEZ CR 5

1,600 XP each

Female and male ruffians (*Pathfinder RPG NPC Codex* 258)

hp 45 each

**Development:** It's unlikely the PCs will be able to convince the aeon that they're not the cause of the timeworn tunnel, but in the off chance they can secure a peaceful resolution to the encounter, there's little the aeon can tell them other than that it investigated an



anomaly and found itself trapped here. It wants only to return to the proper flow of time, and it refuses to leave this location until it's devoted the proper amount of consideration to its problem. In practical terms, this could take years, and the PCs are likely to solve the situation by completing the adventure long before Xere comes to the conclusion that it should abandon this area and seek escape elsewhere. In any event, the aeon will not accompany the PCs into Xin-Edasseril unless it is magically compelled to do so (in which case, it very likely attacks the PCs in a rage when it escapes magical control).

**Story Award:** If one of the two youths survives this fight, award the PCs 4,800 XP. If both survive, award them 19,200 XP instead.

### Nellrine and Jolez

Once the PCs have dispatched the aeon, they are free to talk with Nellrine and Jolez. The teens are frightened, disoriented, and exhausted, but they'll answer the PCs' questions in hopes of finding help getting home. Nellrine and Jolez are wearing shabby leather clothing, and each wears an unholy symbol of Doloras wound tightly around the neck, though neither acts like an evil cultist. Answers to the PCs' likely questions are given below.

**Who are you?** The young woman looks apprehensively at the young man and painfully clears her throat. "N-name's Nellrine," she says in a squeaking voice. "This is Jolez. Are you with the cult? Are you going to kill us? Just get it over with. You Doloras worshippers are vile."

It takes only a successful DC 17 Diplomacy check to reassure Nellrine that the PCs are not cultists. The teens then clarify that they're from Xin-Edasseril and answer any questions below as noted. Otherwise, they continue to assume the PCs are with the cult that kidnapped them. If the PCs reveal that they are from modern times, the teens are intrigued and a little confused, though they and the rest of the city now know that they've been stuck in a time loop for some time.

**What are you doing here?** Jolez swallows a few times before finding his voice, though it's weak from his lack of oxygen. "We went outside at night. Vaneir told us not to—she knew it was dangerous. We thought that if we could scout the cultists' strongholds, the refugees would have an easier time. Instead, the cultists got us. Dragged us to the Arcanium and threw us in some sort of portal. They

said we were testing their gateway to the Lady in Pain, and if we came back, they'd reward us. If we didn't come back, they said we'd already been offered." Jolez shudders. "Either way, we were sacrifices."

**Why was that aeon interrogating you?** Mention of the bythos causes the youths to break into tears again, but once they regain composure, they admit they don't know—only that the creature appeared in the area a few moments after they did, and it immediately began interrogating them, accusing them of creating this place, damaging time, and trying to force from them a method to escape. The two were too frightened of the creature to do anything other than cower, but before the PCs intervened, they had been steeling up their courage to try to escape by leaping off of the platform.

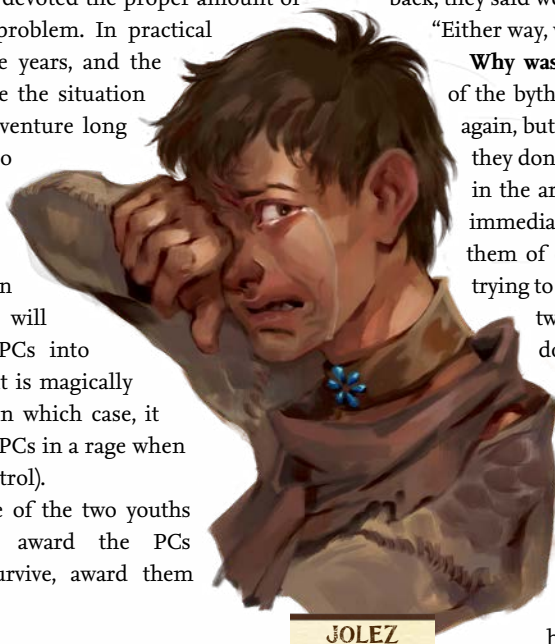
**What is this place?** Neither of the young adults knows, suspecting only that it's some sort of horrible extraplanar prison the cult is testing.

**Who is Vaneir?** Both youths sigh heavily and then sputter with coughing for a moment. Nellrine regains her composure first. "Vaneir is the leader of the refugees—citizens of Xin-Edasseril trying to make a haven from the cultists, and the rune giants, and the runelord's goons. She was protecting us after our families..." She shares a mournful glance with Jolez. "Both of our families. Both of our houses in Envy Row East. Gone to some strange ghostly ripple thing just last week. That's what living in this city has become, unless you're filthy rich."

**Is that an unholy symbol of Doloras around your neck?** Both Nellrine and Jolez look down at their necks in horror and remembrance. Both begin tugging wildly as they try to remove the symbols. "Yes!" Jolez screeches. "They put these disgusting things on us. Said we'd be 'envoys of the Lady.' We're not cultists! We hate them!"

**Do you know how we can get to Xin-Edasseril?** Nellrine shrugs. "We're close already. I don't understand planes and dimensions, honestly," she says. "I heard the cultists theorizing among themselves, those monsters. Something about possibly creating a 'tunnel of time,' but only if they shattered a piece of the dome that encases the city. We have noticed that when you think about the platforms they shudder and twist, but I don't know why." Her face becomes terribly morose. "Like I said, I don't understand. But it's something to do with magic. If you could figure it out, you could help us get home!"

**Where might historical lore be kept in your city?** Jolez looks at Nellrine and shrugs. "Maybe the Palace Miasmorica. Maybe the Arcanium Abjuran," he says. "Both places are overrun with terrible people, but either might



JOLEZ

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have what you need. But..." A light dawns in both youths' faces simultaneously.

"If you help us get back, we can bring you to Vaneir," Nellrine says. "I bet she could help!"

**What do you know about Belimarius?** Nellrine looks skeptically at the PCs. "She's the runelord. The unequivocal ruler of Edasseril? Queen of Envy? You're acting like you've never heard of her. Everyone in Thassilon has heard of her."

### Assembling the Platforms

The method of escaping the timeworn tunnel is relatively simple but not immediately apparent. Each of the seven floating shards reacts to thought directed at it from a creature that stands upon its surface. If any PC indicates that she is concentrating on a crystal platform on which she stands, the platform begins to slowly rotate. If a PC focuses on a direction, that platform moves in that direction at a speed of 5 feet. In order to open the way back to Xin-Edasseril, the seven platforms must be assembled, like a puzzle, back into the original form of the reflection of the city's layout.

Alternatively, if a PC studies one of the crystal platforms while using *detect magic* (or a similar spell) and succeeds at a DC 25 Spellcraft check, she can discover the method of manipulating and moving the platforms.

If the PCs are having trouble figuring it out, then either Nellrine or Jolez should realize that the grooves on the crystal surfaces match the layout of Xin-Edasseril's streets. You can use these NPCs to help steer the PCs in the right direction; the PCs might also use divination spells to explore avenues of escape.

Once the PCs hit on the solution, you can provide them with a map of the timeworn tunnel, or even cut out the seven crystals so that the players can physically put the puzzle together. Alternately, you can just describe the process to the PCs once they start moving the pieces into place. If you don't want to get bogged down in the details and if the PCs have a reliable method of safely moving from crystal to crystal, you can even simply tell them that it takes 3d6 minutes to manipulate the platforms into the proper position.

Once all seven platform fragments have been properly arranged, they flash with bright blue light before vanishing, and the PCs (including Nellrine and Jolez, but not the aeon Xere, if he still lives—he prefers to remain in the tunnel for the time being) appear in Xin-Edasseril. At this point, proceed with **Event 1** on page 41—the section that follows presents details on the city of Xin-Edasseril as a whole, and you should be familiar with the city and its situation before proceeding!

**Story Award:** Once the PCs reassemble the crystal platforms and repair the timeworn tunnel, award them

25,600 XP. You can double this award to 51,200 XP if you feel that the PCs were particularly cunning in their solution and didn't need much aid from NPCs—or if you feel that the PCs simply need a bit more XP to face the challenges that await them in Xin-Edasseril!

### D. XIN-EDASSERIL

Once the PCs arrive in Xin-Edasseril, they find themselves in the midst of widespread chaos, though the city's gleaming architecture and beautiful vistas obscure this fact. Since time has begun to flow normally once again, multiple violent factions now vie for control of the city, while its unstable temporal fabric spews out dimensional threats and terrifying undead that roam the streets.

This part of the adventure is a sandbox, and, its many threats notwithstanding, the PCs are free to explore this ancient Thassilonian capital as they wish. They won't be able to leave the city until they finish the adventure, restoring Xin-Edasseril to the world and the modern age, but until then, the PCs ironically have all the time they need to rest, recover, and research. There are plenty of safe harbors providing shelter in the city, and as long as they remain in what is effectively the ancient past, they don't have to worry about what Alaznist is up to in the modern era (nor do they need to worry about the Runelord of Wrath tracking them down).

Note that while this incarnation of Xin-Edasseril exists in the ancient past, the PCs remain creatures of the present. This is particularly important for characters who have divine or other mystic ties to Golarion; these ties remain intact while they are in the past, even if such ties technically didn't exist 10,000 years before. For example, Cayden Cailean wasn't born for thousands of years after the fall of Thassilon, but if a cleric of Cayden Cailean travels to Xin-Edasseril, she will still be able to use her class features and could even communicate with him via *commune* if she wished. None of the NPCs of Xin-Edasseril will have heard of Cayden Cailean, of course, but for the time-traveling PC, her faith travels back in time as well. The reverse of this is true as well—as long as Xin-Edasseril remains in the past, clerics of deities who lived at the time of Earthfall but have since perished continue to gain their powers as normal (although none of the NPCs featured in this adventure fall into this category).

While most of the citizens of Xin-Edasseril are relatively low in level, they're also citizens who have lived much of their lives in a Thassilonian capital city. Magic is no mystery to the people of Xin-Edasseril, and now that the populace has more than a week to realize something strange is going on, knowledge that their home has been trapped in a demiplane outside of time is relatively common knowledge—but it has also contributed to the city's chaos and despair.

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## EXITING CRYSTILAN

Even though time now flows normally in Crystilan, it's still approximately 10,000 years in the past. As such, the demiplane remains locked in its own timeline until someone shatters the borders and restores Xin-Edasseril to the modern era. Souls of the departed can now exit the demiplane to enter the River of Souls and pass on to the afterlife (and a creature can now be restored to life normally if it dies within Crystilan), but no other method of leaving the demiplane functions. A mythic *miracle*, mythic *wish*, or divine intervention could allow a single creature to escape Crystilan, but until the dome itself is shattered, the PCs remain trapped in time. See **Event 4** for more details on how the PCs can accomplish this final goal.

Remember that as part of the demiplane of Crystilan, Xin-Edasseril is subject to specific planar traits, as summarized on page 29.

Even though only the central portion of the city was trapped in Crystilan, Xin-Edasseril is a sprawling place, with many more locations and inhabitants than can be presented in detail in this adventure. Instead, this section of "The City Outside of Time" focuses on the overarching political, physical, and temporal atmosphere of the city, provides information about specific points of interest, and details the major events that happen to the PCs during their adventures here. The PCs themselves should be self-motivated in their goals—see the events beginning on page 41 for a discussion of these probable goals.

### XIN-EDASSERIL

LE large city

**Corruption** +5; **Crime** -1; **Economy** +0; **Law** +2; **Lore** +5;  
**Society** +0

**Qualities** academic, civil unrest, insular, magically attuned,  
time-lost

**Danger** +15

#### DEMOGRAPHICS

**Government** overlord

**Population** 11,150 (9,100 humans, 600 halflings, 800 half-elves, 250 giants, 200 elves, 200 other)

#### NOTABLE NPCs

**Belimarius, Runelord of Envy** (LE female human abjurer 18)

**High Master Solethex Sarn** (LE male human oracle<sup>APG</sup> 19)

**Tiane Vaneir** (NG female human bard 13)

**Queen Wo-Shalist** (LE female rune giant<sup>B2</sup>)

#### MARKETPLACE

**Base Value** 9,600 gp; **Purchase Limit** 60,000 gp;

**Spellcasting** 9th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4

#### QUALITIES

**Civil Unrest** Xin-Edasseril is in the throes of anarchy, as its temporal instability has given rise to several evil factions vying for control: the newly powerful cultists of Doloras who call themselves the Apostles of Pain; the rune giants who have emerged from their bondage enraged; and the runelord herself, who is viciously and violently trying to regain her iron grip on the city. Most citizens who are not part of one of these factions are refugees, for civil unrest has caused widespread property damage and enormous danger to any who travel out in the open. (+5 *Danger*, -4 *Law*)

**Time-Lost** The city remains cut off from the rest of reality for the duration of this adventure. While this has resulted in a stagnation of the city's economy, the plethora of well-preserved texts and knowledge of the ancient past has made it a treasure trove for those wishing to learn more about many topics. (-2 *Economy*, +2 *Lore*)

### Temporal Hazards

When the Sihedron Heroes harvested the energies they needed from Crystilan's exterior dome on Peridot Isle to confront Alaznist, they unknowingly freed Xin-Edasseril from its time loop. This has, for the first time since the city was thrown outside of time, provided those trapped within a route to escape, but only upon their deaths. Before this event, even the souls of those who perished in Xin-Edasseril could not escape, and these trapped spirits were cursed to an existence as undead chronogeists. Souls of the departed can now, finally, progress forward through time and space to be judged in the Boneyard, but while no new chronogeists will manifest in the city streets, many of the undead still linger and pose significant threats.

An even greater threat looms over Xin-Edasseril, though, for the backlash greatly weakened the demiplane's fabric, and a perimeter of dangerous and unstable time began encroaching upon the city's borders while subtly permeating the entire locale. Now, the entire city is at risk of occasional temporal events, with anomalies even more frequent in the uninhabitable perimeter known as the Temporal Wastes.

As the PCs explore Xin-Edasseril, they'll certainly experience many of these temporal hazards. In fact, due to their own links to the damage to the flow of time, these temporal hazards will affect the PCs more often than they do other denizens of Xin-Edasseril. You can roll on the Temporal Hazard table whenever you wish, using these random events to spice up lulls in the action. At least one temporal hazard should occur per day unless the PCs spend that entire day sheltered from these events (as detailed in the Xin-Edasseril Gazetteer beginning on page 38), but don't overwhelm the PCs with them. Note that in the Temporal Wastes, these hazards occur more frequently (see page 36 for more details).



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## Temporal Hazards

### d20 Event Description

- 1-3 The buildings and solid objects around the PCs suddenly erode away to dust, only to restore themselves to normal an instant later. Each PC must succeed at a DC 23 Fortitude saving throw or be infused with time flowing so slowly that it freezes his blood and shocks his heart, dealing 1d4 points of Constitution damage.
- 4-6 Eerie humanoid screeching and a kaleidoscope of colors assaults the PCs' senses as infinite pasts, presents, and futures momentarily flash before their eyes. Each PC must succeed at a DC 23 Will saving throw or be confused for 1d10 rounds.
- 7-9 The buildings and solid objects around the PCs ripple, stretch, and contract. Each PC must succeed at a DC 23 Reflex saving throw or be caught up in these temporal contractions and become exhausted.
- 10-12 One random PC is affected by a *sands of time*<sup>UM</sup> spell for 24 hours. This effect functions at CL 20th for the purpose of *dispel magic*.
- 13-15 A pack of 1d4+4 advanced hounds of Tindalos (*Pathfinder RPG Bestiary* 2 292, 158) emerges from nearby angles to attack the PCs.

16-18 The PCs are attacked by a single chronogeist (see page 82).

19-20 The PCs are attacked by multiple chronogeists (see page 82)—this encounter is with a pair of chronogeists if the average party level is 15 or lower, or a group of three if the average party level is 16 or higher.

## Xin-Edasseril's Districts

The capital of the Realm of Envy is deep in the throes of a civil war, with loyalists to Belimarius, enraged rune giants, and cultists of the Queen of the Night Doloras, all vying for control of its districts. Meanwhile, residents caught between these three factions grapple with encroaching temporal instability on the city's outskirts, and refugees of the infighting struggle to survive and find a fix to their impossible dilemma.

The following summaries are meant to help GMs keep track of the city's various districts and which factions control each. For information about specific locations in Xin-Edasseril, see the gazetteer section on page 38.

**Bazaar of Rivals (Rune Giant Territory):** Located to the northeast, the Bazaar of Rivals was once the city's bustling commerce district. Now, rebellious rune giants and their enslaved, oversized minions rule the streets.

Most of the surviving merchants and their families have fled, and only a few stalwart and stealthy professionals dare to still live here, including the notorious poisoners' and assassins' guilds.

**Covetous Chorus (Runelord Territory):** This opulent, gated district abutting the runelord's palace is the home of sycophantic bureaucrats whose loyalty to Belimarius has earned them her protection against the other factions roaming the city. The district isn't immune to the dangers of the Temporal Wastes (see below), but outside of the palace, it's the safest place in the capital.

**Emerald Enlightenment (Cultist Territory):** Once the seat of knowledge and learning in ancient Edasseril, this district in the center of the city is now overrun with cultists of Doloras who call themselves the Apostles of Pain. The cultists use the occupied Arcanium Abjurant as their base of operations. By night, they patrol the district and its surrounding streets for dissenters and victims to feed their fell experimentations.

**Envy Row East and West (Contested Territory):** These two districts of ramshackle housing are home to citizens who have hunkered down to weather out the city's chaos. However, Belimarius's guards consistently try to enforce loyalty to the runelord, the Apostles of Pain regularly make incursions, and the rune giants occasionally venture from their holdings to rampage and seize ground in both districts.

**Palace Miasmorium (Runelord's Territory):** This palace and its large barracks house Runelord Belimarius and her staff as well as her Runelord's Guard. The runelord has used her powerful magic to stave off the encroaching Temporal Wastes, and the other warring factions dare not attempt to breach the palace. This is the safest place in the city—as long as those who tread here are loyal to the runelord.

**Temporal Wastes (Wasteland):** Unlike the other districts, this erratic territory surrounds the city in a perimeter that has slowly tightened since the Sihedron Heroes shredded the city's temporal fabric. The Temporal Wastes extend from a few yards to a few hundred feet everywhere along the edges of the city. No normal residents live here, having either fled after the dangerous backlash made itself clear, or having fallen in its aftermath. However, it's likely that the PCs end up venturing into this territory, particularly if they seek out the Fallen First Temple. While the PCs are here, instead of rolling once per hour on the Temporal Hazards table (see page 35), roll once per minute, regardless of whether the PCs are indoors or outdoors. This represents the wildly unstable temporal fabric here. Further, if the PCs linger in the city without moving on to Part 3 of this adventure, the area of this district should grow, representing the encroaching instability that will eventually consume the entire city if the PCs do not shatter Belimarius's *runewell* from within and return Xin-Edasseril to the Material Plane.

## Traversing and Freeing Occupied Districts

In addition to experiencing random temporal hazards while roaming Xin-Edasseril, the PCs are also in the midst of a hostile and dangerous political environment. In this part of the adventure, the PCs have a chance to attract the attention of the various factions that control each of the city's specific districts. Every time the PCs travel the streets of the city, or once per 4 hours spent in activities that require travel (like shopping or gathering information), there's a chance equal to Xin-Edasseril's danger rating (15%) that the PCs encounter opposition themed to that district's territorial control.

Note that the PCs' actions during the adventure might affect which threats they experience. If the PCs defeat the rune giant queen or ally with her at the Runestep Throne (area **D9**), they'll no longer risk encounters in rune giant territories. If they unseat the cultists' high master in the Arcanium Abjurant (area **D2**), the resulting chaos means the cultists and their allies no longer randomly roam the streets searching for the PCs. And once the PCs defeat Belimarius in the final part of this adventure, GMs need not roll on the Runelord Territory Encounters table. If the PCs decide to ally with Belimarius instead, the GM should not roll on that table when the PCs traverse her territory for as long as the alliance remains.

For encounters in contested territories, there's a 50% chance that the PCs have an encounter from one of the three tables (determined randomly)—otherwise, the encounter is a clash with two rival forces. In this case, pick two territories adjacent to the contested territory and roll an encounter for each. The PCs come across the two groups in combat, and they can support one side, attack both, or avoid the conflict entirely.

If a fight takes place on the streets of Xin-Edasseril, you can either use the map of the city as a guide to sketch out the area, or you can use an existing map of a city location to play the fight out. Paizo publishes numerous Pathfinder Flip-Mats and other products that work great for this. *Pathfinder Flip-Tiles: Urban Starter Set* provides 42 customizable map tiles you can arrange to quickly generate a wide range of urban battlefields, or you could use a larger single map, like *Pathfinder Flip-Mat Classics: Village Square*, to represent a typical Xin-Edasseril town square.

## Rune Giant Territory Encounters

d6	Encounter	CR
1-3	A patrol of four charmed cloud giants ( <i>Pathfinder RPG Bestiary</i> 147) accost the PCs.	15
4-5	A pair of charmed storm giants ( <i>Bestiary</i> 152) wildly attack the PCs.	15
6	A lone rune giant ( <i>Pathfinder RPG Bestiary</i> 2 130) notices the PCs and attacks.	17

## Cultist Territory Encounters

d6	Encounter	CR
1-3	A group of six cult thugs ( <i>Pathfinder RPG Villain Codex</i> 215) try to take the PCs captive for sacrifice.	14
4-5	Two Apostles of Pain (see page 46) sniff out the PCs' location. If the PCs haven't yet visited the Arcanium Abjurant, these apostles invite the PCs to come to the library to meet their master, as detailed at the start of <b>Event 5</b> . If the PCs have already spoken to High Master Sarn and parted on good terms, these Apostles warn the PCs to "watch themselves" but let them go in peace. Otherwise (particularly if the PCs have defeated or discredited the master), the apostles attack on sight, hoping to capture the PCs alive for use as sacrifices to Doloras.	15
6	Before the city became trapped in time, the cult of Doloras had secured the servitude of 12 interlocutor kytons ( <i>Pathfinder RPG Bestiary</i> 3 174). This encounter is with a group of four of them; if all 12 have been slain, this encounter is with two chronogeists instead (see page 82).	16

## Runelord Territory Encounters

d6	Encounter	CR
1-3	Tolm Nexiria (see below), a bounty hunter who's served Runelord Belimarius faithfully for years, has taken on a new role in Xin-Edasseril. He patrols the city streets near the palace, as well as those in contested districts, keeping an eye out for new developments. If you roll this encounter, Tolm has noticed the PCs and does his best to follow them quietly, observing their actions so that he can report back to Belimarius. If the PCs notice him, he attempts to flee. If cornered or captured, he admits he's been watching the PCs at the request of his mistress, and that he's been impressed with them. He invites the PCs to come with him to meet the runelord—if the PCs agree to accompany him, proceed with Part 3 of the adventure.	15
4-5	A pair of Emerald Guards (see page 40) on patrol the streets; if they spot the PCs, they interrogate them to determine who they are. If they believe the PCs are just locals, they order the PCs home.	15
6	A single adamantine golem ( <i>Pathfinder RPG Bestiary</i> 2 134) has long patrolled the streets of Xin-Edasseril, but since the time distortions began, the golem has been behaving erratically. It now stomps through the city, attacking all who aren't dressed as the Emerald Guard. This encounter can occur only once.	19

## TOLM NEXIRIA CR 15

### XP 51,200

Human (pure-blooded Azlanti) ranger (urban ranger<sup>APG</sup>) 16  
LE Medium humanoid (human)

**Init** +7; **Senses** darkvision 60 ft., Perception +21

#### DEFENSE

**AC** 30, touch 16, flat-footed 26 (+8 armor, +2 deflection, +3 Dex, +1 dodge, +5 natural, +1 shield)

**hp** 188 (16d10+96)

**Fort** +16, **Ref** +15, **Will** +9

**Defensive Abilities** improved evasion

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor); push through

**Melee** +1 *human-bane longsword* +17/+12/+7/+2

(1d8+5/19–20 plus 2d6 vs. human), +1 *human-bane longsword* +17/+12 (1d8+5/19–20 plus 2d6 vs. human)

**Ranged** +1 *composite longbow* +20/+15/+10/+5 (1d8+4/×3)

**Special Attacks** combat style (two-weapon combat), favored enemies (elves +2, giants +2, humans +8, native outsiders +2), quarry

**Ranger Spells Prepared** (CL 13th; concentration +15)

4th—*find quarry*<sup>ALC</sup>

3rd—*darkvision*, *life bubble*<sup>APG</sup> (DC 15)

2nd—*barkskin*, *cure light wounds* (2), *wind wall*

1st—*endure elements*, *feather step*<sup>APG</sup> (DC 13), *keen senses*<sup>APG</sup> (DC 13), *resist energy*

#### TACTICS

**Before Combat** Tolm casts *darkvision* and *barkskin* on himself.

**During Combat** Tolm focuses his attacks on humans and does his best to stay mobile, though he prefers to fight in melee with both weapons at once.

**Morale** Tolm isn't too interested in drawn-out fights in the field, and he flees to Palace Miasmorica if reduced to fewer than 120 hit points, reporting to Belimarius. In this case, he can be encountered again in area E6, where he fights to the death.

#### STATISTICS

**Str** 18, **Dex** 17, **Con** 19, **Int** 10, **Wis** 14, **Cha** 14

**Base Atk** +16; **CMB** +20; **CMD** 36

**Feats** Combat Reflexes, Dodge, Double Slice, Great Fortitude, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend

**Skills** Bluff +18, Intimidate +21, Knowledge (local) +19, Perception +21, Sense Motive +18, Spellcraft +19, Stealth +19

**Languages** Common

**SQ** blend in, favored communities (blighted +2, Xin-Edasseril +6), hunter's bond (companions), swift tracker, track +8, trapfinding +8, wild empathy +18

**Combat Gear** *potions of cure serious wounds* (2); **Other Gear** +4 *hide armor*, +1 *composite longbow* (+3 Str) with 20 arrows, +1 *human-bane longsword* (2), *belt of mighty constitution* +4, *ring of protection* +2, backpack, bedroll,

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belt pouch, flint and steel, hemp rope (50 ft.), mwk manacles, pot, torch (10), trail rations (5), waterskin, 192 gp

### XIN-EDASSERIL GAZETTEER

The following locations of note in Xin-Edasseril are described briefly. Locations that tie to plot events are noted and point to where more information can be found. Characters who reach the edge of the map are presented with a shimmering field of opaque blue force through which they cannot pass. This wall extends upward vertically for 500 feet, then curves inward to form a dome over the city, reaching a height of 1,000 feet



TOLM NEXIRIA

above the center of the city. This wall cannot be climbed, damaged, or penetrated. If someone adjacent to the wall peers through it, a blasted landscape of ash and fire with a sky filled with dark churning clouds can be observed as if through a heavily tinted window: a glimpse of the world in the weeks after Earthfall, as Xin-Edasseril continues to move forward through time, displaced approximately 10,000 years from the present. When viewed from most locations within the city, the blue dome simply gives the impression of a blue sky during the day and a starry night after dark. A PC who succeeds at a DC 30 Knowledge (geography) check notices that the stars seem somewhat off as regards navigation—they are, after all, 10,000 years in the past. The weather remains calm every day and night, with the temperature averaging a comfortable 68° F. In time, this lack of seasonal change could wreak havoc on the environs, but Crystilan's fraying landscape won't last long enough for this to matter. The PCs should have more than enough time to escape and save the occupants of the city, but if they take months to resolve things, it may get out of their hands, in which case the collapse of the demiplane may bring about an abrupt end to the campaign.

#### D1. Arrival Point

This is where the PCs manifest in Xin-Edasseril when they escape the timeworn tunnel.

#### D2. Arcanium Abjurant

Once the preeminent college of magic in the nation of Edasseril, this sprawling academic facility is now the main base of operations for the Acolytes of Pain. See **Events 5** and **6** for more information about this location.

#### D3. Fallen First Temple

This building was once the famous Temple of Desna's First Dream. The seat of the Great Dreamer's worship in Edasseril stood in opposition to the wickedness that permeated the capital. However, when Xin-Edasseril became trapped in Crystilan, the temple vanished from the city entirely, leaving a crater of rubble and ruin in its wake. See **Event 7** for more information.

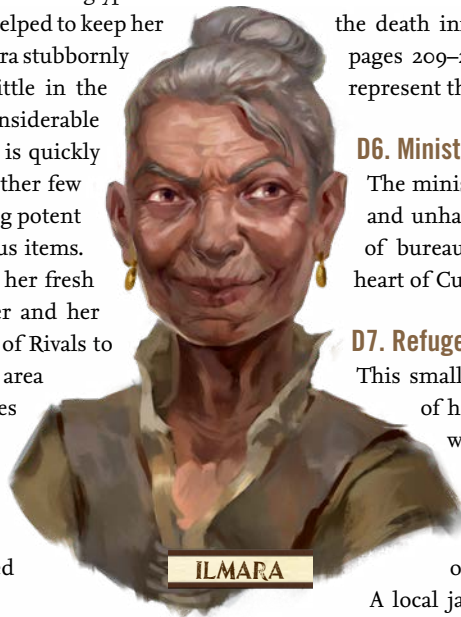
#### D4. Ilmara's Imports

One of the few honest merchants remaining in the Bazaar of Rivals, this shop is protected with powerful *greater glyphs of warding* (CL 14, sonic damage). The store's paranoid proprietor, **Ilmara Delmixien** (N female old human expert 7), exhausted her considerable savings to pay for these powerful protections in the months leading up to Earthfall. Ever vigilant and shrewd, Ilmara noticed Runelord Belimarius's strange obsession with creating a



protective demiplane for herself and surmised that the runelord's activity heralded some impending catastrophe.

Of course, Ilmara was correct, and the glyphs she subsequently commissioned have helped to keep her shop safe from troublemakers. Ilmara stubbornly conducts her everyday life as if little in the city has changed, though her considerable stash of dry goods and fresh water is quickly dwindling and might last only another few months. Ilmara specializes in selling potent magic items—particularly wondrous items. If the PCs visit her shop and offer her fresh supplies or volunteer to escort her and her caravan of goods out of the Bazaar of Rivals to safety (preferably to the Sanctum, area D10), she's willing to lower her prices by half on a number of magic items equal to the number of PCs. Note that there is a story award available if the PCs smuggle Ilmara and her goods to the Sanctum, as described in **Event 3**.



### D5. The Hungry Blade

This deceptively unassuming tavern and hostel serves as the front for a notorious guild of assassins known as the Hungry Blade. Their members are savvy enough to evade the roving rune giants in the Bazaar of Rivals and continue operations. When the PCs meet Tiane Vaneir in the Sanctum (see page 42), one of many suggestions she offers is that the PCs could hire the Hungry Blade to take down several cultist lieutenants, forcing the high master of the Apostles of Pain into hiding. The Hungry Blade's leader, First Blade **Yenela Fisk** (NE male half-elf slayer<sup>APG</sup> 12/assassin 3), is willing to entertain a contract to kill the lieutenants (who dwell in several different locations throughout the Emerald Enlightenment district), but the price is high. The guild will not accept a contract to kill the high master himself; doing so is too dangerous, Fisk explains, and would bring them more trouble than it's worth.

To contract the assassins, the PCs must either pay the guild 100,000 gp (half in advance and half upon completion), donate a magic item worth at least 80,000 gp, or bring proof that they've killed three of the rune giants who rampage throughout the Bazaar of Rivals, making the guild assassins' lives difficult.

Once the PCs have struck a deal, it takes the assassins 1 week of research before they move in and simultaneously kill all of the cult's lieutenants. The assassins are brutal and entirely profit-driven, but as long as the PCs hold up their end of any bargain, they're consummate professionals. If the PCs attempt to pull one over on

the guild, the First Blade finds out within a day, and the full force of the guild's resources are spent trying to slay the PCs. In this case, consider using the statistics for the death initiate and the murderous scythe on pages 209–210 of *Pathfinder RPG NPC Codex* to represent the hostile assassins.

### D6. Ministry of Tithes

The ministry was once the domain of a young and unhappy Belimarius, but now this center of bureaucracy and taxation is deep in the heart of Cultist territory.

### D7. Refugees' Outpost

This small and tenuously protected collection of houses is haven to desperate refugees who have so far escaped the warring factions in Envy Row East. There are about a dozen refugees here—commoners, mostly, surviving on force of will and street smarts.

A local jack-of-all trades named **Amilxna En** (CG female halfling commoner 8) leads the refugees' efforts to scavenge food and stay out of sight. So far, her wiles have kept the group safe, though she recently ushered them from an old safe house that the giants had discovered to this new locale. However, the refugees' safety constantly erodes, and it's only a matter of time before the rune giants, cultists, or Belimarius's guards discover their presence, exterminate them, or force them to choose sides. The refugees are unaware of the Sanctum or Vaneir. Note that there is a story award for escorting these marooned refugees to the Sanctum, and specifically for reuniting the Desnans Rialte and Celvix with their colleague Renner, as described in **Event 3**.

### D8. Emerald Guardhouse

The columns of this wide building are carved in the likeness of Runelord Belimarius. Its wide courtyard is filled with practice dummies and other evidence of martial training, but the grounds are curiously empty. This is the headquarters of the Emerald Guard, the city watch that once enforced order and obedience to the runelord in Xin-Edasseril. Since the city fractured, however, the guard has been overwhelmed trying to fend off threats from the capital's unstable temporal fabric and fighting back against the factions that have risen to usurp portions of Belimarius's power.

By Belimarius's order, her personal champion, Captain Xoxl, is the leader of these guards. However, the captain has not been in regular residence at the guardhouse for some time. Belimarius has grown increasingly paranoid and enraged at the spiraling political situation, and has

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ordered Captain Xoxl to stay in Palace Miasmorica with her at all times.

**Creatures:** Though dozens of guards once patrolled the grounds at all hours, the highly trained soldiers now spend most of their waking hours patrolling the streets of Covetous Chorus or serving guard duty in the Palace itself. At any one time, only six guards are found in this building, and of those six, three are typically catching a few much-needed hours of sleep. If the PCs pass through the main gate leading into the Covetous Chorus and to the palace beyond, unless they successfully use Stealth, the guards call for them to halt and state their business.

If the PCs state an intention to answer a summons from Belimarius, the guards escort them to the palace, as detailed in Part 3. If the PCs in any way indicate that they are hostile to the runelord, though, the guards consider them threats and attack. The three slumbering guards come to investigate the sounds of battle as soon as they can strap on their armor and gear.

**EMERALD GUARD CR 13**

**XP 25,600**

Human fighter 14

LE Medium humanoid (human)

**Init** +6; **Senses** Perception +14

**DEFENSE**

**AC** 28, touch 12, flat-footed 26 (+10 armor, +2 Dex, +2 natural, +4 shield)

**hp** 165 (14d10+84)

**Fort** +13, **Ref** +6, **Will** +4 (+4 vs. fear)

**OFFENSE**

**Speed** 30 ft. (20 ft. in armor)

**Melee** +2 *longsword*  
+24/+19/+14 (1d8+11/19-20)

**Ranged** +1 *longbow* +19/+14/+9 (1d8+3/x3)

**Special Attacks** weapon training (bows +2, heavy blades +3, light blades +1)

**TACTICS**

**During Combat** The Emerald Guards use their teamwork feats to fight as a group, focusing their attacks on spellcasters. If possible, they try to capture PCs alive for questioning.

**Morale** An Emerald Guard fights to the death.

**STATISTICS**

**Str** 18, **Dex** 14, **Con** 18, **Int** 15, **Wis** 10, **Cha** 12

**Base Atk** +14; **CMB** +18 (+20 bull rush, disarm); **CMD** 30 (32 vs. bull rush or disarm)

**Feats** Bodyguard<sup>APG</sup>, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Gang Up<sup>APG</sup>, Improved Bull Rush, Improved Disarm, Improved Initiative, Outflank<sup>APG</sup>,

Power Attack, Quick Draw, Step Up, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Diplomacy +15, Intimidate +18, Knowledge (local) +16, Perception +14, Sense Motive +14

**Languages** Giant, Thassilonian

**SQ** armor training 3

**Combat Gear** *potion of cure serious wounds*, alchemist's fire (5); **Other Gear** +2 *half-plate*, +2 *mithral heavy steel shield*, +1 *longbow* with 20 arrows, +2 *longsword*, *amulet of natural armor* +2, 200 gp

**Treasure:** If the PCs defeat the guards stationed here, they can search the guardhouse at will. The guards are virtually under siege and are undersupplied. Most of the guards carry their dwindling supplies with them, but the guardhouse still has an armory with a few remaining necessities. The door to this armory is locked (Disable Device DC 30), but inside are two *wands of cure serious wounds* (each with 20 charges remaining), a suit of +3 *adamantine full plate*, two suits of +2 *ghost touch scale mail*, a +3 *speed longsword*, and several dozen mundane weapons and suits of armor.

**D9. The Runestep Throne**

This makeshift gazebo is enormous but rickety, hastily constructed to serve as the headquarters of the rune giants who have commandeered the capital's Bazaar of Rivals. Thick but ragged sheets of burlap and ropes of twine stretch overhead, connecting the squat mercantile buildings that once ringed a green space. Inside this makeshift gazebo are clear but improvised efforts at establishing a sort of royalty: an enormous throne made of blasted statuary, a runner made of rags, and an enormous feast table made from broken doors and walls.

This haphazard "palace" is the headquarters of the rune giants who have broken away from the runelord and now claim the Bazaar of Rivals as a kingdom of their own. After centuries of rage and embarrassment at being the runelords' playthings, the giants are perhaps the most unpredictable of all the factions vying for dominance in the capital.



**YENELA FISK**

### D10. The Sanctum

This large and carefully fortified building was once Serene Waters, a public bathhouse and sauna. When the city's temporal fabric frayed, however, the place was abandoned, and it has since become a safe house for the vulnerable. Tiane Vaneir, an empathic and impassioned refugee leader, is spokesperson for the Sanctum. See **Events 2** and **3** for more information about this location.

### D11. Sweetest Dreams

Somehow managing to totally elude the attention of the rune giants who rule the Bazaar of Rivals, this poisoners' guild is still open for business to those who know how to ask. When the PCs meet Tiane Vaneir in the Sanctum, she suggests that perhaps the poisoners might be able to provide some help in the battle against the Doloras cult called the Apostles of Pain. This is partially true; unlike the nearby Hungry Blade assassins' guild (area **D5**), the poisoners have no interest in leaving their base of operations or getting involved in the factions' war. The guild's leader, **Ziradah Melandrial** (LE male half-elf rogue 14), quickly makes this clear to the PCs. However, the poisoners are more than happy to sell their wares to the PCs, and they charge a fair market rate. On hand are 8 doses of black lotus extract (4,500 gp per dose), 6 doses of burnt othur fumes (2,100 gp each), 4 doses of dragon's bile (1,500 gp each), 4 doses of tears of death (6,500 gp each), 3 doses of wyvern's poison (3,000 gp each), and any number of doses of any poison listed in *Pathfinder RPG Ultimate Equipment* that costs 400 gp or less per dose. Additionally, the poisoners can make any number of doses of the poisons listed above to sell the PCs. Doing so takes 1 day for every 2 doses made.

### D12. Thoma's Bunker

This ramshackle hut is the home of **Thoma Xelf** (LN male venerable half-orc commoner 3), a blind octogenarian who has not only weathered the civil war in his home district but actively defies it, emerging on his rickety balcony each morning to shout insults and throw refuse at the various enemies he hears outside. Curiously, the villains all around Thoma have completely ignored him, assuming others have plans for him or not deeming him worth the time to quash. In reality, Thoma might accept help if he knew it existed, as he desperately hopes for news about his granddaughter. Otherwise, the brave old man is full of hatred for the horrors that have befallen his home. He plans every day like it's his last, resisting to the end even while wondering if his efforts are pointless.

Note that there is a story award available if the PCs reunite Thoma with his granddaughter, as described in **Event 3**.

### E. Palace Miasmoria

This is the home and seat of power for Belimarius, Runelord of Envy and queen of all Edasseril. This enormous location is an adventure site in its own right; see page 51 for more information.

#### Event 1: Refugees from Time

When the PCs realign the crystal platforms in the timeworn tunnel, they immediately reknit the temporal fabric surrounding Xin-Edasseril and manifest within the City Outside of Time. This deposits the PCs (as well as Nellrine and Jolez, if they survived) onto a street in the Emerald Enlightenment district, just a few blocks away from the Sanctum (area **D10**). Read or paraphrase the following at this time.

In all directions, buildings with sides of polished marble and domes of deeply colored crystal stand proud over avenues of smoothly polished sandstone. The sky above is azure, though strangely flat, with no clouds in sight. A few plumes of black smoke rise in the distance—the only true indication that this seemingly cosmopolitan place is not as peaceful as it might appear.

Allow the PCs a moment or two to look around. If they survive, Nellrine and Jolez are disoriented, but they quickly regain their bearings and begin to urge the PCs toward the Sanctum (area **D10**). If the PCs resist, or if Nellrine and Jolez are not present, a pair of refugee brothers named Walph and Yoste stumble upon the PCs, quickly recognize that they're strangers, and urge them to contact the Sanctum.

#### Event 2. Into the Sanctum

The outside of this sturdy, two-story building is nondescript in every way—its windows are sealed with ragged boards and rusty nails, and its marble facades are covered in graffiti of strange runes, suggesting it's long abandoned. However, once inside, it becomes clear this former bathhouse is anything but empty. The bottom story is a common room bustling with a diverse, if disheveled, group. A makeshift garden plot in a former sauna blossoms with leafy legumes. Upstairs, dozens of bedrolls are distributed in what were once private soaking rooms. Along the upstairs causeway, stern-looking guards peek between boards, regularly relaying that the streets remain empty of threats.

This is the Sanctum, home to three dozen refugees who fled their homes throughout the city to escape ongoing violence. As its interior indicates, it was once a public bathhouse, a place called Serene Waters, but it was defaced and abandoned when the city devolved into warring factions.

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Soon after, **Tiane Vaneir** (CG female human bard 13), a community leader from Envy Row East, holed up here with a handful of her neighbors and people she had recently met in crisis. Together, under Vaneir's wise supervision, the refugees built up the Sanctum, taking care to obscure their presence from the warring factions—particularly the nearby cultists—while taking in as many victims of the unrest as possible.

The result is a fully functional, if rather bleak, living situation. The refugees have converted the bottom floor's public bath into a common room, and the connected sauna into a greenhouse. The refugees' living quarters are upstairs. The most martial among the group patrol to ensure that no cultists or other factions are attempting to infiltrate the Sanctum, and that no refugees are causing problems for their neighbors. At night, assigned teams of stealthy and magically inclined refugees carefully roam the surrounding areas, noting any enemies who have detected the Sanctum's presence. During these forays, the teams also scavenge for food and supplies.

As soon as the PCs are escorted to the Sanctum, the refugees inside gather in concerned wonder while a few of them summon Tiane Vaneir. Read or paraphrase the following when the PCs first meet Vaneir.

Murmurs spring from the gathered refugees as a stately woman gently makes her way through the crowd, offering polite nods and kind smiles to those she strides past. When she stands, she places her hands behind her back like a practiced diplomat. "I offer you the Sanctum's greetings," she says, her face a mask of formality. "My name is Tiane Vaneir, and I represent all those you see around you. They tell me you simply appeared out of thin air in a street nearby? Strange things are everyday occurrences here. If you come in peace, there is much we might do to help each other. And, certainly, you must have so many questions."

If the PCs rescued Nellrine and Jolez, the teens speak up quickly to vouch for the PCs, and Vaneir thanks them profusely for saving them. If not, the PCs must declare their peaceful intents. If the PCs threaten

Vaneir or the refugees, three guards quickly approach. If a fight breaks out, use the statistics for a bounty hunter on page 135 of *Pathfinder RPG NPC Codex* to represent the guards, and the statistics for a tribal leader on page 36 of the same book to represent Vaneir.

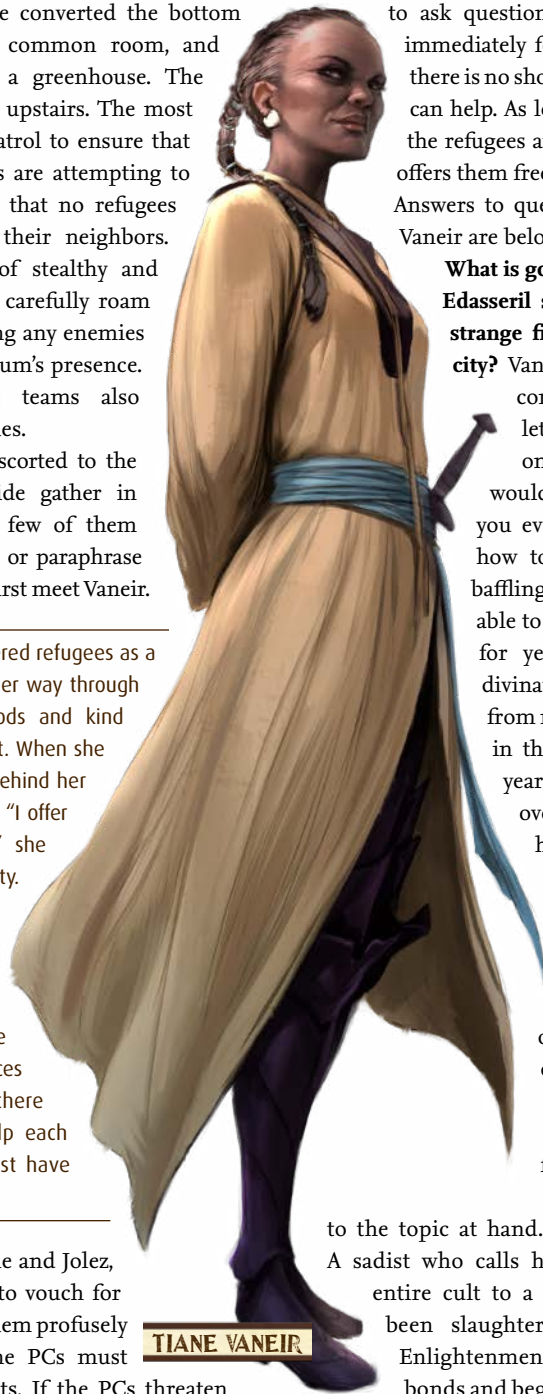
Vaneir works around the clock to help the refugees in the Sanctum. She desperately hopes the PCs will find a way to break the temporal trap the city is suffering from, and so she makes herself available whenever they want to ask questions of her. Even if the PCs aren't immediately focused on breaking the time trap, there is no shortage of other tasks with which they can help. As long as the PCs express support for the refugees and offer to help as they can, Vaneir offers them free room, board, and information. Answers to questions the PCs likely wish to ask Vaneir are below.

**What is going on in this city?/Why does Xin-Edasseril seem like a war zone?/What's the strange field of energy that surrounds the city?** Vaneir's gaze becomes empathic and concerned as several of the refugees

let out troubled sighs, and a few look on the verge of tears. "I suppose you wouldn't know," she muses. "The fact you even knew our city exists, let alone how to travel here, is in and of itself baffling. In any event, as far as we've been able to tell, we've been trapped in this city for years, perhaps centuries. Powerful divinations performed by spellcasters from numerous factions have all resulted in the same revelation—that for those years, we've been living the same week over and over. But then something happened that broke the cycle.

Someone damaged the nature of the time trap, and the magic has started to fray. Time now flows normally once again, but none of us can escape the boundaries of the trap. What we've been able to observe through the boundaries tell us the world ended, and so, I suppose we have this trap to thank for our survival."

She shakes her head, refocusing to the topic at hand. "As word spread, chaos erupted. A sadist who calls himself the high master built an entire cult to a Queen of the Night, and they've been slaughtering innocents in the Emerald Enlightenment. The rune giants broke their bonds and began rampaging everywhere. They've



**TIANE VANEIR**

destroyed the Bazaar of Rivals. It's their kingdom now, of sorts. Runelord Belimarius, of course, has done nothing to help. She and her underlings have become just another faction, pouring more innocent blood on our streets as they try to take back control. Worse, time itself encroaches upon our borders—the trap is failing further, and it's only a matter of time, literally, before the whole city is swallowed into oblivion.”

If the PCs reveal to Vaneir that they're from thousands of years into her future, she shakes a bit in shock but recovers quickly. “I'd feared as much. For now, we need to focus on how to save as many of the people of Xin-Edasseril as we can—we'll worry about how we adjust to life in such a distant future once we know we'll be alive to have such worries in the first place!” Over the remainder of the adventure, you can use Vaneir's curiosity to give the PCs an opportunity to talk about how the world has changed.

**What broke the cycle of the repeated week?** “No one seems to know, but my guess is that someone or something from beyond Xin-Edasseril did something to disrupt things. Perhaps it was an attempt to break through from outside. It couldn't have been your own journey here, though, for things have been bad in the city for some time now.” Vaneir can tell the PCs how many weeks its been since the trap manifested over the city—this date should correspond to approximately the start of the Adventure Path. A PC who succeeds at a DC 20 Knowledge (history or local) check confirms that this date seems fairly close to the date on which the PCs began the Adventure Path—and about the same time at which the Sihedron Council lost contact with the Sihedron Heroes. If the PCs mention the missing Sihedron Heroes, Vaneir's eyes widen.

“That could explain a rumor that's been circulating of late—that Runelord Belimarius recently came into possession of a group of strangers who seem to be encased in a field of force similar to what surrounds our city. I've discounted these rumors until now, and haven't been inside of Palace Miasmorica to confirm, but perhaps... perhaps these heroes did something to break the cycle and are now paying the price?”

**Do you know anything about the heroes who traveled here before us?/How might we rescue the Sihedron Heroes?** Vaneir's answer is tight and clipped. “I know only that they were adventurers, like you. Their impact on the city echoes all around you.” She sighs and goes on to say, “That's not entirely fair. This city was cursed long before they were even born, I suppose. All I know is that the city's temporal ravages somehow affected them, and they are now on display in Belimarius's palace. For all I know, they're still there, frozen in time—or perhaps worse.”

**Who are you?/Why are you the refugees' leader?** “I'm just a woman trying to help and protect as many of my

fellow citizens as I can. Once, I was the alderwoman of the Envy Rows, duly elected to represent this city's most big-hearted, most hardworking, and often most vulnerable people. I had so little pull in the runelord's capital, but it was something. Now, for as long as I draw breath, I'll do what I can for as many as I can—until the end.”

**Where are historical records kept in the city?** Vaneir gestures vaguely toward the Sanctum's doors. “In this district still, unless they've been moved or destroyed. The Emerald Enlightenment was once the seat of learning and government in Xin-Edasseril. Detailed historic scrolls are kept in the Arcanium Abjurant, our college of magic. Unless the cultists torched those records for some reason, they are likely still in the Arcanium's library. But if those records are important, you'll have trouble accessing them. The college is the seat of the high master's power.”

**How might we access the Arcanium Abjurant, if it's occupied by cultists?** Vaneir allows herself a dark chuckle. “Why, I suppose you could kill the high master. I suspect the cult would descend into chaos without their vicious little leader. But the high master trades in dark, powerful magic. He might be more than a match even for you.”

**What other ways might we access the Arcanium besides killing the high master?** A practiced look comes over Vaneir's face, as if she's spent a long while considering how best to depose the cultists. “A number of things might do it,” she says. “The high master is a brute and a masochistic bully, but he's also egotistical. If you appeal to his pride, that might stay his sadistic nature for a time. He's long been obsessed with the workings of time itself, as well as this world's association with the Shadow Plane. If you could trade some information you've gained, he might just agree to let you use the library as a reward.

“And of course, you can always arrange for someone else to handle the situation. If the high master were to lose his most trusted lieutenants, he'd likely panic and go into hiding, leaving the Arcanium empty and unguarded. I don't know where any of his minions are hidden, other than that it's said they maintain safe houses throughout the city. Now, I don't agree with their politics or the way they make their coin, but the assassins of the Hungry Blade might be able to orchestrate a sudden and simultaneous strike on all these lieutenants. Or, if you're simply looking for some poison to coat your blades, try the Sweetest Dreams guild of poisoners. Both are still operating out of the Bazaar of Rivals.”

Vaneir cocks and her head and pauses. “There may something else that can help you, though. One of my people, Renner, has told me stories about an artifact of Desna called the *Fluttered Wing*. His stories describe the *Fluttered Wing* as a tiny scale that fell off the Night Monarch, the herald of the goddess herself. It's rumored to have strong suggestive powers. The stories hold that

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this artifact was once located in the Temple of Desna's First Dream, but when Xin-Edasseril became trapped, the temple vanished. All that remains is a crater that's supposedly haunted, but it's as good a place as any to start a search for the artifact—maybe it got left behind?”

**What do you know about Belimarius?/Have you ever heard of an artifact called the Sihedron?** “She’s a runelord—cruel, petty, heartless, and a fool. She is like all the others who came before. She lives in Palace Miasmorica, wields incredible magic, and she has a champion who wields Tannaris, Sword of Envy.

“As for the Sihedron, I’ve heard legends of the artifact, but it was destroyed long before I was born, and its shards, as far as I know, remain the treasures of other runelords.” She’s somewhat astounded to learn that the *Sihedron* has recently been reassembled and may be with the heroes trapped in Belimarius’s palace, but she doesn’t have much more helpful advice to give on the topic.

**Things here seem grim. How can we help?** Vaneir offers a wan smile and looks each PC in the eye. “Grim is putting it lightly. We survive, but each day is a challenge—a hope that the cultists won’t find us, that the giants won’t smash us, that the runelord won’t raze this entire block. Each day I fear that our time diminishes. This pocket of reality in which we’re stuck won’t last long. Slowly, the city sinks into nothingness. So, yes, I’d say our situation is grim.”

Vaneir sighs, and her smile becomes warmer. “Your offer of help is deeply appreciated, however. It means more than you’ll know. If you truly wish to help, find a way to break the time trap that grips our city. Help us survive, and help unseat the warring factions.” Her smile grows as she acknowledges the enormity of what she asks. “On a less dramatic scale, simply talk to the refugees here. Each person here has a story. Listening to them may be the kindest thing you can do in the short term.”

**Do you have any idea how to unlock Xin-Edasseril from its temporal demiplane?** “I’ve only a guess. I’ve heard rumors that something called the ‘heart of altruism’ might break this spell—I assume some sort of relic or artifact. But what it is, or how to use it, well, that’s beyond me. The Arcanium may hold more information, but as much as it pains me to admit it, Runelord Belimarius may know more. Despite her flaws—and they are many—she is the most accomplished and most powerful wizard in this world we’re trapped in.”

**Story Award:** For each piece of significant information the PCs learn, award them 51,200 XP. The PCs can gain this story award up to five times.

### Event 3. Meeting the Refugees

Since it’s likely that the PCs will spend significant time in the Sanctum, they will have ample opportunity to meet and converse with the refugees who live there. Life in the

Sanctum is harrowing, as the city’s many threats loom large, but each refugee pitches in to help the group survive and stay out of sight. Once separated by so much, these very different peoples are now united in their shared city of residence and have banded together to try to survive the war and temporal hazards that are tearing Xin-Edasseril apart.

Presented below are three refugees you can use to give the PCs focus and goals in Xin-Edasseril. All are desperate to reunite with friends or family members trapped in other occupied districts.

**Olera Xelf (CG female half-orc rogue 3):** This soft-spoken young woman once lived with her grandfather, Thoma Xelf, in Envy Row West. When unrest began to break out in those districts, the irascible but deeply kindhearted old man made his granddaughter promise to flee to the “rich districts” should she ever come face to face with danger. Sure enough, when Olera left their home to scrounge up soothing herbs for her grandfather’s rheumatic back, a patrol of rune giants rampaged through their block. When it became clear she couldn’t return home without drawing attention, Olera honored her promise. She’s worried sick about her grandfather, however, who hasn’t turned up to join her. “I wouldn’t be surprised if Gramp never left,” she tells the PCs, a lump catching in her throat. “He always was stubborn—said he’d rather be a thorn in the giants’ side than an ant under their feet. Gramp can’t see, and he’s meaner’n the runelord’s right eye, but there’s no one else like him. I love my Gramp. Please, find out what’s become of him. He’s a survivor, but how long can he hold out on his own?”

**Story Award:** If the PCs track down Olera’s grandfather in Thoma’s Bunker (area D12) and bring him back safely to reunite with his granddaughter in the Sanctum, award the party 51,200 XP.

**Renner Tu (CG male human cleric of Desna 6):** A member of a small congregation of Desna originally based in the eastern Emerald Enlightenment, not far from the Sanctum, Renner Tu was separated from two of his colleagues when cultists from the Apostles of Pain set upon their group. Renner believed himself the only survivor of their group. Recently, however, he’s been having eerie dreams about his friends and fellow worshippers. At first, he chalked it up to a grieving heart. But the dreams have become more lucid, and his best friends Rialte and Calvinx began repeating the same words: “Find the halfling, and you’ll find us. We haven’t much time.” Renner seems weary and traumatized when he meets the PCs, and it takes little coaxing for him to reveal his situation. “My friends are still out there, I just know it,” he tells the PCs. “They must be in hiding with another group. It can’t be far, but Vaneir’s resources are

stretched so thin. Help me find my brother and sister in Desna, won't you please?"

**Story Award:** If the PCs find the Refugees' Outpost (area D7) in Envy Row East, escort the two Desnans to the Sanctum, and reunite them with Renner, award them 51,200 XP.

**Qual Saff (N female old human expert 6):** This dignified woman was once one of the most experienced and respected shopkeepers in the Bazaar of Rivals. Qual, who ran a now-destroyed general store that bore her own name, was known for her fair prices and kindness toward those in need—both qualities in short supply in the cutthroat capital. In the early days of the rune giants' uprising, Qual wisely packed up her store and fled, and she was one of the first to meet Vaneir and help the leader create the Sanctum. Over time, a few other merchants from the Bazaar have joined the refugees, but there's one woman whom Qual has ached to find this entire time: her best friend and friendly rival, Ilmara Delmixien. Qual found Ilmara's doomsday preparations charming and, after catastrophe struck, realized that they were entirely justified. Now, she has no doubt that Ilmara is still hunkered down in the Bazaar, but she's worried sick that her friend's days might be numbered, given the roving giants and encroaching temporal instability. "I should have listened to Ilmara when she tried to tell me that something terrible was coming," Qual wistfully tells the PCs. "Part of me wishes that we had prepared together. Maybe I could have convinced her to come with me. Now, who knows how long Ilmara's defenses will last? She must be lonely out there. Please, friends, could you check on Ilmara? For my sake?"

**Story Award:** If the PCs smuggle Ilmara and at least some of her goods from Ilmara's Imports (area D4) in the Bazaar of Rivals, and they reunite her with her friend Qual, award them 51,200 XP.

#### Event 4. A Visit from the Steward

At some point during this portion of the adventure, the PCs should be visited once more by the Steward of Stethelos. This is the same mysterious woman who manifested before the PCs as a young woman in "Runeplague" after they defeated several time-traveling monsters, and who then again appeared before them during their exploration of a time-locked dungeon in "Temple of the Peacock Spirit."

When she visits the PCs for a third time, she manifests as an incredibly old woman, frail and sickly and blind.



OLD STEWARD

Appearing with one foot in the proverbial grave, she still carries her signature hourglass, although unlike the first time (when it was broken) or the second time (when it was on the verge of running out of time), this time the hourglass appears to have only recently been turned, with a relatively small mound of sand in the lower portion—except the sand is falling up into the higher portion of the hourglass, rather than down.

Although she appears to be blind, the Steward faces the PCs unerringly when she appears before them. No other NPC in the vicinity notices her arrival, for she exists only for the PCs themselves. The Steward manifests when the PCs fail a particularly important skill check, whose failure would set back their research or perhaps suggest a route of investigation that might be dangerous. She shakes her head as she points to the PC who failed, then whispers in a faint voice, "No, you did not fail here—you have already succeeded before, and time's ravager will not change this fact." Resolve the effects of this failed skill check as if the PC had rolled a 20 on the die. Even if the end result would still have been a failure, consider the result a success.

The timing of when the Steward appears is completely up to you—you'll know if the failure or success of a crucial skill check in Xin-Edasseril will make a significant enough difference. Alternatively, you can have the Steward appear before the PCs to help guide them toward a goal, if you feel that they're lost and need some hints.

In any case, once her brief visit is over, she fades once more, her final words of, "Seek me in Stethelos when you arrive upon the Green Meadow. Seek not the whispers in the trees, if you value existence!" giving the PCs one more thing to wonder about. The true nature of this warning is detailed in the next adventure.

#### Event 5. Visiting the Arcanium Abjurant (CR 19)

When the PCs decide to access the Arcanium Abjurant, which holds the information they need to determine how Alaznist meddled with events, this event begins. If the PCs don't visit the site within a day of their arrival in Xin-Edasseril, though, one of the cult's Apostles of Pain seeks them out and invites them to visit, saying her master Soletex Sarn wishes dearly to speak with the heroes who "strode through shadows to reach this trapped realm."

During this event, the PCs must deal with the Apostles of Pain—the cult of Doloras stationed here that's been terrorizing the city. Leading the Apostles is High

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Master Solethex Sarn, a powerful oracle who centers his operations in the Arcanium Abjurant (area D2).

The high master rules through fear, and if he were to lose his strongest supporters or be discredited among the cult at large, his power would wane and he would leave his base to strengthen his position internally. During this event, the PCs may face the high master himself, or they may seek more creative methods to unseat the cult from the district (see Vaneir's suggestions on page 43).

The centerpiece of this magnificent city, the fabled Arcanium Abjurant is a white marble building boasting a dozen scalloped columns along its front entrance. Once, vellum banners draped the building's rotunda, but now thick, crisscrossing chains mire the aesthetic. The sculpture of Runelord Belimarius in the courtyard has been transformed into a statue of an angel with wings made of knives.

This is the main headquarters of the Apostles of Pain, the cult of Doloras that controls the Emerald Enlightenment district. The college is massive, but the two main areas relevant to this portion of the adventure are its reception room, where the high master is stationed (see Creatures below), and where its extensive library is housed (see **Event 6** on page 47). GMs who expect combat to take place here might consider using *Pathfinder Flip-Mat: Museum* for the reception room of the college, but this encounter expects the PCs to use subterfuge (such as assassins) or diplomacy (be it honest or deceitful) to resolve the situation. PCs who pick a fight here will face a very challenging battle indeed.

**Creatures:** High Master Solethex Sarn lives in the college's reception room, where he is attended at all times by two Apostles of Pain, Trett and Xo-Hunon, who serve him as bodyguards. While his cultist goons have been terrorizing the city and trying to grow their numbers through coercion, the high master has been pursuing an additional goal: the creation of a gateway between the Shadow Plane and Xin-Edasseril. In the aftermath of the Sihedron Heroes' journey to the city, the high master managed to sense the realm of Inkariax across the veil of planes. The fanatic of Doloras took this as a sign that he was destined to grow a cult and eventually bring an entire city of worshippers of the Queen of the Night into the Frozen Tears, to the glory of Doloras and the pleasure of the White Death. Of course, if the kytons and other wicked denizens of the Frozen Tears even know about the cult's existence, they likely wouldn't care one iota whether the humans failed or succeeded at this hubristic task.

So far, the evil high master has managed only to open a few temporary gates to the Shadow Plane. The cultists recently opened a longer-lasting and more stable planar portal, and they shoved two kidnapped residents inside to test the waters. (These unfortunates were Nellrine and

Jolez, whom the PCs encountered in the timeworn tunnel on page 30.) Little does the high master know that his meddlesome experiments are actually further weakening the city's temporal fabric.

Sarn is fascinated by word of a new group of adventurers arriving in the city, and he assumes they used the Shadow Plane to travel here. This assumption is all but confirmed if he learns that the two he used as test subjects, Nellrine and Jolez, have returned. When the PCs arrive, he congratulates them on their success in reaching Xin-Edasseril and then demands to know how they made it here. If the PCs ask to use the library, he agrees only if they reveal all they know about the link between Xin-Edasseril and Frozen Tears. If the PCs reveal the key to Crystilan ritual, he accepts being taught the ritual as payment for library access.

Alternately, if he realizes the PCs carry a *pendant of the first tears*, he eagerly accepts this artifact as payment for library access, although he attempts first to demand both a pendant and the ritual together as payment. A successful DC 35 Diplomacy check is enough to convince him to accept one of the two as payment. Either of these gifts earns the PCs a week to study unmolested in the library, but if the PCs give him both, he lifts the time limit and allows them access for as long as they desire.

If all of the PCs appeal to Sarn's ego and adopt submissive or overly respectful attitudes toward him in their discussion, they gain a +5 circumstance bonus on all Bluff and Diplomacy checks interacting with him.

If the PCs convince Sarn that they know little about their method of entering Xin-Edasseril (a stunt that requires at least two successful Bluff checks opposed by his Sense Motive), he might instead offer the PCs a deal for access to the Arcanium's records, asking them to kill at least four rune giants or four of the runelord's guards in the contested Envy Row districts. If the PCs agree and later bring proof of what they've done, they can access the library for up to 3 days to search for the information they need. If they try to bargain but fail the skill checks, the high master recognizes them as insincere and attacks.

#### SOLETHEX SARN

CR 18

XP 153,600

hp 184 (see page 66)

#### APOSTLES OF PAIN (2)

CR 13

XP 25,600 each

Human slayer 14 (*Pathfinder RPG Advanced Class Guide* 53)

LE Medium humanoid (human)

Init +4; Senses Perception +17

#### DEFENSE

AC 21, touch 14, flat-footed 17 (+5 armor, +4 Dex, +2 natural)

hp 145 each (14d10+70)



**Fort** +13, **Ref** +15, **Will** +6

**Defensive Abilities** evasion

**OFFENSE**

**Speed** 30 ft.

**Melee** +2 *keen rapier* +20/+15/+10 (1d6+3/15-20)

**Ranged** dagger +18/+13/+8 (1d4+1/19-20)

**Special Attacks** quarry, slayer's advance 1/day, sneak attack +4d6 plus 4 bleed, studied target +3 (swift actions, 3 targets)

**TACTICS**

**During Combat** Apostles of pain prefer to fight as a team, working to flank foes. They endeavor to capture victims alive for later sacrifice to Doloras.

**Morale** An apostle of pain fights to the death.

**STATISTICS**

**Str** 13, **Dex** 18, **Con** 18, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +14; **CMB** +15; **CMD** 29

**Feats** Combat Reflexes, Iron Will, Lightning Reflexes, Outflank<sup>APG</sup>, Point-Blank Shot, Precise Shot, Precise Strike<sup>APG</sup>, Quick Draw, Weapon Finesse

**Skills** Acrobatics +20, Bluff +16, Climb +17, Disable Device +15, Intimidate +16, Perception +17, Sleight of Hand +17, Stealth +20

**Languages** Infernal, Thassilonian

**SQ** slayer talents (bleeding attack +4, evasion, fast stealth, finesse rogue, opportunist, powerful sneak<sup>APG</sup>, unwitting ally<sup>UC</sup>), stalker, swift tracker, track +7

**Combat Gear** tanglefoot bags (2), thunderstones (2); **Other Gear** +1 *grinding*<sup>UE</sup> chain shirt, +2 *keen rapier*, daggers (5), *amulet of natural armor* +2, *belt of incredible dexterity* +2, *barbed manacles*<sup>ARG</sup>

**Treasure:** In addition to the high master's gear and that of his lackeys, the cult has stashed other items of note here. If the PCs spend 10 minutes rummaging through the Arcanium's main area, where the high master was located, they find an *absorbing shield*<sup>UE</sup>, *annihilation spectacles*<sup>UE</sup>, *four scrolls of freedom*, and two *scrolls of restoration*.

**Story Award:** If the PCs secure access to the library without combat, award them XP as if they had defeated Sarn and his two apostles in combat—204,800 XP in all. If they instead gain access by forcing Sarn into hiding by hiring assassins to kill his lieutenants, award them 51,200 XP. In this case, Sarn himself may well come looking for revenge against the PCs at some point in the future, when he figures out what happened!

**Event 6. Discovering the True Past**

Once the PCs have either defeated High Master Soletex, discredited him among the cult using the *Fluttered Wing* (see **Event 7**), or made a deal with him, they are free to

search through the Arcanium's records at their leisure. The college and its archives are massive, but they are extremely well organized, and as long as the PCs can read Thassilonian, they can learn much on the topics they choose to study.

Researching a specific topic takes a character 4 hours of work; the required skill and the DC of the check, along with the information learned on a successful check, are listed below. A character who fails a Knowledge check gains



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## SEVEN ALTERED EVENTS

The following seven events are points during which Alaznist used the *Scepter of Ages* to alter the past. How she altered these events will remain unknown until the PCs travel back in time in the next adventure; the entries below describe the events as they should have occurred without tampering from the Runelord of Wrath.

–**6498 AR:** First King Xin creates the *Sihedron*.

–**6420 AR:** First King Xin is assassinated.

–**6301 AR:** Azlant invades Thassilon, but is defeated by the Oliphaunt of Jandelay.

–**6150 AR:** A schism among the runelords results in several of their deaths and begins an era of bickering and conflict among Thassilon's seven nations.

–**5786 AR:** Alaznist learns the secrets of fleshwarping from the qliphoth lord Yamasoth.

–**5620 AR:** Karzoug constructs the Cyphergate, known at the time as the Annulus Juncture.

–**5293 AR:** Earthfall is predicted to devastate Thassilon.

a cumulative +2 bonus on the next check to research that topic. Once a topic is successfully researched, the party earns that topic's associated XP as a story award.

Note that if you wish to make this research more detailed, you can build each of the following topics up as specific research topics using the research rules in *Pathfinder RPG Ultimate Intrigue*; the more streamlined version used here accounts for the wide variance in types of research to be done in the Arcanium, and is designed to speed play.

**Belimarius's History (Knowledge [history or nobility] DC 30; XP 25,600):** The PCs learn everything about Belimarius's personal history as described in the adventure background on pages 3–4, including her middle class background, her rejection from the Arcanium Abjurant, her brutally efficient time as a tax collector, and her murder of a girl named Vexnill that set her upon the path to becoming a runelord herself. The records pay careful attention to glorifying Belimarius's heinous acts of murder in her rise to the top.

**Ending Xin-Edasseril's Time Trap (Knowledge [arcana or planes] DC 35; XP 25,600):** There are a few scattered notes about the time trap in which the city is caught, all penned in the days since the time loop was disrupted. This research speculates that the linchpin of the city's time trap is hidden within Belimarius's Eye of Jealousy, the demiplane located within her *runewell*. The anonymous scholars note that access to the *runewell* lies via a secret door in the back of Belimarius's throne room. This entryway is said to be a small chamber with a single, floating emerald inside. To enter the Eye of Jealousy, one must touch this emerald while chanting, in Thassilonian, "When I envy all, all envy me; what's not mine shall perish beneath my feet."

If someone could enter the Eye of Jealousy and bring the demiplane down from within, the time trap might be ended as well.

**Runewell of Envy/Eye of Jealousy/Heart of Altruism (Knowledge [arcana or local] DC 30; XP 25,600):** Belimarius's ill-fated *runewell* created a demiplane, the Eye of Jealousy, in which she planned to ride out Earthfall, though those plans went horribly awry. As latent amounts of envy might make the *runewell* stronger, so could overwhelming auras of an opposite emotion destroy it. The research refers to such an aura as the "heart of altruism." This is not a specific artifact, but rather any priceless magic item that is given freely to the *runewell* within the demiplane. Such a display of true altruism could shatter the *runewell*.

**Tampered History (Knowledge [history or local] DC 25; XP 25,600 per anomaly discovered):** This is the primary reason the PCs should have sought out Xin-Edasseril. By comparing what they know of history against the library's painstakingly detailed historical records, they'll be able to isolate anomalies where their own knowledge of the ancient past do not match what has been recorded here. There are seven anomalies to be discovered. Each time the PCs spend 4 hours successfully researching this topic, they discover one of these seven. With each discovery, a nagging sensation of déjà-vu suggests more may exist, and once all seven are uncovered, this sense of déjà-vu fades. The exact nature of how Alaznist changed the past is unclear—these records don't record it (since they record the past as it should have happened), and until the PCs travel back in time themselves, they haven't yet witnessed these events (although their senses of déjà-vu are a result of this time travel paradox). All the PCs can be sure of is that, somehow, Alaznist changed the event in question. These seven anomalies are key pieces of information the PCs will need to know to successfully travel back in time to oppose the damage Alaznist has caused, as detailed in the next adventure, "Rise of New Thassilon." A brief description of each anomaly is presented in the Seven Altered Events sidebar.

### Event 7. Visiting the Fallen First Temple (CR 15)

A crater of rubble lies amid the buildings here; nothing remains of whatever structure once stood in this place.

**Creature:** Once, this was the site of the fabled Temple of Desna's First Dream, a shining edifice of glass, diamond, and magical force that was considered a jewel even in a city under the thumb of an evil runelord. However, when Xin-Edasseril became trapped in time, Desna herself reacted quickly—she whisked the temple and most of its priests away to safety in Cynosure. Only one of the temple priests remained behind: a man

named Jora who had been returning from a nerve-racking meeting with Runelord Belimarius (one of several the temple had called in an ongoing attempt to diplomatically separate itself from Belimarius's influence). Jora saw the temple vanish before his eyes and was forced to relive the anguish over and over again each time the city's 1-week time loop reset. Time and again, Jora tried every magical trick he knew to either determine what happened to his beloved temple or follow in its wake, until finally one of his spells backfired. He died in the resulting burst of energy and rose as one of the first of Xin-Edasseril's chronogeists.

Today, the site is known as the Fallen First Temple, and it is widely known to be haunted. Few visit the crater, and Jora's undead spirit reacts quickly to the PCs' arrival. As with most chronogeists, he only vaguely remembers his life, but what he does remember are fragments of his faith and a conviction that, somehow, the loss of the temple was his fault, for he failed in his last meeting with Belimarius. His chronogeist cries out short phrases like, "Forgive me, Desna!" and "I tried, but the runelord won't let us go," and, most often, "Take me with you!" As he does so, he attacks the PCs, fighting until he's destroyed.

As one of the first chronogeists, Jora is a bit more powerful than most, but worshippers of Desna gain a +4 sacred bonus to their AC and saving throws against Jora's attacks, and worshippers who can channel positive energy ignore his channel resistance.

**JORA** **CR 15**

**XP 51,200**

Advanced chronogeist (*Pathfinder RPG Bestiary* 290; see page 82)

**hp** 243

**Treasure:** As Jora is defeated and his soul is finally able to move on to the Boneyard for judgment, he sighs in relief. Any worshipper of Desna in the group also feels a wave of relief and receives a brief but powerful vision: a glimpse into Jora's past, his failed attempt to use the *Fluttered Wing* to influence Belimarius, and his despair when he saw the temple vanish. As the chronogeist fades away, the *Fluttered Wing* begins to glow through the rubble at the edge of the crater. It takes only a round of work to brush aside the dirt and debris to retrieve the lost artifact. This potent item could help the PCs convince High Master Sarn to allow them access to the archives or bolster their chances of a nonconfrontational audience with Belimarius.

Note also that the *Fluttered Wing* is an artifact, and therefore it could help the PCs shatter Belimarius's *runewell* from within.

**THE FLUTTERED WING**

Below are the statistics for the *Fluttered Wing*, a minor artifact strongly tied to Desna, goddess of dreams, luck, the stars, and travelers.

FLUTTERED WING		MINOR ARTIFACT
SLOT none	CL 18th	WEIGHT 1 lb.
AURA strong enchantment		

Once per day, the bearer of the *Fluttered Wing* can quietly and soothingly converse with a creature that is at least indifferent toward it. While the bearer does so, she gains a +10 bonus on Bluff and Diplomacy checks against that target. At any point during the conversation, she can cast *suggestion* on the target. When she does so, she can attempt a Bluff check to hide the act of casting the spell as mere words, gaining a +10 bonus on this check; an observer realizes she's casting *suggestion* only if the result of his own Sense Motive check exceeds the result of this Bluff check.

A character who carries the *Fluttered Wing* is not affected by effects that detect or reveal falsehoods unless those effects come from 8th- or 9th-level spells.

**DESTRUCTION**

If the *Fluttered Wing* is bathed in the blood of an innocent while lies about that innocent are chanted aloud for 30 minutes, it crumbles into ash.

**Event 8. Meeting Queen Wo-Shalist (CR 18)**

If the PCs run afoul of the rune giants in the Bazaar of Rivals or elsewhere, and the battle doesn't fall in their favor, the giants bring the PCs to face Queen Wo-Shalist at the Runestep Throne (area D9). Of course, the PCs can always seek out the queen themselves by traveling to this location. In either case, the queen's reaction is similar.

**Creatures:** Queen Wo-Shalist, one of the first rune giants to encourage the others of her kind to rise up, slaughter the capital's residents, and demand a kingdom of their own, is the leader of the rebellious rune giants in Xin-Edasseril. She doesn't have significant talents that set her apart from those she rules over, but for now the other giants are happy to defer to her whims when faced with a conundrum. Queen Wo-Shalist rules here with her queen's guard: two frost giant rangers who follow her every command.

If the PCs fall to a roving rune giant and are brought before the queen, she regards them curiously and with amusement. She vastly underestimates their martial prowess, but coarsely notes that they may be of more use to her alive than dead. "Puny Captain Xoxl is head of the runelord's guards. He causes me trouble—much trouble," the queen notes. "Cultists could perhaps become the

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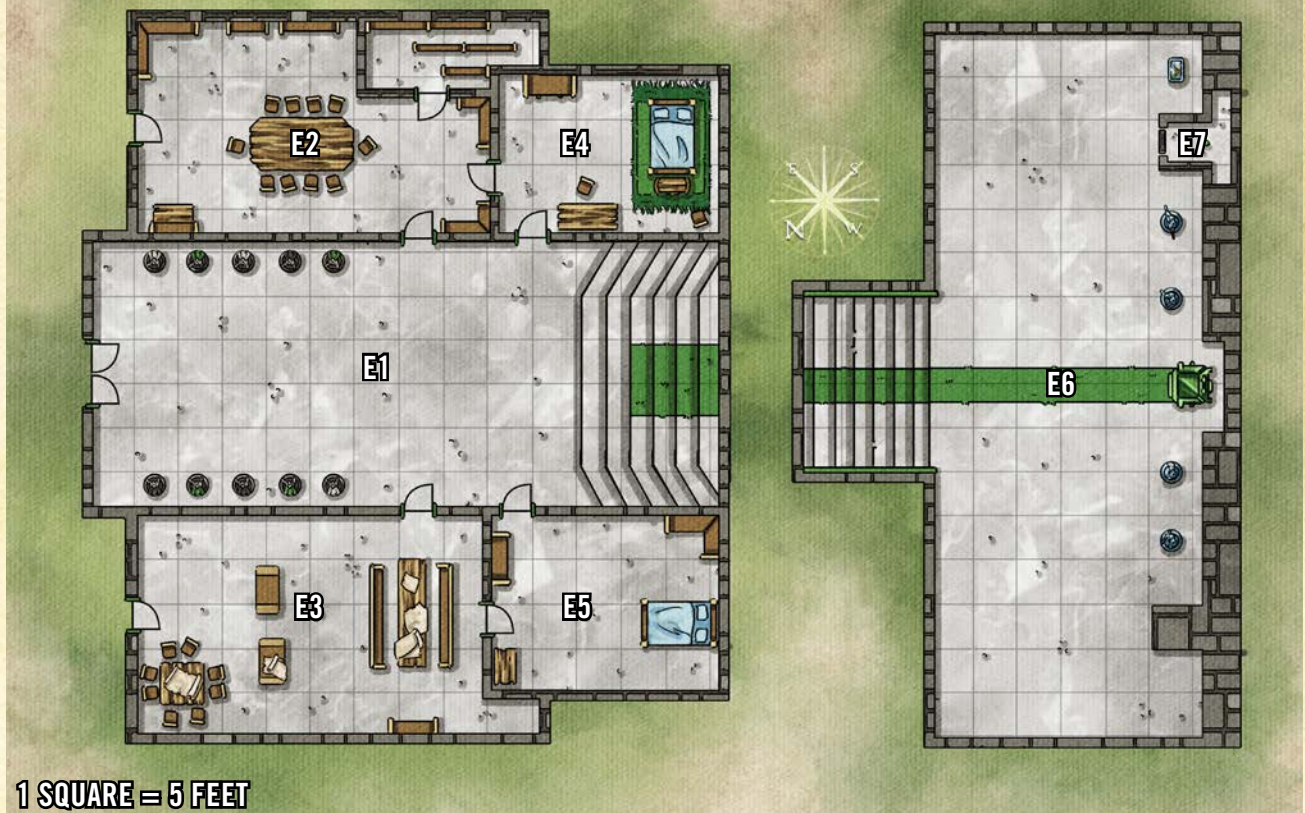
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1 SQUARE = 5 FEET

giants' allies. Runelord's lackeys, though, we will always smash. Kill Xoxl, tiny slugs. Kill him, and city's giants will be your friends."

If the PCs promise to kill the guard captain, who is found in area E6 with Belimarius, the rune giant queen spreads the word and the PCs are safe from random threats in the Bazaar of Rivals. Otherwise, they must fight the queen and her guards. If Wo-Shalist is defeated, the rune giants fall into bickering for the next several weeks and the district controlled by them is considered to be contested.

### WO-SHALIST CR 17

**XP 102,400**

Female rune giant (*Pathfinder RPG Bestiary 2* 130)

**hp 270**

### FROST GIANT ELITE SCOUTS (2) CR 13

**XP 25,600 each**

**hp 197 each** (*Pathfinder RPG Monster Codex* 71)

**Treasure:** A search of Queen Wo-Shalist's chambers reveals a sizable stash of valuables and treasures she's collected since assuming rule over the district: 480 pp,

12,900 gp, 175,000 sp, 22,000 gp in assorted gems and art objects, a human skull with gems pasted into its eye sockets (one gem is a black sapphire worth 15,000, and the other is a ruby that is in fact a *luckstone*), a *scroll of contingency*, a *sword of the planes*, a +2 *holy warhammer*, and a *ring of spell storing* that contains *breath of life* and *sanctuary*.

## PART 3: PIERCING THE HEART OF ENVY

As the PCs begin to make their way through Xin-Edasseril, fighting cultists and giants and time-lost ghosts, saving refugees, and otherwise making a name for themselves, Runelord Belimarius eventually takes note of them. She hasn't left the safety of her home, Palace Miasmoria, for weeks, and she isn't about to do so to have a meeting with the PCs. So when she can no longer stand the anticipation, she sends an agent—her bounty hunter and scout, Tolm Nexiria (see page 37)—out to fetch the PCs. If the PCs have already met and killed Tolm, she instead sends a patrol of Emerald Guards to issue the invitation. If the runelord's

agents contact the PCs while they are resting in the Sanctum, the tension is thick in the air, but Belimarius's agents and the refugees don't come to blows.

### E. PALACE MIASMORIA

The center of Runelord Belimarius's power and home to the major governmental decisions that once reverberated throughout Edasseril, Palace Miasmorica boasts a grandeur that has diminished substantially since the city's time-loop ended and its countdown to destruction began. Once it bustled with crowds of sycophantic nobles vying for the runelord's attentions alongside everyday citizens begging her mercy on a wide variety of public policies. Tending to the runelord was an enormous staff, who once lived in the outbuildings north of the palace but have since been dismissed, as the paranoid Belimarius focused on regaining her lost power.

Now the palace is largely deserted, with Belimarius and the captain of her guard the only regular inhabitants. Since the PCs arrived in the city, the runelord has remained holed up in her palace, scheming to unseat the city's rising factions while avoiding any personal danger. She's also grown increasingly concerned with the nature of the trap that's engulfed her city, and with each passing day, as the temporal wastes encroach a few feet closer toward engulfing everything, she has become more and more convinced that she needs to discover a way to escape. If that means leaving behind her *runewell* and her city, so be it!

If the PCs linger in the capital without immediately confronting the runelord, she eventually hears about them from her guards; they describe the PCs as powerful heroes who have warped into the city from another time and place. Seeing the parallels between the PCs and the Sihedron Heroes—who are temporally frozen and stand in her throne room as trophies—Belimarius wonders whether these visitors might listen to reason and help her against her enemies for the reward of the *Sihedron*, a powerful artifact that's similarly temporally frozen and therefore to her anyway.

Unless the PCs have been summoned to talk with Belimarius or they've indicated to her guards that they wish to ally with her, the iron doors (hardness 10, hp 60, break DC 28) both outside the palace and inside it are warded by locks enhanced with *arcane locks* (see Palace Wards below). The palace's ceilings are all 30 feet high. Its walls are made of magically reinforced stone (hardness 30, hp 160, break DC 42). Areas with stairs are difficult terrain, and the interior of the palace is well lit at all times.

### Palace Wards

Although only two people currently dwell in the palace, many potent magical wards protect the interior of Palace

Miasmorica, which is after all the home of a powerful abjurer. The following effects are constant throughout the palace, and all spell effects function at CL 18th.

**Alarms:** Every door in the palace is warded with an *alarm* spell; when a door is opened, Belimarius receives a mental alert of the fact.

**Arcane Locks:** Every door in the palace is fitted with a superior lock and then further enhanced by an *arcane lock*; Disable Device DC 50 to open). Most of these doors open at a touch (a free action) from either Runelord Belimarius or Captain Xoxl; the doors to areas E4 and E7 open in this way only for Belimarius.

**Dimensional Lock:** A *dimensional lock* effect bars extradimensional travel within the palace, save for in area E7, which holds the entrance to the Eye of Jealousy.

**Mage's Private Sanctum:** A permanent *mage's private sanctum* effect wards the entire palace.

### E1. Reception Court (CR 17)

This large court has all the trappings of ancient royalty: plush velvet carpeting covers the floors, glittering chandeliers hang overhead, and gold leaf covers bas-reliefs carved into the walls and ceilings. Flanking the walls are enormous, painted marble statues of an elderly, heavyset woman in various stately poses. A majestic set of curved stairs at the back of the room leads upward, with various trophy cases decorating the way.

This receiving court is still plush, but a thick layer of dust blankets the carpeting and statues. Belimarius once held court here with approved plebeians, standing at the top of the imposing staircase while listening to them shout out their requests and grievances from below. In most cases, the courts were just for show, and Belimarius had many of the speakers executed or imprisoned as her whims dictated.

**Creatures:** If anyone enters this room without being escorted by Belimarius, Captain Xoxl, or one of the members of the Emerald Guard, the two southwesternmost statues of Belimarius reveal themselves to be gold golems. The two constructs immediately move to attack. They fight until destroyed or until Belimarius orders them to cease attacking, but they do not pursue foes out of this room.

**GOLD GOLEMS (2)** CR 15  
**XP 51,200 each**  
**hp 156 each** (*Pathfinder RPG Bestiary 6 140*)

**Treasure:** The eight statues of Belimarius are only plated in gold, but if the PCs manage to harvest this gold from the stone statues, they secure 8,000 gp worth of the precious metal.

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The various trophy cases on the staircase to the southwest contain items that are largely significant only in a historical sense and are otherwise of little value. Belimarius hand-chose each of the items to aggrandize her own reign or to highlight the humiliations of her predecessor, Runelord Phirandi. For instance, one case contains Phirandi's blood-soaked mantle, and another contains pages from his personal journal praising Belimarius's aptitude but deriding the idea that she might ever rise to any seat of power. One case contains the dented crown that fell from Phirandi's head when Belimarius bested him and usurped the throne. This crown contains gold and jewels worth 25,000 gp. The PCs could easily smash the trophy cases to steal any of these items, but doing so rouses Captain Xoxl from area E6.

## E2. Dining Room

A massive and impressively carved dining table is the centerpiece of this ostentatious space. High-backed chairs fitted with overstuffed cushions are pushed up against the table.

This dining room has been little used since Belimarius closed the palace. When they choose to take meals, Belimarius and Captain Xoxl tend to do so in their own bedrooms or in the throne room, though even that has become rare.

The small pantry in the room's southern corner is still well stocked, since Captain Xoxl orders regular supply deliveries from his guards, who scavenge what they can from the patrician Covetous Chorus district. The pantry contains about a week's worth of rather sumptuous but nonmagical foodstuffs, including several casks of fine wine.

## E3. War Room

Tables are positioned throughout this stuffy, crowded room. Sheets upon sheets of maps are scattered all over the tables, tacked to the walls, and even cover some of the floor. Pins, charcoal drawings, and pewter figures cover the maps, as if someone has been using this room to desperately plan an infinite number of battle strategies.

More and more, this is the room where Belimarius and Captain Xoxl have holed up to discuss endless iterations of their plan to take the city back from rebellious factions. Every plan they've enacted, however, has fallen short of retaking any significant territory outside of the Covetous Chorus, for the refugees certainly don't want to help the despotic runelord, and the opposing cultists and rune giants are simply too powerful.

Other notes scattered through this room encompass Belimarius's research into escaping Crystilan. Should the PCs have time to study these notes, they could come to similar conclusions—see Part 4 for more details.

## E4. Belimarius's Room

Jeweled trunks, priceless curtains and rugs, and floorboards that gleam with gilding decorate this breathtakingly beautiful room. In the southern corner, a majestic four-poster bed is draped with silken coverlets decorated with images of emeralds. A large mirror stands against the southeastern wall, although its reflective surface is strangely dull. The room seems curiously untouched.

This room serves as Belimarius's personal quarters, though she's spent almost no time here since the Sihedron Heroes warped into the city and illuminated its temporal conundrum.

The mirror on the southeast wall was once a fixed portal that allowed Belimarius to move easily between this room and another bedroom located in her sprawling manor atop a low hill overlooking Xin-Edasseril—a manor that was destroyed during Earthfall. With its connected mirror gone, this portal is now inactive.

**Treasure:** The runelord wears most of her remaining valuables, though she stores a few things in the jeweled trunk (itself worth 3,000 gp) at the foot of her bed. This trunk is locked (Disable Device DC 40), but inside is a *cauldron of seeing*<sup>UE</sup> that Belimarius occasionally uses to try to spy on her enemies. Additionally, one *scroll of greater dispel magic* and four *scrolls of freedom* are in the trunk.

## E5. Xoxl's Room

This utilitarian bedroom is sparse but clean. It contains little more than a bed with a black sheet, a large desk, and two small dressers.

This is Captain Xoxl's room. Because he needs more sleep than the runelord does, the room sees far more use than her chamber.

**Treasure:** A search reveals a number of papers of note in the desk in the east corner. Most of these papers are simply notes Xoxl plans to use in the war room (area E3) at some point in the future. However, if a PC succeeds at a DC 28 Perception check during this search, she also finds a small, leather-bound journal tucked underneath one of the drawers. Written in Thassilonian, this journal details the captain's convictions that he will soon help Runelord Belimarius find a way to rise from her current predicament, stamp out the city's unrest, jar Xin-Edasseril from its temporal trap, and take a rightful spot among

the new Thassilonian nation that he's certain must have emerged after Earthfall.

However, the journal also contains a cryptic ledger with names of several Emerald Guards next to an amount of gold pieces or the names of magic items. This is the captain's ledger of the resources from Belimarius's personal treasury that he's been lending to various guards (see area D8) for use in hunting down faction members or fending off temporal threats. This is information that might prompt the runelord to turn on her trusted captain; if she attacks him, he'll defend himself and likely die, though he'd be one fewer enemy for the PCs to face in the throne room (area E6).

In addition, the journal reveals Xoxl's shame at his elven heritage—in Edasseril, jealousy of the southern elven nation of Mierani was a strong tradition dating back to the empire's earliest days. The first Runelord of Envy chose the name of a powerful elven family in order to claim the name "Edasseril" and redefine it as something the future would remember as Thassilonian. Xoxl's journal makes clear that this jealousy has poisoned his thoughts and that his primary goal in serving Belimarius is that she has promised, one day, to use her powerful magic to transform him into a pure-blooded Azlanti just like herself. Yet Belimarius continues to stall on fulfilling her promise, and reading between the lines of the latest entries in the journal (this requires a successful DC 25 Sense Motive check to interpret Xoxl's written words) reveals that the captain's frustrations are near a tipping point. If Belimarius doesn't soon use a *wish* spell to grant him the transformation she promised, he may force the issue.

## E6. Throne Room (CR 21)

This sprawling throne room is the height of regal decadence: the floor is made of polished marble shot through with streaks of emerald, the luxurious velvet runner to the throne is made of green silk intermixed with woven gold, and tapestries of stylized runes and scenes of the triumphant Runelord Belimarius adorn the walls. A massive throne sits to the southwest, flanked on either side by several figures that appear to be made of stained glass and mounted on stone platforms like trophies. A large, colorful, seven-pointed star is mounted above the throne in an iron frame. One additional trophy, a black-haired man clothed in regal robes, is imprisoned in a coffin-shaped cage of shimmering force in the southern corner of the room.



**BELIMARIUS**

The throne room of the Palace Miasmoria's is the seat of Runelord Belimarius's power, diminished as it is. Unless the PCs have otherwise drawn them out, Captain Xoxl and Runelord Belimarius are both encountered here, meeting furtively alongside two Emerald Guards to discuss the city's newest political and martial wrinkle: the player characters. See the Creatures section below for more information about confronting the captain and runelord.

The "trophies" who stand on display to either side of the throne are none other than the Sihedron Heroes. As the PCs notice them, a flood of memories rush back into their minds as they recall their names and legacies, their presence undoing the damage to the PCs' recollections of the past. The Sihedron itself is similarly on display, mounted in an iron frame atop Belimarius's throne. All of the heroes and the Sihedron are trapped in an effect similar to that created by *temporal stasis*, save that they are not fixed in space. The heroes and Sihedron can be carried and moved to new locations, but they cannot be otherwise interacted with. When the heroes were shunted back into this plane by Alaznist's desperate gambit, they were quickly gathered up by the Emerald Guard so that Belimarius could keep them as prizes. The runelord knows how to release the heroes—a *freedom* or *mage's disjunction* spell will do the trick, as will destroying the time trap surrounding Xin-Edasseril—but she's not yet ready to take such steps.

The frozen man in the south corner is Runelord Phirandi, Belimarius's predecessor. His trap is similar to those of the Sihedron Heroes, save that what is trapped within is only his mortal remains.

The PCs can recognize the deposed runelord for who he is with a successful DC 38 Knowledge (history or nobility) check. The *forcecage* effect surrounding his remains can be removed normally (it functions at CL 18th), but if it is, his body simply drops to the ground, long dead. His clothing is a worthless duplicate of the robes of Xin-Edasseril that Belimarius now wears.

The secret door to Belimarius's *runewell* entrance (area E7) can be discovered with a successful DC 40 Perception check.

**Creatures:** Belimarius and her champion, Captain Xoxl, are likely here in the throne room strategizing about the PCs' presence in the city. Unless the PCs immediately attack on sight, Belimarius greets them as soon as she notices their approach.

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A regal elderly woman, her gray hair twisted into countless knots around priceless gems, stares down her nose and folds her knotted hands together. "Ah," she says. "You. As if I don't have enough annoyances these days. More heroes come to call, I suppose. Well, are you here to become more trophies for my display? Or are you sensible, and wish to talk?"

If the PCs are willing to talk (and able to stifle their indignation at her attitude), Belimarius is willing to speak to them—especially if the PCs are here as a direct result of

her invitation or after being escorted here by the Emerald Guard. Belimarius hopes to use the adventurers to solve the temporal affliction that is slowly destroying her city, but she doesn't want to do so until she can be sure that her control over Xin-Edasseril has been restored.

She first demands to know who the PCs are, asking each in turn for an introduction before she asks them why they have come to Xin-Edasseril. If the PCs tell the truth, she is astounded. She has no love for Alaznist and is astonished to learn the true extent of how much time has passed, but she hides her emotions well for the moment. She hopes to recruit the PCs' aid in escaping Crystilan, and it's not long before she makes her proposal to the party.

"You know," the runelord says with cold thoughtfulness. "Our goals are not so different. I want my realm to be safe again, as do you. Perhaps we can strike a bargain. If you deal with my enemies—that cult boy, and queen what's-her-name, the rune giant—I'll tell you what needs to be done to escape this place. What say you?"

Belimarius is sincere in this proposal. While she would prefer proof of High Master Solethex Sarn and Queen Wo-Shalist's deaths, she'll settle for having the cultists' and giants' control over the Bazaar of Rivals and Emerald Enlightenment disrupted, however the PCs manage to do this. Once the PCs have achieved these goals, Belimarius nods in approval and moves on to the next stage—explaining to the PCs her theories of how to break Crystilan open. See Part 4: Cracking Crystilan's Dome for more details.

If the PCs ask Belimarius about the Sihedron Heroes or the *Sihedron* itself, Belimarius smirks and replies as detailed below.

**Sihedron Heroes:** Belimarius flits her wrist toward the hero displayed nearest to her. "Frozen," she quips lightly. "Frozen in time, just like the *Sihedron*. A more severe malady than the weeklong time loop the city experienced before those fools broke it. A far less severe malady than they probably deserve. I would have simply cut them down if they showed up in my throne room to oppose me. But they were lucky to appear already trapped in time. I like them this way. Now they've been added to my collection." She's not sure what happened to cause the Sihedron Heroes to be trapped in Xin-Edasseril, but she suspects it has something to do with the fact that the demiplane they're all trapped in is slowly collapsing.

**Sihedron:** Belimarius glances with delight at the artifact. "Oh, this bauble? You know, it doesn't work. Frozen outside of time, just like these peon 'heroes' you see before you. It does look nice on display here, though,



CAPTAIN XOXL



doesn't it? I'd rather keep it safely locked away for now. But if you help me, we can talk about it as a reward. Later."

If at any point the PCs refuse her deal, back-talk her too severely, or openly oppose her, Belimarius flies into battle with her guards at her side.

#### BELIMARIUS CR 20

XP 307,200

hp 245 (see page 62)

#### EMERALD GUARDS (2) CR 13

XP 25,600 each

hp 165 each (see page 40)

#### XOXL CR 15

XP 51,200

Male half-elf fighter 16

LE Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +23

#### DEFENSE

**AC** 30, touch 18, flat-footed 27 (+12 armor, +2 Dex, +1 dodge)

**hp** 204 (16d10+112)

**Fort** +15, **Ref** +7, **Will** +6 (+4 vs. fear); +2 vs. enchantments

**Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** *Tannaris* +29/+24/+19/+14 (1d10+15/17-20)

**Ranged** +2 *seeking composite longbow* +22/+17/+12/+7 (1d8+7/x3)

**Special Attacks** weapon training (heavy blades +3, bows +2, close +1)

#### TACTICS

**During Combat** Xoxl keeps *Tannaris's* defensive effect active at all times to augment his AC (note that this does not reduce the weapon's attack and damage modifiers, due to the artifact's nature). He stays at Belimarius's side and works to prevent anyone from engaging her in melee, focusing his attacks on those who have harmed or insulted his mistress.

**Morale** Xoxl normally fights to the death, but if the PCs confront him with his frustrations over Belimarius's failure to grant him the transformation she promised long ago, they can cause him to turn against her in a fit of envious anger. To do this, a PC must either succeed at a Bluff check to convince Xoxl they will help him transform into a human or a DC 39 Diplomacy check made as a full-round action. If Xoxl turns on Belimarius, *Tannaris* immediately attempts to control him, forcing him to continue to act as Belimarius's champion; if successful, the sword compels Xoxl to attack the PC who convinced him to betray her, while a shocked and enraged Belimarius also seeks to destroy that PC.

#### STATISTICS

**Str** 16, **Dex** 14, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +16; **CMB** +19; **CMD** 32

**Feats** Alertness, Cleave, Combat Reflexes, Critical Focus, Dodge, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Intimidating Prowess, Power Attack, Skill Focus (Perception), Staggering Critical, Stunning Assault<sup>APG</sup>, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Intimidate +17, Perception +23, Sense Motive +15

**Languages** Common, Elven

**SQ** armor training 4, elf blood

**Gear** +3 *mithral full plate*, *Tannaris*, +2 *seeking composite longbow* (+3 Str) with 20 arrows, *belt of mighty constitution* +2

**Development:** If the PCs examine the trapped Sihedron Heroes, a successful DC 28 Knowledge (arcana) check is enough to recognize that the field imprisoning them is very similar to that created by *temporal stasis*, save that it is a bit more powerful in nature, and that while *dispel magic*, *greater dispel magic*, or a similar effect cannot end this effect, a *freedom* spell or a *mage's disjunction* spell should. In addition, the PC who succeeded at the check suspects that if the plane of Crystilan could be deactivated and Xin-Edasseril returned to the modern age, the effect on the Sihedron Heroes should end as well. Note that any attempt to release one of the heroes immediately enrages Belimarius, and if the PCs persist, she's attacks.

If a Sihedron Hero is rescued, she immediately vanishes from Xin-Edasseril, restored to the modern time and appearing on Peridot Isle just outside of the boundaries of Crystilan's dome. The PCs will have the opportunity to meet up with the released Sihedron Heroes at the start of the next adventure.

**Story Award:** If the PCs manage to appease Belimarius without combat and gain her aid, award them XP as if they had defeated her, Captain Xoxl, and the two Emerald Guards in combat.

## E7. Runewell Access

This small, shallow stone chamber is illuminated only by the green glow of the fist-sized emerald floating unattended here at eye level.

This room contains the only way to access Belimarius's *runewell*. She devised this entryway in the months before Earthfall precisely so that no one could access the Eye of Jealousy except herself and those who had her approval. While the Eye of Jealousy is technically a demiplane, Crystilan's nature prevents anyone from accessing it via

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plane shift or similar effects. The only way to access the Eye of Jealousy is by touching the floating emerald in this room and uttering a very specific passphrase in Thassilonian: “When I envy all, all envy me; what’s not mine shall perish beneath my feet.” Any number of creatures can touch the emerald, say the passphrase, and be shifted into the Eye of Jealousy (area F) next to the corresponding floating emerald there. Similarly, the floating emerald in that area transports creatures who touch it and say the passphrase back into this room.

While the floating emerald is incredibly valuable, the PCs are unlikely to cash in on it, for once the *runewell of envy* is destroyed, the Eye of Jealousy collapses and the floating emerald shatters into worthless fragments.

### Magic of Envy

Detailed below are several potent magical items carried by Runelord Belimarius and Captain Xoxl.

BELIMARIUS'S INVIDIOUS HALBERD		MAJOR ARTIFACT
SLOT none	CL 17th	WEIGHT 12 lbs.
AURA strong abjuration [evil]		
Alignment LE	Senses darkvision 60 ft., hearing	
Intelligence 15	Wisdom 13	Charisma 10   Ego 19
Languages Azlanti, Elven, Thassilonian		
Communication read languages, speech		
Lesser Powers detect thoughts 3/day, modify memory 1/day		
Special Purpose defeat arcane spellcasters		
Dedicated Power consume magic (see below)		

Belimarius’s weapon of choice is known as her *Invidious Halberd*—see the inside front cover for this potent weapon’s history and personality. This weapon is an intelligent +2 *dispelling burst keen spell-storing mithral halberd*. When *Belimarius’s Invidious Halberd* strikes a creature capable of casting arcane spells, the creature struck must succeed at a DC 17 Will save or the halberd drains one spell of 3rd level or less, storing that spell in its *spell-storing* ability (or if the drained spell is *dispel magic*, in its *dispelling burst* ability). The halberd picks which spell is stored, but otherwise this ability functions as if the creature struck had used the weapon’s *spell-storing* ability to store a spell of the halberd’s choice, losing that preparation of the spell (or a spell slot associated with it) in the process. It cannot use this ability if it already has a spell stored. On a critical hit against an arcane spellcaster, *Belimarius’s Invidious Halberd* also casts *feblemind* (DC 17) on the creature struck after it drains a spell.

#### DESTRUCTION

*Belimarius’s Invidious Halberd* is destroyed if it is hurled under the crushing feet of the Oliphaunt of Jandelay, but only if there is no current Runelord of Envy living in the world.

ROBES OF XIN-EDASSERIL		PRICE 164,000 GP
SLOT body	CL 16th	WEIGHT 1 lb.
AURA strong abjuration and conjuration		

The *robes of Xin-Edasseril* grant a +5 armor bonus to AC and spell resistance 20, and they cause the wearer to cast all abjuration spells at +1 caster level. Two of the robe’s pockets function as *handy haversacks*. In addition, the robes protect the wearer with energy resistance 10 for an energy type of the wearer’s choice—this energy resistance can be changed once per day as a standard action (currently, Belimarius uses it to resist cold).

CONSTRUCTION REQUIREMENTS	COST 82,000 GP
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Craft Wondrous Item, *mage armor*, *protection from spells*, *resist energy*, *secret chest*

RUNEWELL AMULET		MINOR ARTIFACT
SLOT neck	CL 20th	WEIGHT —
AURA strong transmutation		

Since Belimarius’s *runewell* is defective, her *runewell amulet* is not as powerful as those worn by certain other runelords. It grants a +5 enhancement bonus to her natural armor. In addition, she can fly at a speed of 60 feet with perfect maneuverability and gains fast healing 10.

#### DESTRUCTION

If Belimarius’s defective *runewell* is destroyed, this amulet is destroyed as well.

SIHEDRON TOME		MINOR ARTIFACT
SLOT none	CL 16th	WEIGHT 5 lbs.
AURA strong abjuration		

Belimarius’s spellbook holds an infinite number of pages to inscribe spells upon. Any wizard who prepares spells from a *Sihedron Tome* can prepare bonus spells as if her Intelligence were 6 points higher. This is not an actual bonus to Intelligence and grants the user no additional benefit. Belimarius’s *Sihedron Tome* contains all sorcerer/wizard spells (save for those of the schools of evocation and necromancy) found in the *Pathfinder RPG Core Rulebook* as well as those she has prepared. At the GM’s discretion, it could certainly hold more spells.

#### DESTRUCTION

A special 9th-level spell must be designed that exists only to destroy the specific and particular *Sihedron Tome* into which it is inscribed. This spell, which has numerous expensive and rare material components, must then be cast on the *Sihedron Tome* by its owner.

TANNARIS, SWORD OF ENVY		MAJOR ARTIFACT
SLOT none	CL 16th	WEIGHT 7 lbs.
AURA strong abjuration		
Alignment LE	Senses sight 30 ft., hearing	

<b>Intelligence</b> 18	<b>Wisdom</b> 10	<b>Charisma</b> 10	<b>Ego</b> 25
<b>Language</b> Thassilonian			
<b>Communication</b> read languages, speech, telepathy			
<b>Lesser Powers</b> create food and water 3/day, endure elements 3/day, cure serious wounds 3/day			

*Tannaris* is a +5 defending bastard sword. When used to augment the wielder's Armor Class, the sword's enhancement bonus continues to augment attacks and damage. Additionally, whenever *Tannaris* hits a creature under the effects of a spell, the target must succeed at a DC 20 Will saving throw or have the highest-level spell currently affecting it instantly dispelled (as if by the spell *dispel magic*; no additional dispel check is required). This ability has no special effect on summoned creatures or persistent spell effects. If the attack is a critical hit, the target must succeed at a DC 25 Will saving throw or have all of the spells currently affecting it dispelled (as per the spell *greater dispel magic*; no additional dispel checks are required).

#### DESTRUCTION

If Runelord Belimarius issues a command as a standard action, *Tannaris* is destroyed.

## PART 4: CRACKING CRYSTILAN'S DOME

In the final showdown of this adventure, the PCs must face the unconventional guardian of Belimarius's *runewell* inside her personal demiplane, the Eye of Jealousy. When Belimarius activated the *runewell* that Karzoug delivered to her before Earthfall, the Runelord of Greed's trap was sprung. Rather than create a demiplane that Belimarius could use to avoid Earthfall, the *runewell* trapped the heart of the capital city within the time-locked demiplane that would come to be known as Crystilan. For the PCs to escape the City Outside of Time, the demiplane of Crystilan must be undone, and that requires entry into the world within that world—the Eye of Jealousy itself.

One irony that Belimarius has been loath to admit to anyone is that when she accidentally created Crystilan, she barred herself and all other natives of the realm when it became trapped in time from entering the Eye of Jealousy. She has correctly theorized the method by which the doom that has come to Xin-Edasseril may be averted, but none who were trapped can take the action required to correct the situation.

This, she is ruefully forced to admit, is where the PCs come in.

Once the PCs have helped Belimarius achieve control of Xin-Edasseril by wresting control from the cultists and rune giants (or, alternatively, once they've defeated her in combat and have accepted her surrender),

Belimarius is ready to disclose to the PCs what must be done to escape Crystilan.

At this point, she explains how this situation came to be, describing how her desperation to escape the upcoming end of the world drove her to call upon Karzoug for aid, but the *runewell* he helped her create was nothing more than a trap. When she activated it, the Eye of Jealousy appeared, but so did Crystilan. In that regard, Karzoug had not deceived Belimarius. He did indeed give her a method to survive Earthfall, but at the cost of being banished forever from time itself. Or so it seemed.

Belimarius now reveals what she's learned of the situation. The *runewell* itself is the cause and the focus of Crystilan. If it could be destroyed, the source of the demiplane's power would be removed and, in theory, Xin-Edasseril would be restored to the modern era, and its inhabitants (including the PCs) could escape. Each *runewell* had its own unique method of destruction, but as she was involved in this *runewell*'s creation, Belimarius knows its method of destruction: a powerful magic item—either a minor or major artifact—must be sacrificed by offering it freely into the *runewell* itself. While this act is unlikely to destroy the sacrificed artifact, it will at the very least cause it to be banished somewhere within time and space. Once the artifact is offered, whatever happens to it, the PCs will no longer have it.

The PCs have likely come across several minor artifacts during the course of this campaign, and any of them will suffice for this purpose. If the PCs haven't secured an artifact like the *pendant of the first tears* or the *Fluttered Wing* (or if the PCs are loath to give up one of their own treasures), they can call upon Belimarius to provide the artifact for sacrifice. Doing so requires a successful DC 35 Diplomacy check to convince her of the necessity of the act. The PCs gain a +10 circumstance bonus on this check if they don't have an artifact to offer, or if they do and trick Belimarius into believing they don't with a successful Bluff check; otherwise, Belimarius suggests that they seek out *Fluttered Wing* or some other artifact hidden elsewhere in Xin-Edasseril for the sacrifice.

Belimarius would rather avoid admitting that no one in Crystilan can enter the Eye of Jealousy, but if the PCs press her to accompany them or demand to know why she hasn't saved her own city already, she sighs in frustration and admits the truth—she cannot enter her own demiplane. Part of Karzoug's cunning plan, she's now forced to reveal, was to give her the clues she needed to escape but deny her the agency to act upon them.

In any event, as she's never been within the Eye of Jealousy, Belimarius is unsure of what dangers the PCs may face there. Once the PCs are ready and they have the artifact they need for the sacrifice, she reveals to them the

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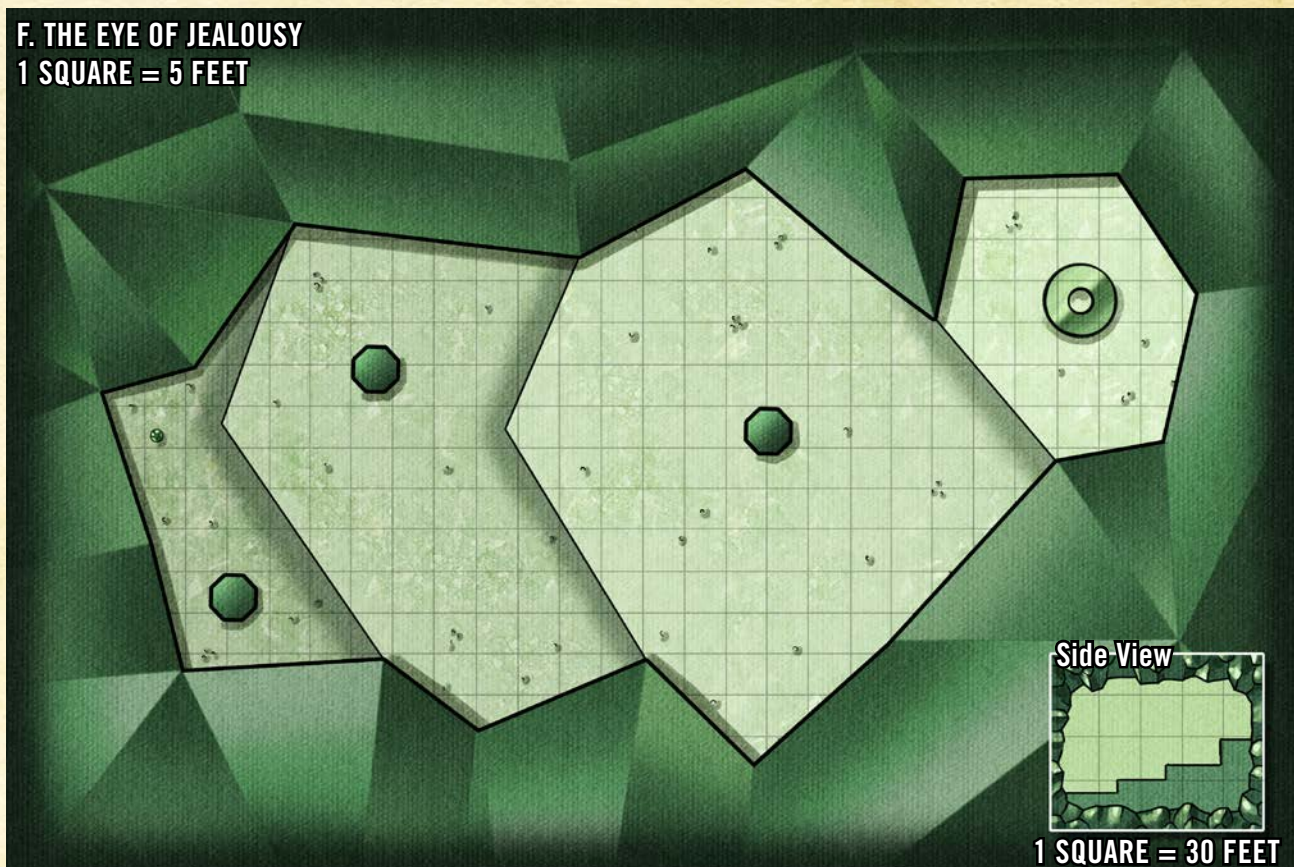
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**F. THE EYE OF JEALOUSY**  
**1 SQUARE = 5 FEET**



method of entering the Eye of Jealousy, as detailed in area E7 on page 55.

Once the PCs are ready to enter the Eye of Jealousy, they must simply gather in area E7, touch the emerald found there, and speak the phrase taught them by Belimarius. Once they do, they are transported to area F inside the Eye of Jealousy itself, appearing next to the emerald on the left side of the map above.

Note that if Belimarius is killed before she can reveal this information, the PCs can use the research materials in the palace war room (area E3) to determine all of the information summarized here. Doing so requires the ability to read Thassilonian and at least 8 hours of uninterrupted study of the materials, followed by a successful DC 30 Knowledge (arcana or planes) check. Alternatively, 1 week of uninterrupted study of the notes by someone who can read Thassilonian automatically reveals the information without the need for a Knowledge check.

**F. THE EYE OF JEALOUSY (CR 21)**

When the PCs are transported into the Eye of Jealousy, what they see within the demiplane depends upon them, for the realm knows what those located within its

boundaries most desire, including memories of home. The Eye of Jealousy automatically cloaks its appearance with an effect akin to that generated by *mirage arcana*, so those within the demiplane see its interior as if it were their home town or a beloved location from their past.

When the PCs first enter the realm, each character must attempt a DC 25 Will save. Those who succeed resist the realm's invasion of their memories and see the Eye of Jealousy as it truly is, while those who fail instead believe they've arrived at their hometowns or other places equally important to their pasts. This vista is without any inhabitants—only the PCs seem to exist within this phantasmal realm. If a character interacts with the environment with a standard action (such as by trying to open a door into a building or by climbing a tree), the character can see through the illusion and into reality with a successful DC 25 Will save to disbelieve. This is a mind-affecting effect.

In truth, the Eye of Jealousy is a relatively small domain; characters who can see the realm for what it truly is realize this demiplane exists entirely within a large chamber carved into an immense emerald. The crystalline walls shimmer with a rich green glow, permeating the entire chamber,

which is cut into a series of rising platforms. The shining facets on the walls, floor, and ceiling reflect any movement that takes place here, though occasionally glimpses of scenes from ancient life under Belimarius's brutal rule are visible when one stares directly into a wall. Throughout the cavern, three pillars of finely cut emerald reach from the floor to the ceiling, each pulsing with a sickly green light.

The demiplane is about 100 feet tall and 100 feet wide, consisting of four distinct zones. Moving from left to right, each zone is 10 feet higher than the next, with the exception of the final platform, which is 20 feet above its adjacent level. The vertical barriers these tiers present have numerous handholds and can be climbed with a successful DC 5 Climb check.

Characters who believe they are in their hometowns or other locations interpret the realm's walls as impassible barriers (be they dense forests, walls, a block of buildings with tightly locked doors, a body of water, and so on), and the vertical separations between tiers as stairs, ladders, stuck doors, thick brambles, or any other barrier that requires a bit of extra effort to bypass; the act of climbing up to a new level is interpreted as whatever action would normally be required to navigate the barrier. A character under the illusion's effects who approaches a ledge from an upper platform doesn't notice the drop at all, and upon stepping off the platform falls and takes damage as appropriate, interpreting this as having merely stumbled over a protruding root or rock.

A fist-sized emerald floats magically at about eye level in the lowest tier of the realm; this emerald is the only exit from the demiplane; see area E7 for the instructions and passphrase required to use this exit. Characters who believe the realm's illusion see this exit instead as a door, gate, or other portal out of the region.

The pillars of pulsing light are each 5 feet thick (hardness 40, hp 120, break DC 38). These pillars give the Eye of Jealousy its dim green lighting. Characters who believe the realm's illusion treat this area as if it were the most welcoming level of lighting from their memories, and interpret the pillars as statues to beloved figures from their pasts—parents, siblings, lovers, or deities, for example. Each of these pillars is in fact a deadly peril infused with negative energy; see Traps below.

The circular dais at the far eastern end of the Eye of Jealousy is the *runewell of envy* itself; see Shattering the Runewell of Envy on page 60 for more details.

**Creature:** Apart from the PCs, only one entity dwells within the Eye of Jealousy—a towering and enraged magical duplicate of Belimarius's mind and soul. The real runelord is unaware of the existence of this shade, but as long as it continues to dwell in the Eye of Jealousy, its presence is what prevents her (or any other native of Xin-Edasseril) from entering the Eye of Jealousy.

The shade of Belimarius manifests physically as soon as a PC leaves the first platform, appearing on the second in the form of the runelord herself, only at a staggering height of 50 feet. She roars in fury at the intrusion, crying out in Thassilonian, "No! None shall intrude upon my home! You are not welcome here!" before she attacks.

In truth, and as will be immediately apparent to anyone who has managed to resist or see through the illusions shrouding the realm, this "shade" of Belimarius is a towering skeletal creature sheathed in crackling bolts of purple lightning and wearing a jagged headdress of bone. This monstrosity is a gargantuan undead creature called a *tzitzimitl*, normally a manifestation of death that appears on doomed worlds. In this case, the *tzitzimitl* represents the encroaching doom that awaits Xin-Edasseril if the PCs are unable to remove it from the Crystilan demiplane before the entire city is consumed.

The *tzitzimitl* attacks as best it can, with those who believe they face an enormous Belimarius interpreting spell-like abilities as cast spells and the bite and claws of the immense undead as blows from her magical halberd (each time a PC takes damage, though, he can attempt a DC 25 Will save to see through the illusion; note that this allows the PC to see only the creature for what it is, not the realm itself). As a move action, the *tzitzimitl* can touch one of the three emerald pillars in the room. Provided the pillar is charged and within its reach, the *tzitzimitl* recovers 130 hit points each time; see Traps below.

**SHADE OF BELIMARIUS** CR 20  
XP 307,200

Advanced *tzitzimitl* (*Pathfinder RPG Bestiary* 3 290, 276)  
hp 363

**Traps:** Each of the emerald pillars is infused with negative energy that blasts a creature touching it with the effects of a *harm* spell. Once a pillar is activated, it goes dormant for 1 minute before it reactivates. If the PCs are unable to deactivate these pillar traps, deliberately activating them is a viable if desperate method of preventing the *tzitzimitl* from using them to heal itself.

**EMERALD PILLARS (3)** CR 14  
XP 38,400 each

Type magic; Perception DC 31; Disable Device DC 31

**EFFECTS**

**Trigger** touch; **Reset** automatic (1 minute)

**Effect** spell effect (*harm*, 130 points of damage [cannot be reduced to fewer than 1 hit point], Will DC 19 half, CL 13th)

**Speaking to Vexnill (CR 7)**

Once the PCs have defeated the shade of Belimarius, the Eye of Jealousy ripples and shimmers, and the

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reality of the realm is laid bare to all those who haven't yet seen through its illusions. The place goes silent and the emerald pillars go dark. The only source of light remaining is the *runewell of envy* atop the highest platform. The PCs have only 24 hours to resolve the situation within the demiplane, after which the *runewell of envy* recharges the pillars, reactivates the illusory realm, and restores the shade of Belimarius to unlife.

But the PCs are not alone in these final hours. As they approach the *runewell*, the final remaining denizen of the Eye of Jealousy shows herself. This is the spirit of Vexnill, the Thassilonian girl whose murder set the runelord on her path.

As the PCs approach the *runewell*, Vexnill manifests.

Ever so shyly, but with a hint of surprising mischievousness, a ghostly girl dressed in fine but strange, rune-covered robes emerges from the churning waters of the emerald well. She giggles softly before speaking. "You're not like her—I can tell. Are you here to finally break this spell? Finally, something exciting! I think I can help!"

Vexnill's spirit is a precocious and mischievous ghost. She's been waiting here in the Eye of Jealousy for a chance to confront Belimarius since Earthfall, although she isn't aware of the passage of time herself. Perhaps surprisingly, she is not angry or even resentful of her predicament. Rather, she is infinitely curious—she knows she's a ghost and is annoyed and irritated that Belimarius killed her, but she doesn't harbor any anger toward the PCs. In fact, she's eager to speak to them. If they do speak, answers to likely questions are below. If the PC don't wish to make small talk, Vexnill volunteers the information given in the last question without prompting.

**Who are you?** Vexnill gives an amused giggle. "I'm Vexnill," she says, as if it's obvious. "When I was alive, I was really, really smart—too smart, I guess, since that's why Belimarius killed me. She thought I took her spot in the Arcanium. Belimarius really is evil, so I guess I came back to haunt her. That was a long time ago. I've been a ghost for a long, long time. But now you're here, and that's exciting!"

**What have you been doing this whole time?** "Being really, really bored. That big Belimarius thingy didn't talk much. I'm not sure it even realized I was here. I guess you took care of her though. For the best—she was pretty mean, even if she wasn't really Belimarius."

**How could we put you to rest?** Vexnill shrugs, as if she's not really sure. "Get rid of Belimarius, maybe? Destroy this *runewell*? Hey! Maybe you could at least get me out of here? I'm so bored—I want to go have some fun somewhere else."

Vexnill is partially correct—killing Belimarius would put her spirit to rest if the PCs haven't already slain her. If Belimarius is already dead when the PCs enter the Eye of Jealousy, then destroying the *runewell* puts Vexnill to rest instead.

**Do you know how to destroy the runewell?** "Sure do! It's easy! You need the heart of altruism. That's just a dramatic way of saying you need to give up an artifact to the *runewell*. Generosity like that's at such odds with ol' Belly-face that the *runewell* won't know what to do. Toss an artifact in, and

poof! No more *runewell*! What'll happen then? No idea! But that's how you bust it!"



**VEXNILL** **CR 7**  
**XP 3,200**  
 LN female human ghost aristocrat 7 (*Pathfinder RPG Bestiary* 144)  
**hp 73**

### Shattering the Runewell of Envy

The PCs must drop a non-cursed, fully functional artifact (a dormant *Sword of Sin*, for example, would not suffice) into the *runewell of envy* in order to destroy it. The *runewell* itself is otherwise indestructible, but it poses no threat to the PCs in and of itself. The waters within are only a foot deep, and other than constantly replenishing as any water is harvested, the *runewell* has no further effect other than to power Crystilan's existence. Any of the minor artifacts that the PCs have found during the course of this adventure, such as a *pendant of the first tears* or the *Fluttered Wing*, would work. The PCs must offer the artifact of their own free will for purposes of destroying the demiplane—part of the emotion-based magic that they're harnessing hinges on the inherent altruism required to counteract Belimarius's intense envy.

Once the PCs sacrifice their chosen artifact, an explosion of green light combined with a disorienting rush of air flows over them. The PCs are immediately shunted back into the *runewell's* access chamber (area E7), though the floating emerald once found there is gone. The specific artifact the PCs chose to offer is gone but not

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destroyed—it may play a role in a future campaign if you wish, but should not appear again in this campaign.

At this point, the PCs have successfully destroyed Crystilan and rescued Xin-Edasseril from the time trap. The city itself now exists on the shores of Peridot Isle, and its inhabitants are free to explore the world of Golarion as they see fit. Likewise, the PCs are now free to return to their homes, but as they will soon learn, much has changed in Varisia while they were outside of time.

**Story Award:** When the PCs shatter Belimarius's *runewell* and return Xin-Edasseril to the Material Plane, award them 102,400 XP.

## CONCLUDING THE ADVENTURE

Once the PCs have shattered Belimarius's *runewell*, they immediately return to the Material Plane. Conditions in the city haven't changed in the wake of the events of this adventure, however. It's likely that the PCs will want to check in with the refugees in the Sanctum, or with any other allies they have accumulated in Xin-Edasseril, and you should feel free to give them these opportunities.

Ultimately, it's up to the PCs to determine the fate of the city now that it is back on the Material Plane. For the most part, the surviving cultists, giants, and other inhabitants of the city won't quickly spread beyond the area presented on the map in this adventure. This may not be the case for Belimarius if she survives. The Runelord of Envy won't immediately seek to make a name for herself, though, instead biding her time. She has no direct role to play in the rest of *Return of the Runelords*, but she may play a strong role in the results of the Adventure Path, as explored in the next volume.

Additionally, the Sihedron Heroes and the *Sihedron* itself are released from their temporal prisons, appearing in the same positions they occupied in area E6 but fully restored. The Heroes have much to tell of their encounter with Alaznist, and as the PCs will discover soon as they attempt to contact other allies they left behind, the situation in Varisia has changed greatly. If you don't have access to the next volume of *Return of the Runelords* at this time, you should consider ending the game session immediately until you've had a chance to read through the next adventure, "Rise of New Thassilon." As this final adventure begins, the PCs will come face to face with the fact that they have literally run out of time, and all of Varisia is in peril!

# RUNELORD BELIMARIUS

This Runelord of Envy is a stately, older woman with a crown of perfectly plaited gray hair and an imperious sneer on her upturned face. She is dressed in magnificent bejeweled robes fit for a queen.

## BELIMARIUS

**CR 20**
**XP 307,200**

Female human (pure-blooded Azlanti) abjurer 18

LE Medium humanoid (human)

**Init** +7; **Senses** *arcane sight*, darkvision 60 ft., Perception +24

**Aura** protective ward (+4 deflection, 10 ft., 11 rounds, 14/day)

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**DEFENSE**


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**AC** 36, touch 22, flat-footed 29 (+5 armor, +4 deflection, +7 Dex, +1 insight, +5 natural, +4 shield)

**hp** 245 (18d6+180); fast healing 10

**Fort** +14, **Ref** +13, **Will** +17; +8 vs. mind-affecting effects

**Defensive Abilities** energy absorption (54/day), immortal, resistance; **DR** 10/adamantine (150 points); **Immune** disease, insanity effects; **Resist** cold 10, fire 10; **SR** 20

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**OFFENSE**


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

**Melee** *Belimarius's Invidious Halberd* +18/+13  
(1d10+12/19–20/x3)

**Abjurer Spells Prepared** (CL 18th; concentration +29)

 9th—*imprisonment* (2, DC 32), *power word kill*, *prismatic sphere* (DC 32), *time stop*, *wish*

 8th—*demand* (DC 29), *maze*, *mind blank*, *power word stun*, *prismatic wall* (2, DC 31), *temporal stasis* (DC 29)

 7th—*deflection*<sup>APG</sup>, *mass hold person* (DC 28), *reverse gravity*, *spell turning* (2), quickened *suggestion* (2, DC 24)

 6th—*disintegrate* (2, DC 27), *globe of invulnerability*, *greater dispel magic* (2), quickened *mirror image* (2), *repulsion* (DC 29), *true seeing*

 5th—*covetous aura*<sup>SWG</sup>, *dominate person* (2, DC 26), *feeblemind* (2, DC 26), *hold monster* (2, DC 26), quickened *shield* (2)

 4th—*acid pit*<sup>APG</sup> (DC 25), *confusion* (DC 25), *dimension door* (2), *greater invisibility* (2), *lesser globe of invulnerability* (2), *phantasmal killer* (DC 25)

 3rd—*dispel magic* (3), *haste*, *nondetection*, *slow* (2, DC 24), *suggestion* (2, DC 24)

 2nd—*create pit*<sup>APG</sup> (2, DC 23), *glitterdust* (2, DC 23), *invisibility* (2), *resist energy* (2), *web* (2, DC 23)

 1st—*charm person* (2, DC 22), *expeditious retreat*, *grease* (2), *protection from chaos*, *protection from good* (2), *reduce person* (2, DC 22)

 0 (at will)—*acid splash*, *detect magic*, *message*, *prestidigitation*
**Thassilonian Specialization** abjuration; **Prohibited Schools** evocation, necromancy

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**TACTICS**


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**Before Combat** Belimarius uses her wand to cast *stoneskin* on herself before combat. She casts *mind blank* and *nondetection* on herself daily, using her *greater rod of extend metamagic* on the *nondetection* spell.

**During Combat** Belimarius casts quickened *shield* and uses her *greater rod of extend metamagic* while casting *time stop* on the first round. During any rounds she gains via *time stop*, she casts the following spells in the order presented: *greater invisibility* and quickened *mirror image*, *deflection*, *spell turning*, *true seeing*, and *repulsion*. If she has additional rounds after this, she uses them to set up *prismatic walls*, areas of *reverse gravity*, and magical pits. Once she reemerges into the normal flow of time, she finishes casting any spells she wasn't able to cast during the *time stop*, casts quickened *suggestion* in the first few rounds of battle and then uses spells to break up the party—*imprisonment*, *temporal stasis*, and *maze* are favorites. Belimarius seeks to capture the PCs alive rather than kill them all so that she can use them to escape Crystilan, but she isn't above killing a few of them if they prove to be particularly uncooperative.

**Morale** Belimarius recognizes when she's defeated. If brought below 50 hit points, she attempts to surrender and negotiate a deal with her enemies.

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**STATISTICS**


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**Str** 24, **Dex** 24, **Con** 26, **Int** 32, **Wis** 22, **Cha** 20

**Base Atk** +9; **CMB** +16 (+20 steal); **CMD** 38 (40 vs. steal)

**Feats** Combat Casting, Combat Expertise, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Greater Spell Focus (abjuration), Greater Steal<sup>APG</sup>, Improved Steal<sup>APG</sup>, Martial Weapon Proficiency (halberd), Quick Steal<sup>UC</sup>, Quicken Spell, Scribe Scroll, Spell Focus (abjuration), Toughness

**Skills** Bluff +23, Diplomacy +23, Fly +36, Intimidate +23, Knowledge (arcana, history, local, nobility, planes) +32, Perception +24, Sense Motive +24, Sleight of Hand +25, Spellcraft +32, Use Magic Device +23



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**Languages** Aklo, Azlanti, Draconic, Elven, Giant, Infernal, Shoanti, Thassilonian, Varisian; *tongues*

**SQ** arcane bond (*Invidious Halberd*), exceptional statistics, inherent bonuses, permanent spells

**Combat Gear** *greater extend metamagic rod*, *ring of telekinesis*, *rod of negation*, *wand of stoneskin* (CL 15th, 11 charges); **Other Gear** *Belimarius's Invidious Halberd\**, *belt of physical perfection +4*, *dusty rose prism ioun stone*, *headband of vast intelligence +6*, *lavender and green ellipsoid ioun stone* (can absorb up to 34 more spell levels), *ring of protection +4*, *robes of Xin-Edasseril\**, *runewell amulet\**, *Sihedron Tome\**, diamonds for casting *wish* (worth 25,000 gp), powdered gemstones for casting *temporal stasis* (worth 10,000 gp), ruby dust for casting *forcecage* (worth 4,500 gp), *true seeing* ointment (worth 750 gp), spell component pouch

\* See page 56.

**SPECIAL ABILITIES**

**Exceptional Statistics (Ex)** Belimarius's ability scores were generated using 25 points rather than the standard 15. In addition, she has much more gear than an NPC of her level would normally carry. These modifications increase her CR to 20.

**Immortal (Ex)** Belimarius is immortal and immune to the negative effects of aging, disease, and madness. She's gained the benefits to her mental ability scores from her advanced age but does not take any penalties to her physical ability scores.

**Inherent Bonuses (Ex)** Belimarius has used numerous *wish* spells to gain a +5 inherent bonus to her Intelligence and +4 inherent bonuses to all other ability scores.

**Permanent Spells** Belimarius has made *arcane sight*, *darkvision*, and *tongues* permanent on herself.

Belimarius is imperious, sadistic, and short-tempered, but for generations she was also the most effective ruler the realm had seen. Under her ruthless and bloody guidance, Edasseril swelled with plenty in its food stores, its exports, its imports, its magical prowess and knowledge, and its well-stationed citizens' quality of life. The capital, once a true backwater in the storied realm of Thassilon, began to attract wealthy visitors and even pilgrims dedicated to abjuration once Belimarius transferred the seat of power to its final location on the eastern border of Edasseril.

**CAMPAIGN ROLE**

Belimarius has discovered how to break the seal that keeps her capital locked away in time from the rest of existence. She refuses to act, however, until the city is wholly back in her iron grasp. The runelord is willing to do anything to return the city to her control, up to

and including working with the PCs to help her solve her problems. If Belimarius were given an even greater prize than her dictatorship, she might even let the city revert into the hands of the people—but it would take the convincing and work of servants dedicated to good to accomplish this end. If Belimarius were to detect any form of treachery from anyone who claims to be neutral, much less her ally, she would surely destroy them before they knew what was coming.



# HIGH MISTRESS LYRAESIA

This tall, imperious woman wears a dress of pale blue that matches her skin color. Icicles of all lengths pierce the fabric, and her skin, like the cruelest daggers, and around her neck she wears a medallion of crisscrossed spikes.

## LYRAESIA

CR 16

### XP 76,800

Female libitinarii kyton monk 6 (see page 84)  
LE Medium outsider (evil, extraplanar, kyton, lawful)  
**Init** +11; **Senses** darkvision 60 ft.; Perception +34

### DEFENSE

**AC** 36, touch 25, flat-footed 29 (+7 Dex, +1 monk, +7 Wis, +11 natural)  
**hp** 231 (22 HD; 16d10+6d8+116); regeneration 5 (good weapons and spells, silver weapons)  
**Fort** +23, **Ref** +25, **Will** +20; +2 vs. enchantments  
**Defensive Abilities** evasion, icy fiend; **DR** 10/good or silver; **Immune** cold, disease, fear, pain; **SR** 24

### OFFENSE

**Speed** 50 ft.  
**Melee** +2 *icy burst adamantine sai* +30/+25/+20/+15 (1d4+10/19-20), claw +23 (2d6+4 plus 2d6 cold), 2 chains +23 (1d8+4)  
**Ranged** 4 icicles +27 (1d8+8/×3 plus 2d6 cold)  
**Special Attacks** flurry of blows, perfect freeze, stunning fist (10/day, DC 20), unnerving gaze (30 ft., DC 21)  
**Spell-Like Abilities** (CL 13th; concentration +18)  
At will—*plane shift* (from Material Plane to Shadow Plane only, self only)  
3/day—*cone of cold* (DC 20), *dimension door*, *ice storm*  
1/day—*polar ray*

### TACTICS

**During Combat** Lyraesia assumes that the PCs have potent defenses against cold and instead focuses on using her melee attacks against them (or ranged icicle attacks if the PCs avoid melee). She attempts disarm combat maneuvers against PCs once per round and focuses her stunning fists on healers, whose arts disgust the pain-addicted kyton.

**Morale** The high mistress has lived for thousands of years, and while the concept of death and its mysteries intrigue her, that curiosity does not compel her to seek its answers. If reduced to fewer than 100 hit points, she realizes the PCs are formidable foes and she calls for a truce, using compliments and appeals to their prowess in an attempt to secure a momentary respite from battle before using *dimension door* to relocate to a place of safety that still

allows communication. If the PCs continue to press the attack, she uses *dimension door* again, this time to retreat up into the upper floors of the palace to recover and report the situation to Inkariax. It takes her 2d4 days to convince the White Death that the PCs are worth dealing with, and if the PCs are still in Frozen Tears at this point, they are confronted by the kyton demagogue himself—see page 86 for his statistics and page 13 of the adventure for advice on how to handle this perilous situation. If the PCs agree to speak with Lyraesia, she thanks them for their wisdom and asks them what their purpose is in Frozen Tears. If she learns they seek only to use White Death's Diadem as a staging ground for a ritual to enter Belimarius's realm, she is intrigued. She won't agree to give the PCs her pendant, but she does volunteer to aid them in attacking Lady Wollnoxe to secure the troll's pendant instead. In return for the PCs honoring their truce with her, she allows them entrance into White Death's Diadem to travel to Xin-Edasseril. She warns them that the terms of the truce are over once they do so, and if they ever return to Frozen Tears, they will be met with a deadly reception from Inkariax himself. She allows the PCs to keep the *pendant of the first tears* they take from Lady Wollnoxe, in any event.

### STATISTICS

**Str** 27, **Dex** 25, **Con** 20, **Int** 17, **Wis** 24, **Cha** 21  
**Base Atk** +20; **CMB** +30 (+32 disarm); **CMD** 53 (55 vs. disarm)  
**Feats** Alertness, Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Deadly Aim, Gorgon's Fist, Improved Critical (sai), Improved Disarm, Improved Initiative, Improved Unarmed Strike, Point-Blank Shot, Precise Shot, Scorpion Style, Stunning Fist  
**Skills** Acrobatics +30, Bluff +28, Intimidate +28, Knowledge (local) +22, Knowledge (planes) +22, Knowledge (religion) +26, Perception +34, Sense Motive +32, Stealth +30, Survival +26  
**Languages** Common, Infernal, Shadowtongue  
**SQ** fast movement, high jump, ki pool (10 points, magic), maneuver training, slow fall 30 ft.  
**Combat Gear** *boots of speed*; **Other Gear** +2 *icy burst adamantine sai*, *cloak of resistance* +3, *pendant of the first tears*

High Mistress Lyraesia dwells on the Shadow Plane in the realm of Frozen Tears, where the kytton demagogue known as Inkariax is lord. As the demagogue is rather detached, even from the realm he created as a home for himself and those who serve him, the high mistress is one of the few high-ranking denizens who have unfettered access from the lair at large to the demagogue's palace, White Death's Diadem.

While Lyraesia is the least powerful member of Inkariax's inner court, she's the highest-ranking member of his clergy to live outside of White Death's Diadem. She claims the Eastern Tearvault, one of the realm's best-defended and best-situated chambers, as her abode and often holds a makeshift court there to hear disputes and requests from her underlings. On alternating occasions, she converts the Eastern Tearvault into an area for important rites to pay homage to Inkariax and to initiate newborn libitinariis into the realm's ways.

The high mistress is accustomed to being the utter and undisputed ruler of the realm outside the palace, and she brooks no ego or arrogance from anyone who might denigrate her position. For those who have managed to claim an unannounced audience with her, and even among those who find themselves invited to her side, the high mistress would rather dole out painful punishments than pursue anything resembling justice. She is especially fond of holding troublesome individuals captive until she can find a way to use them to cause physical and emotional harm to their friends—or until the next Rites of Piercing, when her captives become easy subjects of torment.

Those familiar with the Frozen Tears say High Mistress Lyraesia has lived there since its inception, when Inkariax formed her himself out of the soulstuff of six of his favored kytton servants. For millennia the high mistress has faithfully served the demagogue, rising to power through her competent—and brutal—direction of the shortsighted libitinariis and her ruthless expansion of those kyttons' ranks. Throughout it all, she has trained in martial endeavors, finding a strange joy in causing pain and suffering with her bare hands in addition to the supernatural icicles that grow throughout her flesh. The White Death trusts Lyraesia explicitly, which is why she has a key to enter his palace: a *pendant of the first tears* (see page 12).

The high mistress is dissatisfied, however. She seethes with hatred for Wollnoxe, the jotund troll who is the only other denizen outside the palace to carry a key to the palace. In the high mistress's estimation, Wollnoxe has done nothing to earn her prestigious position other than having a careful eye for collectables. Lyraesia plots to undermine the jotund troll in Inkariax's eyes, waiting for the day the demagogue gives her the order to cut Wollnoxe down.

High Mistress Lyraesia sees little value in Inkariax's millennia-long quest to ally with Doloras. Lyraesia respects the queen, certainly, but she is less convinced than her patron that Doloras is at all interested in sharing her power with Inkariax. She believes the demagogue should strike out on his own instead of focusing on garnering Doloras's attention. To mention this to Inkariax would be blasphemy, the high mistress knows, and so she quietly urges the demagogue to his own heights while growing his realm herself and privately scoffing at the notion that any alliance might ever happen. When it comes down to it, Lyraesia is growing impatient with the White Death's lack of conviction to advance his own status. Those adventurers who realize this might be able to exploit the high mistress's misgivings, were they to somehow make an ally of her.



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# HIGH MASTER SOLETHEX SARN

This gaunt man wears gray robes twined with blood-red sashes and hunches menacingly as he walks. Lifetimes of sadism emanate from his cruel gaze.

## SOLETHEX SARN

CR 18

XP 153,600

Male human (pure-blooded Azlanti) oracle 19 (*Pathfinder RPG Advanced Player's Guide* 42)

LE Medium humanoid (human)

**Init** +3; **Senses** Perception +24

### DEFENSE

**AC** 26, touch 16, flat-footed 22 (+6 armor, +2 deflection, +3 Dex, +1 dodge, +4 natural)

**hp** 184 (19d8+95)

**Fort** +9, **Ref** +11, **Will** +15

**Defensive Ability** contingency; **SR** 13

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** +2 *dispelling burst kukri* +12/+7/+2 (1d4+2/18–20)

**Ranged** +2 *heavy crossbow* +19 (1d10+2/19–20)

**Oracle Spell-Like Abilities** (CL 19th; concentration +26)  
3/day—speed or slow time<sup>UM</sup>

**Oracle Spells Known** (CL 19th; concentration +26)

9th (4/day)—*implosion* (DC 24), *time stop*, *winds of vengeance*<sup>APG</sup>

8th (6/day)—*antimagic field*, *fire storm* (DC 23), *mass cure critical wounds*, *stormbolts*<sup>APG</sup> (DC 23), *temporal stasis* (DC 23)

7th (6/day)—*blasphemy* (DC 22), *disintegrate* (DC 22), *ethereal jaunt*, *jolting portent*<sup>UC</sup>, *mass cure serious wounds*, *reverse gravity*

6th (6/day)—*cold ice strike*<sup>UM</sup> (DC 21), *contingency*, *greater dispel magic*, *mass cure moderate wounds*, *mass inflict moderate wounds* (DC 21)

5th (7/day)—*breath of life*, *flame strike* (DC 20), *mass cure light wounds*, *permanency*, *plane shift* (DC 20), *spell resistance*, *telekinesis* (DC 20)

4th (7/day)—*cure critical wounds*, *death ward*, *freedom of movement*, *threefold aspect*<sup>APG</sup>, *tongues*, *unholy blight* (DC 19)

3rd (7/day)—*bestow curse* (DC 18), *cure serious wounds*, *dispel magic*, *magic vestment*, *sands of time*<sup>UM</sup>, *searing light*

2nd (7/day)—*cure moderate wounds*, *darkness*, *enthrall* (DC 17), *gentle repose* (DC 17), *levitate*, *minor image*

(DC 17), *shield other*, *unholy ice weapon*<sup>ACG</sup>, *zone of truth* (DC 17)

1st (8/day)—*bane* (DC 16), *command* (DC 16), *cure light wounds*, *doom* (DC 16), *memory lapse*<sup>APG</sup> (DC 16), *ray of sickening*<sup>UM</sup> (DC 16), *remove fear*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *ghost sound* (DC 15), *guidance*, *light*, *mage hand*, *mending*, *purify food and drink* (DC 15), *read magic*, *stabilize*

### Mystery time

### TACTICS

**During Combat** Solethex uses his temporal celerity oracle mystery to try to roll the highest initiative and to always act in any surprise round, during which he casts *time stop*. During any rounds he gains from this spell, he casts *spell resistance*, *freedom of movement*, *magic vestment*, and *death ward* in that order, drinking his *potion of fly* if there's time. As much as possible, he uses his oracle revelations and his time-affecting spells to gain an unfair advantage, such as using momentary glimpse to boost his spells that require attacks rolls and his AC and using rewind time to land blows that might turn the tide of battle. He is fond of keeping opponents on their heels, so he uses time hop and time flicker to confuse his enemies about his position. He casts damage-dealing spells, such as *fire storm*, *disintegrate*, and *mass inflict moderate wounds* to soften up his opponents. Once these options are exhausted, he wades into melee combat, focusing on dispelling his opponents' buffs and whittling away their defenses before dealing massive damage with his kukri.

**Morale** High Master Solethex Sarn fights to the death even when severely overmatched.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 17, **Int** 15, **Wis** 14, **Cha** 20

**Base Atk** +14; **CMB** +14; **CMD** 30

**Feats** Bouncing Spell<sup>APG</sup>, Combat Casting, Dodge, Extra Revelation<sup>APG</sup>, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Still Spell, Toughness, Uncanny Concentration<sup>UM</sup>

**Skills** Bluff +24, Heal +13, Intimidate +24, Knowledge (arcana) +13, Knowledge (planes) +16, Knowledge (religion) +13, Perception +24, Sense Motive +24, Spellcraft +13, Use Magic Device +22

**Languages** Giant, Thassilonian

**SQ** oracle's curse (haunted), revelations (momentary glimpse<sup>UM</sup>, rewind time<sup>UM</sup>, speed or slow time<sup>UM</sup>, temporal celerity<sup>UM</sup>, time flicker<sup>UM</sup>, time hop<sup>UM</sup>, time sight<sup>UM</sup>)

**Combat Gear** *potion of cure moderate wounds, potion of fly; Other Gear* +3 spell resistance (13) studded leather, +2 dispelling burst kukri, +2 heavy crossbow with 40 crossbow bolts, *amulet of natural armor* +4, *belt of incredible dexterity* +4, *ring of protection* +2, 113 gp

**SPECIAL ABILITIES**

**Contingency** If Solethex Sarn is reduced to fewer than 0 hit points, a *breath of life* spell is cast on him.

Solethex Sarn was born to wealthy and attentive parents: the storied Sarns of Xin-Edasseril, one of the most prestigious families of magic users in the capital. But despite his parents' favor, Solethex was not conversant in the abjuration magic for which his family was renowned. Rather, he became obsessed with spirits and their movement through and manipulation of time, and with bending the very temporal fabric around him to his will. Because he refused to study the magic before him as a student at the Arcanium Abjuran—Solethex dismissed these lessons summarily as “the pursuits of pathetic minds”—he eventually lost his commission at the school despite his familial connections. Solethex disappeared that day, gone from all his teachers' and peers' memories and seemingly vanished for good.

Solethex would not resurface until many years after his parents' mysterious accidental deaths. At this point, Runelord Belimarius was well into her rule, and rumors about a coming great cataclysm gripped her inner circle. Solethex claimed that he had journeyed into Hell and learned the secret of manipulating and interpreting the flow of time. He had learned this from a cult of kytons who worshipped Doloras, Queen of the Night of detachment, dispassion, and pain, in exchange for a foothold in Xin-Edasseril, he said. True or not, Solethex gathered many followers to his side who believed that the oracle and his queen could offer them salvation from the cataclysm. This nascent cult became the Apostles of Pain.

The Apostles were but one of many small but strange cults within Xin-Edasseril in the days leading up to Earthfall. When the cataclysm struck, the Apostles were the only ones to entirely avoid casualties from the eruption of the temporal fabric around the city. It may have been sheer luck on Solethex's part, or it may have been his subtle time-bending magic that kept his group safe from chronogeists and temporal events. Regardless, the egotistical oracle crowed about his achievement and his prowess and promptly bestowed upon himself the title of high master, indicating his prominent rank in his fell queen's unholy church.

When Xin-Edasseril was cut loose from its repetitive loop of time, it was only a matter of weeks before the Apostles moved to control a district of the city. For his home, Solethex took the fabled Arcanium Abjuran—the very magical college that had expelled him for coming into his own powers. As his cult's power and numbers grew, Solethex was left more time for study and experimentation, discovering that the Realm of Frozen Tears corresponded to Xin-Edasseril's time-locked location. In short order, Solethex set about researching a way to pull the city itself into the Shadow Plane and therefore into Inkariax's—and, by extension, Doloras's—wicked service. Success, he believes, is assured, and he has even begun to hope Inkariax or Doloras might even turn him into a demagogue himself in return for his deeds.



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## ARTIFACTS OF THASSILON

As all empires must, mighty Thassilon fell. Although First King Xin and the powerful wizards who once ruled the seven kingdoms of Thassilon are long gone, their legacy lives on in everything they built. Many artifacts of great power—most of them unspeakably evil—still remain, some buried in the ruins of Thassilon, some stored in the treasure vaults of great kings, and some purposely hidden away from the world. In the hands of someone sufficiently vile and ambitious, or perhaps someone well intentioned but ignorant, these relics could inflict great pain and suffering upon the world, or even bring about the return of the runelords. Therefore, it is the solemn duty of the wise and the mighty to locate and study these artifacts of old and keep them safe from those who would abuse their power.

—An excerpt from *Legacy of the Great Empires*

Emperor Xin and his successors, the runelords of ancient Thassilon, were not only powerful spellcasters, but also expert crafters of magic items and artifacts. These items often embodied their creators' personal virtues or, more commonly, their vices. Most of the runelords' relics were lost during Earthfall, but many of these potent items resurfaced centuries or millennia later. The following are some of the many artifacts that the rulers of Thassilon once used to build their mighty domains, control their subjects, and conquer their enemies.

As with all artifacts, the secrets of creating these powerful items are lost to mortals, and any of these artifacts is capable of altering the fate of nations or changing the nature of an entire campaign. In particular, the *Sihedron* presented on page 71 plays a key role in the Return of the Runelords Adventure Path.

### CHALICE OF LISSALA

The bowl of this elegant golden chalice resembles seven overlapping feathered wings, while the stand is shaped like a coiled snake. The chalice is inlaid with green gems that form spiky runes.

CHALICE OF LISSALA		MAJOR ARTIFACT
SLOT none	CL 22nd	WEIGHT 4 lbs.
AURA overwhelming enchantment		



This large golden chalice glitters and sparkles alluringly whenever a creature capable of using enchantment magic is within 30 feet of it. While holding the *Chalice of Lissala* in hand, a spellcaster increases her caster level for spells and spell-like abilities of the enchantment school by 4 and increases the DC to resist them by 4.

When the chalice's bearer casts a spell of the enchantment school against targets with spell resistance, she can roll her caster level check twice and use the better result. If a target creature is normally immune to the enchantment spell (such as a mindless or undead creature with a mind-affecting spell), the bearer can affect the creature as though it weren't immune, though in this case the spell uses her normal caster level and spell DC.

Additionally, the *Chalice of Lissala* grants its bearer a +5 competence bonus on Charisma-based checks.

#### DESTRUCTION

If all of Lissala's remaining worshipers perish or renounce their faith, the *Chalice of Lissala* twists upon itself, turning into a worthless piece of blackened metal.

### HISTORY

Lissala, the patron goddess of Thassilon, gifted the *Chalice of Lissala* to her followers to help them spread the faith and build the Thassilonian empire. During the reign of the runelords, Lissalan monasteries flourished throughout each of the seven kingdoms, but none was as grandiose as the Great Temple in western Thassilon. When Earthfall struck Golarion, the temple sank deep in the Varisian Gulf, and the chalice along with it.

An elder kraken named Vanush guards the sunken ruins of the Great Temple of Lissala and uses the chalice to lure sailors into the watery depths. Vanush has been gathering sacrifices, relics, and ancient lore in the submerged temple where it lairs. The monster believes it is possible to restore the forgotten goddess's faith throughout the Inner Sea, and it aims to do so with itself as the faith's new leader.

### MIRROR OF SORSHEN

The silvery glass of this oval mirror displays many alluring sights. Its dark wooden frame is studded with many small green gems and is carved with the shapes of a male figure on one side of the glass and a female figure on the other side.

MIRROR OF SORSHEN		MAJOR ARTIFACT
SLOT none	CL 25th	WEIGHT 2 lbs.
AURA overwhelming enchantment		



Whenever an intelligent creature looks in this beautiful mirror, the mirror shows an image of a person, creature, or item that the observer finds irresistible—most often one that the observer finds sensually arousing. The specific image shown varies from person to person, even when more than one person looks into the mirror at the same time. The mirror's effect functions as a gaze attack that affects everyone

who sees the surface of the mirror, which the bearer can actively direct at a target as a standard action. Unless an observer succeeds at a DC 27 Will save, she is fascinated, staring blankly at the mirror for as long as it remains in view and for 2d4 minutes thereafter, during which she continues to stare in the direction she last saw the mirror. Unlike the normal fascinated condition, the effect created by the mirror is not automatically broken by an obvious threat; instead, a fascinated creature receives a new saving throw for each such threat, with a +6 circumstance bonus. At the GM's discretion, a truly innocent creature or a character who

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has renounced all worldly pleasures may be immune to the mirror's fascination effect.

While a creature is fascinated by the *Mirror of Sorshen*, the artifact's bearer can speak a command word to compel her service for 30 days (as per *dominate monster* with no saving throw). There is no limit to the number of such thralls a bearer can have. The domination effect ends for a victim after 30 days, but if the victim sees the mirror again at any point before this duration expires, it is automatically extended for an additional 30 days from the moment it caught sight of the mirror anew.

**DESTRUCTION**

The *Mirror of Sorshen* shatters into a thousand pieces if an intelligent but completely innocent creature first resists the mirror's attraction and then later accidentally drops it.

**HISTORY**

The Runelord of Lust and Lady of Eurythnia, Sorshen commissioned the powerful mirror as a tool to enslave the minds of her subjects and enemies alike. Whenever she needed more laborers for a particular task, she had slaves or prisoners of war rounded up and brought to her throne room, where the mirror would quickly enthrall the victims and have them ready to do Sorshen's bidding. When Sorshen interred herself in a secret vault to protect herself from Earthfall, her servants stored the *Mirror of Sorshen* in a treasure chamber for safekeeping, but the artifact's current whereabouts are unknown.

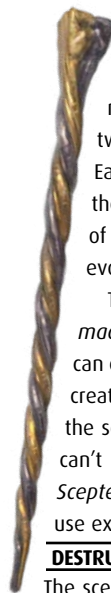
The *Mirror of Sorshen* can turn entire nations into obedient slaves, but anyone seeking the lost artifact should heed rumors that the mirror has its own malign intelligence. Many owners have unwittingly succumbed to the mirror's magic, thinking they're still in control and not realizing that the mirror is pulling the strings. Not even Sorshen knows what ends the artifact seeks, as it was originally subtle in its schemes. However, after remaining dormant for so long, the artifact is now resolved to accelerate its own goals over those of anyone who recovers it and seeks to use its powers.

**SCEPTER OF ALAZNIST**

*This scepter consists of two spiraling pieces of metal, one of iron and the other of adamantine, twisted around one another like two snakes. Each spiral terminates in a clenched fist.*

SCEPTER OF ALAZNIST		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 8 lbs.
AURA overwhelming (no school)		

Nine times per day, the bearer of the *Scepter of Alaznist* can empower, expand, or maximize a spell she casts as though she were using a *greater empower metamagic rod*,



*greater expand metamagic rod*, or *greater maximize metamagic rod*, except that she can simultaneously apply two or all three of these metamagic effects to the same spell, expending two or three of the scepter's daily uses, respectively. Each daily use spent when casting a spell lowers the DC of the spell by 2 (to a maximum reduction of 6); however, this reduction doesn't apply to evocation spells.

The scepter also functions as a +5 *adamantine light mace*. When the wielder hits a creature, the wielder can cast a single targeted spell of up to 3rd level on the creature, as spell-storing weapon, by expending one of the scepter's daily uses as a swift action. The spell cast can't be empowered, extended, or maximized by the *Scepter of Alaznist*, but its DC isn't lowered for a daily use expended this way.

**DESTRUCTION**

The scepter unwinds into two separate nonmagical metal rods if a spellcaster uses its metamagic properties on three consecutive rounds to cast three 9th-level healing spells, then uses a carefully worded casting of *miracle* or *wish* to destroy the artifact.

**HISTORY**

The wrathful Runelord Alaznist was not particularly interested in crafting items, and scholars suspect the nascent demon lord Yamasoth or his minions crafted the *Scepter of Alaznist* on her behalf to augment her mastery of evocation magic. Alaznist used the scepter in many violent clashes, including several wars against Karzoug, the Runelord of Greed and ruler of Shalast. Alaznist lost the scepter when the cataclysm of Earthfall shattered Bakrakhan, her realm. The scepter has since belonged to many power-hungry warlords and evokers, though many of them have not understood the insidious nature of the artifact. Powered by Alaznist's sinful wrath, the artifact gradually transforms its bearer into a bloodthirsty warmonger. Within weeks of acquiring the artifact (or as long as a few months, for a particularly well-intentioned or peaceful bearer), the bearer starts suffering from blackouts and fits of uncontrollable rage until she fully embraces anger and violence and her alignment changes to chaotic evil.

The scepter currently rests in the hoard of the great wyrm Cinareid, who lairs in the Kodar Mountains. The enormous silver dragon, who increasingly slips into bouts of rage and bloodlust, murdered his few nearby allies but does not remember his bloodthirsty rages and therefore believes that some powerful enemy is closing in on him. Increasingly paranoid and violent, the silver dragon may ask visitors to get to the bottom of this mystery, only to turn against them in a blind rage.



## SHIELD OF XIN-UNDOROS

The boss of this large black shield resembles a deformed skull of tarnished silver. The shield bears many dents and scratches from past battles.

SHIELD OF XIN-UNDOROS		MAJOR ARTIFACT
SLOT none	CL 23rd	WEIGHT 20 lbs.
AURA overwhelming abjuration		



The *Shield of Xin-Undoros* is a +5 heavy steel shield that makes its bearer unnaturally strong and resilient like a rune giant, granting a +6 enhancement bonus to Constitution and Strength as long as the shield is readied. As a standard action, the bearer can increase his size by up to two size categories, to a maximum of Gargantuan. For each size category increased, the bearer gains a +2 size bonus to Constitution and Strength and takes a -2 penalty to Dexterity. The bearer can shrink back to his normal size with another standard action; the effect also ends if he loses the shield.

When readied, the *Shield of Xin-Undoros* also grants the bearer spell resistance 31. The bearer can ready an action to attempt to reflect a spell; if a spellcaster fails her caster level check to overcome the spell resistance granted by the shield, the shield's bearer can reflect the spell back at its caster as per *spell turning*.

### DESTRUCTION

The shield explodes if an enemy successfully targets the bearer of the shield with a spell that overcomes the shield's spell resistance and then, within 1 round, succeeds at a sunder combat maneuver check against the shield that deals enough damage to destroy it in a single blow. The explosion of the shield's destruction deals 12d8 points of sonic damage to each creature and object within 30 feet (no save).

### HISTORY

First King Xin wanted his champion Undoros to be more powerful than any warrior, living or dead, and he created the *Shield of Undoros* to increase the warrior's already formidable physical might and defenses. When Xin died, his loyal champion continued to serve his liege as a graveknight, guarding the Emerald Chambers, Xin's final resting place. Undoros took the name Xin-Undoros out of devotion to his master, and his shield became known as the *Shield of Xin-Undoros*. A daring thief stole the shield from the Emerald Chambers long ago, replacing it with a duplicate. Xin-Undoros quickly realized that the replacement was a fake, but by that time the thief was long gone.

The cunning orc warlord Nurgash recently acquired the shield. Nurgash's army of orcs and other warlike creatures in the Hold of Belkzen numbers in the hundreds, and more flock to the warlord each day as news of his might spreads. Xin-Undoros has not yet heard of his shield's reappearance, but its recovery might compel him to leave the Emerald Chambers.

## SIHEDRON

This seven-pointed star is about two feet in diameter. Each of its seven arms is composed of metal of a distinctive hue, but the joining of the metals is so skillfully performed that it's impossible to identify any seams.

SIHEDRON		MAJOR ARTIFACT
SLOT none	CL 25th	WEIGHT 7 lbs.
AURA overwhelming (all schools)		



The *Sihedron* is a seven-pointed star that symbolizes the great power of Thassilonian magic. Xin created the *Sihedron* as more than just a symbol of his power over the schools of magic he'd defined for his nation, though. It was initially meant to be a badge of his power over all of Thassilon and a symbol of the unified nature of the nation's peoples. Each of the *Sihedron's* arms is made of a different skymetal, symbolizing how the nation of Thassilon was made of different races—Azlanti, Varisian, Shoanti, giant, elf, and others. Xin went further than merely making the *Sihedron* a symbol of harmony and diversity, though, and built into it significant advantages when the artifact is shared among a number of allies. The powers granted by the *Sihedron* are greatest when it is used not by a lone individual, but by a group that works together toward a common goal and whose members trust each other enough to effortlessly pass control of the powerful item between themselves swiftly and without a second thought.

Alas, Xin's ideals for the diversity of Thassilon were misplaced, and even as his rule continued, he found himself increasingly paranoid and unwilling to share the powers granted by the *Sihedron*. The fact that the item was intended to be a powerful shared artifact but has never properly been used in this manner is one of the greatest ironies of Thassilon.

The *Sihedron* itself is a relatively plain-looking item. The seven different hues of its composite metals give it some color, but the artifact lacks any of the decorative runes and markings that are so common on other Thassilonian artifacts. Even the artifact itself, built in the image of the sign of Lissala and the rune for the Thassilonian schools

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of magic, seems somewhat plain, lacking the distinctive hooklike shapes along the *Sihedron* rune's arms. Instead, these hooks are represented in the device by seven *ioun stones* embedded on the arms.

To activate the *Sihedron*, a person needs only to touch the center of the star where all seven arms meet and concentrate as a swift action—the *Sihedron* then immediately rises up into the air behind the user's head like a halo and floats along behind him wherever he goes, even teleporting along with him. Although the *Sihedron* is not in physical contact with the user, it is in all ways treated as if it were an attended object being held or carried. Once activated, the *Sihedron* glows with a warm yellow light that sheds illumination as per a *daylight* spell. It implants knowledge of all its powers and how to activate them into the mind of anyone who activates it in this way.

Once activated, the *Sihedron* protects its user in a number of ways. First, it constantly infuses the wearer with magical energy, granting him fast healing 5. Second, it grants the user the constant effects of a *foresight* spell (providing a +2 insight bonus to AC and on Reflex saves, and preventing the user from being surprised or flat-footed). Third, up to once per day, the *Sihedron* can target its bearer with *true resurrection* the instant he is slain—he need not activate this power, as the *Sihedron* automatically triggers if the user is killed.

When the user activates the *Sihedron*, he must select one of the star's points to be ascendant, causing the *Sihedron* to rotate so that this point is oriented straight upward. The user immediately gains an additional defensive ability and an at-will spell-like ability, as detailed below. Each point is opposed by two other points; the user can change which point is ascendant by concentrating as a standard action, but he cannot change the point to an opposing point. The effects granted by each of the *Sihedron's* points (as well as the two opposing points for each) are listed at the end of this item description.

As an immediate action (but no more than once per combat round), the current user of the *Sihedron* can instantaneously transfer the artifact to another willing creature within 120 feet. The *Sihedron* teleports from the current user and appears behind the head of the target creature. As it does so, it unleashes a surge of potent magic that affects both creatures, granting a +2 insight bonus on saving throws for 1 round and restoring 2d8+10 points of damage for each creature. This transfer occurs so quickly that it can grant the bonus on a saving throw after the saving throw itself has been rolled, but the transfer must be made before the outcome of that roll is announced by the GM. Likewise, the healing granted can occur in the instant before a creature takes damage from any source, possibly healing a heavily wounded target before additional damage renders it unconscious or even kills it. When the

*Sihedron* is granted to a new target in this manner, the new target can automatically select which point of the *Sihedron* is ascendant, even if that point is oppositional to the previously ascendant point.

Each of the *Sihedron's* arms contains an *ioun stone* embedded in a small receptacle. These *ioun stones* cannot be removed as long as the *Sihedron* is whole, and they help to power the following additional abilities when one of the points is ascendant.

**Charity:** Grants a +4 insight bonus to AC and *dimensional anchor* as a spell-like ability. Opposed by both kindness and temperance.

**Generosity:** Grants a +4 insight bonus on attack rolls and *beast shape II* as a spell-like ability. Opposed by humility and love.

**Humility:** Grants a +8 insight bonus on skill checks and *greater invisibility* as a spell-like ability. Opposed by generosity and zeal.

**Kindness:** Grants a +4 insight bonus on weapon damage rolls and *ice storm* as a spell-like ability. Opposed by charity and zeal.

**Love:** Grants a +8 insight bonus on initiative checks and *charm monster* as a spell-like ability. Opposed by generosity and temperance.

**Temperance:** Grants fast healing 10 (this replaces the standard fast healing granted by the *Sihedron*) and *fear* as a spell-like ability. Opposed by charity and love.

**Zeal:** Grants a +8 insight bonus on concentration and caster level checks and *dimension door* as a spell-like ability. Opposed by humility and kindness.

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#### DESTRUCTION

The *Sihedron* must be crushed under the foot of the Oliphant of Jandelay while it is being used by a character who willingly allows himself (along with the *Sihedron*) to be so destroyed.

#### HISTORY

First King Xin created the *Sihedron*, but he invested so much of his own power into it that he was forced to draw energy from it to prepare a specialized clockwork reliquary to house his soul. The runelords took this opportunity to strike at their former master, sending a rune giant assassin to slay him, yet even dismantled, the *Sihedron* contained phenomenal magical energy. When attacked, Xin released this energy in an explosive blast that laid waste to a huge portion of the landscape around his palace and instantly killed him, his rune giant assassin, and many others unfortunate enough to be near the blast. Xin's desperate act did not destroy the *Sihedron*, however, but merely shattered it into seven pieces. Recently, a group of heroes reassembled the *Sihedron* and used it to protect Varisia from both ancient and modern threats.

## SPHERICAL BOAT OF ZUTHA

This sphere of wood and metal about 3 inches in diameter is engraved with waves, a boat, sails, and clouds.

SPHERICAL BOAT OF ZUTHA		MAJOR ARTIFACT
SLOT none	CL 25th	WEIGHT 2 lbs.
AURA overwhelming necromancy and transmutation		



The bearer of the *Spherical Boat of Zutha* can hear a faint ticking sound and see the waves, boat, and clouds engraved upon it moving slowly, as if animated by miniature clockwork mechanisms. When the bearer speaks a command word as a standard action, the sphere quickly unfolds, its many parts twisting, turning, and growing to

form a ship as large as a small manor in the space of a single round, in the same manner as a *folding boat*. While expanding, the ship destroys any nonmagical barriers of hardness 10 or less. If barriers of greater hardness constrain it, the ship returns to its spherical form.

The ship has the statistics presented below. The bearer of the *Spherical Boat of Zutha* can mentally steer the ship while aboard it. If the ship loses all its hit points, it returns to its spherical form and cannot be commanded to unfold for 1 month; after this time, the ship is restored to its maximum hit points.

A second command word causes the ship to fold itself again to a small sphere. When the ship returns to its spherical form, whether due to hit point damage or its spoken command word, everything inside the ship (including its cargo and all creatures other than the bearer) enters an extradimensional space shaped like the ship. The bearer is safely ejected during this shrinking, occupying the same space as the small sphere. Creatures trapped inside the ship don't need food or drink and do not age, but every month the ship consumes the life energy of one random creature stored inside it, killing the creature instantly.

### DESTRUCTION

If the *Spherical Boat of Zutha* is filled with ash while in ship form and then commanded to shrink, it bursts, dealing 20d6 points of slashing damage to creatures within 100 feet and leaving behind only blackened metal and sawdust.

### HISTORY

Zutha created his *Spherical Boat* to quickly distribute grain and supplies to the common people in his realm of Gastash. In times of war, the boat carried units of elite soldiers that would strike Zutha's enemies with

surprise along with magical siege engines of devastating power and supernatural precision. When the boat was not in use, Zutha frequently carried it in his pocket; he was particularly fond of putting prisoners or political enemies in the ship before shrinking it and seeing which captives the artifact consumed. After Earthfall, the *Spherical Boat* was buried in the ruins of Xin-Gastash. A necromancer found the artifact centuries later, and it has had a handful of owners since.

While the owner of the *Spherical Boat of Zutha* may use its power for heroic exploits or for the benefit of starving or suffering people, the sinful magic that Zutha used to create the artifact beckons to those with an affinity for necromancy or gluttony. Necromancers, followers of gluttony cults, and particularly gluttonous creatures (such as trolls) within 100 miles of the artifact are automatically aware of its general whereabouts, although they may not understand the artifact's nature.

### PROPERTIES OF THE SPHERICAL BOAT

Use the following statistics for the *Spherical Boat of Zutha* in its ship form. Complete rules for using vehicles can be found in *Pathfinder RPG: Ultimate Combat*.

#### SPHERICAL BOAT OF ZUTHA

Colossal water vehicle

**Squares** 80 (20 ft. by 100 ft.)

#### DEFENSE

**AC** 2; **Hardness** 20

**hp** 1,200 (599)

**Base Save** +0

#### OFFENSE

**Maximum Speed** 500 ft.; **Acceleration** 100 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

#### DESCRIPTION

The *Spherical Boat of Zutha* can carry 50 tons of cargo or 160 soldiers.

**Propulsion** magic

**Driving Check** none (magic)

**Forward Facing** the ship's forward

**Driving Device** magic item

**Driving Space** any square on the ship

**Decks** 2

**Weapons** The *Spherical Boat of Zutha* wasn't created with weapons, but it can accommodate up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the port and starboard sides of the ship, as with a normal warship. Although the bearer controls the movement of the ship by thought alone, additional crew members are required to operate any siege engines on the ship.

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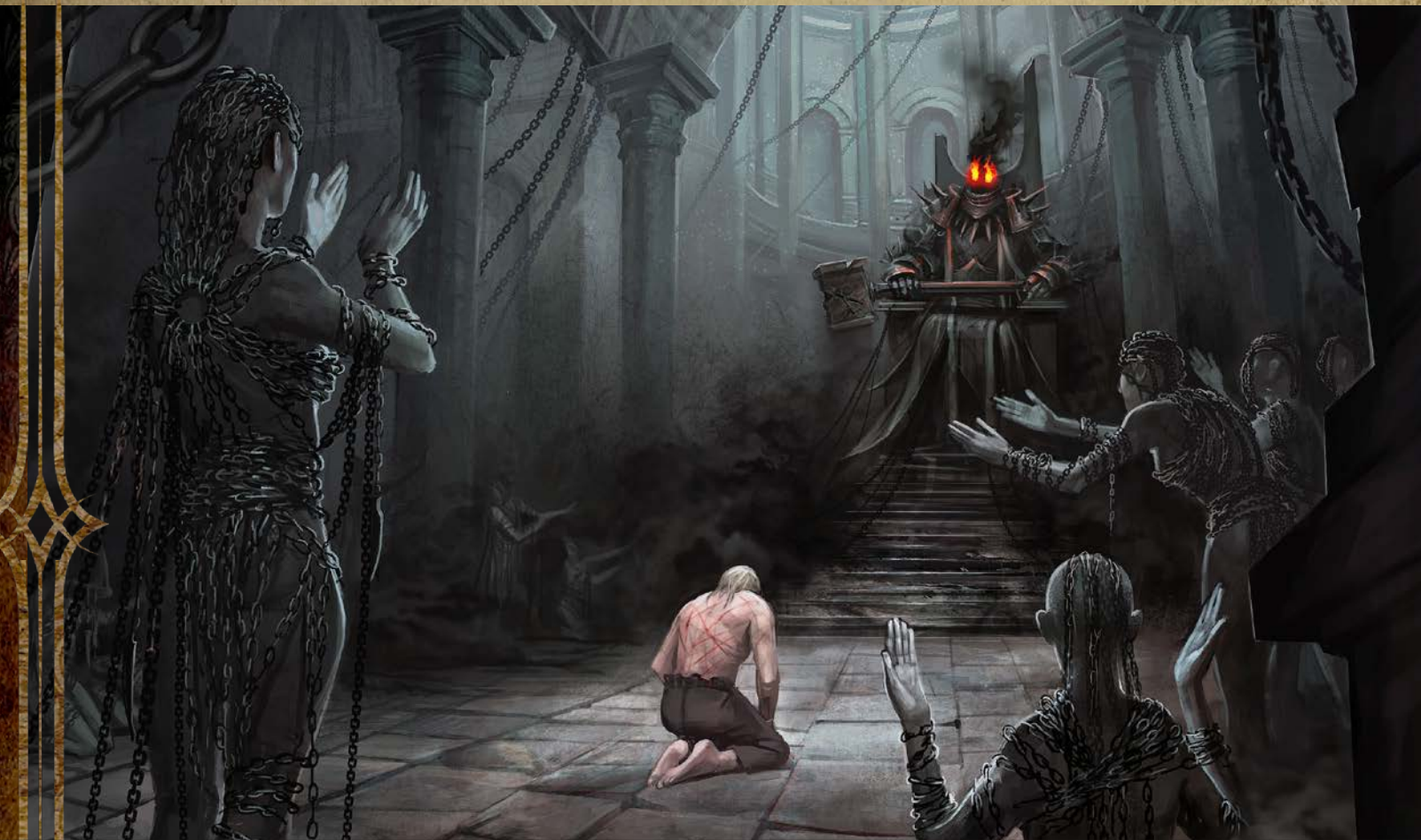
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## KYTON DEMAGOGUES

“One might forgive the misattribution of ‘kyton’ to the velstracs, as they identify themselves, as the term stemmed from our own early attempts to classify their kind. Unfortunately, we adopted merely the descriptor of those velstracs with both the interest and ability to communicate freely with scholars. Consider: if I had been introduced to an unfamiliar species as ‘professor,’ they might name my species ‘professors,’ to our amusement. So it came to be that we misapplied ‘kyton’ to all manner of velstracs, compounding the error with secondary designators, such as ‘evangelist,’ that characterize function rather than nature. Fellow academicians, it is time for us to cast off the primal-centric bias in our work, much as these magnificent creatures cut weakness and fault from themselves! I present my treatise: *Velstracs, Perfection Attained!*”

—Professor Phaerenus Blasipputh-Dolabellio IV

**V**elstracs, the creatures that mortals commonly call “kytons,” owe their existence not to the creative act of a benevolent god, but rather to their own indomitable wills and insatiable ambitions. Velstracs are essentially self-made, having clawed free of the pit of Hell, relocated to the darkness of the Shadow Plane, and spent the eons since improving themselves with deliberate mutilation and exposure to increasingly horrid rituals. Those who unlock spiritual enlightenment via perfected masochism achieve greater status among their kind.

At the apex of this hierarchy of self-transformation stand the kyton demagogues. Representing the highest achievements of power and perfection—despite dramatic differences in their forms—these velstracs control great swaths of the Shadow Plane. Within its own domain, each demagogue reigns supreme, taking whatever it desires to maintain its position and force its own form of horrific improvement upon others. All who live within the Shadow Plane respect the demagogues’ power—but also hope their sadistic masters never covet anything that they have, for the demagogues simply take what they need from lesser creatures, ripping away trophies, flesh, and souls as necessary to advance their aims.

As an unspoken rule, the demagogues rarely oppose each other directly. Instead, they act through proxies to challenge each other, steal resources, or achieve dominance. These proxy struggles allow the demagogues to observe and evaluate their underlings, rewarding those that perform well or anticipate their needs, and punishing those who fail or who show too much ambition.

As each demagogue has perfected its own techniques of disfigurement and self-transformation, each bears a different form. They most appreciate flesh artists and torturers who share their passions, but all demagogues adore displays of excruciating agony.

The following entries detail some of the most powerful kyton demagogues on the Shadow Plane; they are also the ones most likely to allow visitors to spread word of their sadistic perfections. Discovering an isolated or xenophobic demagogue is a perilous endeavor, as an explorer is likely to exhibit traits that a demagogue desires to stitch into its own being or perhaps be used as raw flesh for the demagogue’s terrible arts. At least two captive demagogues rage from within oubliettes in the deep corners of Shadow Plane, although none of the better-known demagogues admit to imprisoning their peers.

Kyton demagogues all have obediences they demand of their followers and boons they grant to their faithful, as detailed in *Pathfinder RPG Book of the Damned*. The rules for subdomains can be found in the *Pathfinder RPG Advanced Player’s Guide*, as can all of the subdomains listed below except for those marked as appearing in the *Book of the Damned*.

## AROGGUS

### THE ABBEY MAKER

LE male kyton demagogue of possibility, revenge, and sanctuary

**Domains** Evil, Law, Protection, Trickery

**Subdomains** Deception, Defense, Fear<sup>BoT</sup>, Tyranny<sup>BoT</sup>

**Favored Weapon** warhammer

**Symbol** a serpent eye within a keyhole



Aroggus is perhaps the oldest and most powerful of the kyton demagogues, tracing his origin back to before Asmodeus conspired with the asura Geryon to conquer Hell and populate it with devil-kind. After that betrayal, the velstracs were bound in chains. The infernal demigoddess Doloras set the velstracs free, seeing kindred souls in their remorseless sadism, but it was Aroggus who took up the warhammer used to forge his people’s chains and led them out of Hell to seek a more hospitable home.

Aroggus found the perfect habitat for his people on the Shadow Plane. This new domain offered close proximity to the Material Plane and the innumerable prey living there, but also deep shadows that the velstracs could mold into fortifications and hiding places. There, Aroggus formed his shadowy Abbey of Nevers, a twisting structure of innumerable halls and rooms folding back on themselves and twisting reality until all direction and space loses meaning. Although the Abbey of Nevers has sufficient space to house nearly all of the velstrac race, its inhabitants are few and its twisting halls echo empty.

Once safely ensconced within his abbey, Aroggus cast off his physical form, uniting his essence with his creation. Aroggus therefore experiences all that happens within the Abbey of Nevers simultaneously. If he requires a physical representation to meet with visitors or to leave the abbey—a rare occurrence—Aroggus animates a massive suit of black armor whose pieces are kept scattered around the abbey. If he expects conflict, he also carries the same warhammer he carried out of Hell.

Within the Abbey of Nevers, Aroggus devotes his attentions to devising and simulating the perfect revenge against Geryon, Asmodeus, and the host of devils who supplanted the velstracs in Hell. Those who enter the abbey have their thoughts overwhelmed with this lust for revenge and cannot help but devise exquisite tortures in retaliation for every slight they have experienced in their lives. Aroggus feeds on these feelings of hatred and the desire for retribution.

Few cults venerate Aroggus for long, as such cults are prone to bickering and even bloodshed over perceived slights, but the demagogue hears individuals who are consumed with a desire for revenge.

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## BARRAVOCLAIR

### LADY OF THE FINAL GASP

LE female kyton demagogue of the elderly, fatalistic insights, and resurrection

**Domains** Death, Evil, Healing, Law

**Subdomains** Murder, Restoration, Resurrection, Undead

**Favored Weapon** war razor<sup>BotD</sup>

**Symbol** a dead tree with white roots



Barravocclair's physical form reflects her principal interest: she appears as a body reclining on a black slab at the moment of expiration. Her transition from life to death stretches out interminably, as a black shadow over her form attempts to coalesce this single, perfect final gasp into quasi-physical form.

Although Barravocclair's fascination with the obliteration of souls on the Outer Planes began long ago, her focus has crystallized on the profusion of life on the Material Plane. Watching so many creatures die, and seeing so few of them experience transcendent insights into reality as their lives were extinguished, compelled her to refine and perfect this ultimate moment. Barravocclair prompts her cults to control and refine these last moments of life. Although some work in secret as military surgeons, nurses, or even priests of Pharama, most of her cultists operate in large flesh-factories, raising victims in appalling conditions merely to focus on their moments of death. Each of her cultists plans for his own final breath to be captured in service to the demagogue, thus preserving his immortality in Barravocclair's domain of Everbreath on the Plane of Shadow.



## FHARAAS

### SEER IN SKIN

LE male kyton demagogue of experience, sacred murder, and patterns

**Domains** Evil, Knowledge, Law, Repose

**Subdomains** Ancestors, Fear<sup>BotD</sup>, Memory, Souls

**Favored Weapon** battle axe

**Symbol** a circular maze carved in flesh



Fharaas appears as a tall, thin human with exaggerated features dressed in an impossibly white surgical smock. He wields a long, wide-bladed axe with the ease of a scalpel. Fharaas is obsessed with the close examination of flesh to find divine universal truths, seeking in particular clues about the psychic connections between murderers and their victims. His cults are sharply divided and focus on one of these two facets: anatomists and taxidermists work to preserve unique specimens of flesh or bone, while fanatics spin increasingly implausible conspiracy theories about the sanctity of slaughter. Both factions search for meaning and reason in flayed skin and slices of tissue, carefully preserved in disturbing fluids or encased in sheets of glass.

Fharaas's sanctuary on the Shadow Plane, Allesthelia, is a massive hospital with impossibly tall spires. Within, Fharaas's cultists perform surgeries on victims kidnapped from across the planes, preserving unique fragments of their bodies. Amputations and mutilations are so frequent that the halls perpetually run with blood and echo with screams. Other wings hold dreamscape sanctums sculpted from the thoughts of serial murderers.

## INKARIAX

### THE WHITE DEATH

LE male kyton demagogue of absolute cold, preservation, and solitude

**Domains** Evil, Law, Void<sup>BoT</sup>, Water

**Subdomains** Fear<sup>BoT</sup>, Ice, Isolation<sup>BoT</sup>, Slavery<sup>BoT</sup>

**Favored Weapon** spiked gauntlet

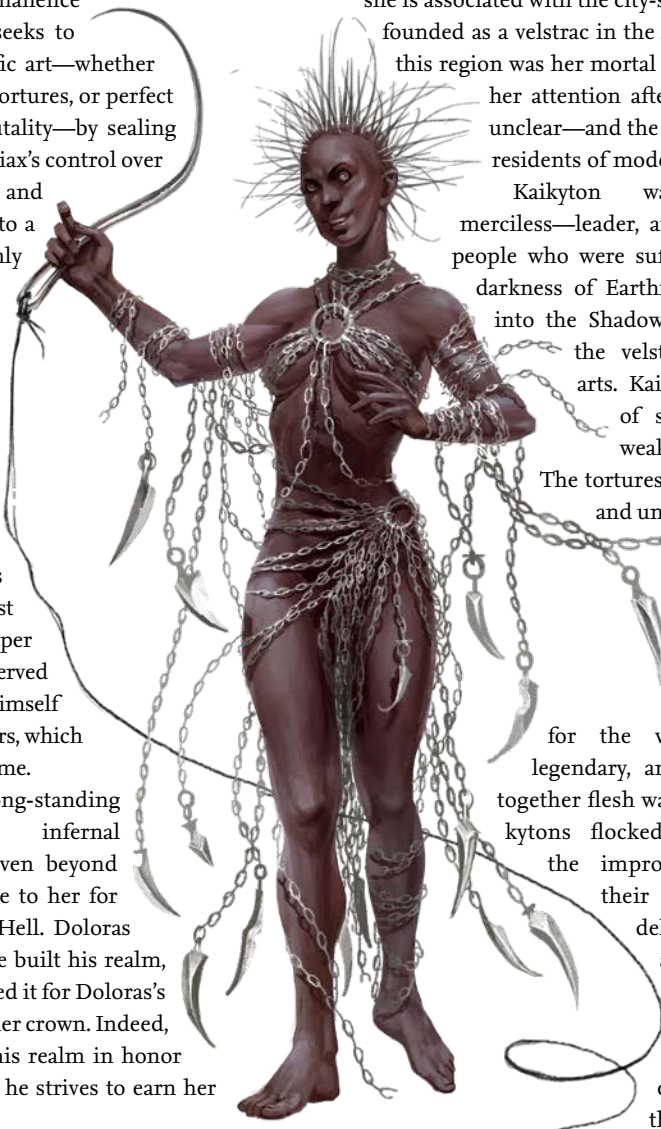
**Symbol** crisscrossed spiked icicles



Inkariax is an enormous humanoid, towering 70 feet high and crusted with ice. Bloody icicles pierce his skin in many places, particularly through his lips, stitching his mouth shut. Inkariax never speaks, but his expressive gaze is sufficient to communicate his curiosity or displeasure. Troubled by the impermanence of perfection, Inkariax seeks to preserve works of horrific art—whether ideal screams, exquisite tortures, or perfect examples of sadistic brutality—by sealing them in ice forever. Inkariax's control over ice and snow is absolute, and he can freeze a victim into a solid block of ice with only a thought.

Frozen Tears, the demagogue's realm, lies in the Shadow Plane atop a frozen sea and blanketed by an icy blizzard of razor-sharp crystals. The heart of his realm, White Death's Diadem, holds his greatest treasures and most powerful minions. Its upper reaches, however, are reserved only for the demagogue himself and for his greatest horrors, which he has preserved for all time.

Inkariax has a long-standing connection to the infernal demigoddess Doloras, even beyond the debt all velstracs owe to her for setting them free from Hell. Doloras visited Inkariax before he built his realm, and the demagogue named it for Doloras's gift of frozen tears from her crown. Indeed, Inkariax built much of his realm in honor of the demigoddess, and he strives to earn her further favor.



## KAIKYTON

### THE STITCHWEAVER

LE female kyton demagogue of experimentation, physical merger, and stitches

**Domains** Community, Earth, Evil, Law

**Subdomains** Family, Fear<sup>BoT</sup>, Metal, Tyranny<sup>BoT</sup>

**Favored Weapon** spiked chain

**Symbol** a curved surgical needle



Kaikyton is notable as a demagogue who was not formed in Hell, but rather ascended as a human from Golarion's earliest days. In life, she was a ruthless warchief in Garund; she is associated with the city-state of Kagalko, which she founded as a velstrac in the Age of Darkness. Whether this region was her mortal home or a place that drew her attention after her initial ascension is unclear—and the hollow-eyed, stitch-lipped residents of modern Kagalko will not say.

Kaikyton was a committed—if merciless—leader, and she vowed to aid her people who were suffering under the endless darkness of Earthfall. Her search took her into the Shadow Plane, where she found the velstracs and their perverse arts. Kaikyton shared the lessons of stitching strong flesh to weak bodies with her subjects.

The tortures she visited on the willing and unwilling alike echoed in the barren land known today as the Choir Vales, bordered by miles of sharp ridges called Kyton Lace.

Kaikyton's enthusiasm for the velstracs' teachings was legendary, and her skill at stitching together flesh was magnificent. Evangelist kytons flocked to her side to view the improvements she made to their traditional methods of delivering anguish and abhorrent exaltation. When Kaikyton turned her methods upon herself, she was catapulted to the ranks of the kyton demagogues.

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## MORROBAHN

### THE PARASITE SEED

LE kyton demagogue of  
invasiveness, proliferation,  
and redundancy

**Domains** Animal, Evil, Law, Travel

**Subdomains** Exploration, Fear<sup>botD</sup>,  
Feather, Fur

**Favored Weapon** heavy flail

**Symbol** a cracked egg



While most velstracs seek to improve themselves to match their own concept of perfection, Morrobahn seeks perfection in others. Morrobahn inserts a tiny, latent spore of its own being into each perfect creature, thereby becoming part of the perfection it creates. By scattering itself across the planes in creatures of its own cultivation, Morrobahn ensures its continued existence despite any calamity.

Members of Morrobahn's cults travel across multiple worlds, searching out perfect individuals—whether perfect athletes, prodigies, predators, or those who demonstrate other measures of excellence. Few creatures measure up to these exacting standards on their own, so the cults bring about this perfection through surgical improvements, alchemical infusions, and even enforced breeding. When the cult has established a specimen that is a peerless example of its kind, the cult performs a ritual to implant a bit of the demagogue pulled from the Plane of Shadow. This ordeal is rarely without pain or trauma for the victim, as Morrobahn's inhuman memories and impulses forever after shadow the host creature's thoughts. Yet each such victim ensures Morrobahn's continued survival. When the host dies, the fraction of Morrobahn's consciousness returns to the Shadow Plane with a copy of the host's biological makeup, bringing with it an incremental improvement to the kyton demagogue as a whole.

## RAETORGASH

### THE SKULL-HOARDER

LE female kyton demagogue  
of evolution, mutation,  
and skulls

**Domains** Evil, Healing,  
Law, Luck

**Subdomains** Curse, Fate,  
Fear<sup>botD</sup>, Restoration

**Favored Weapon** halberd

**Symbol** a scale with two skulls



Raetorgash decided long ago that the planes and the creatures within them were unacceptably inconstant. Creatures that showed promise—whether in strength, beauty, or intelligence—too often fail to transmit these superior characteristics to future generations. Raetorgash looked for a way to evaluate whether a creature's superior qualities would be constant throughout its lineage, or whether these qualities would falter and disappear in descendants. She found her answer in bones.

Raetorgash's realm of Targothieh is an endless charnel house stretching out like roots from a bone tower overseeing its expanse. Within her realm, velstracs labor to present Raetorgash with new or exceptional skulls from their forays into the Material Plane. As each of Targothieh's roots touches a different world, these velstracs have a nearly limitless expanse in which to find trophies for their mistress. Many of the Skull-Hoarder's velstrac worshippers establish cults on these worlds, scouring them for powerful creatures whose skulls they send back for evaluation. Raetorgash examines the bones offered by her followers, treasuring those with potential for perfection—and destroying those she finds lacking.





## SUGROZ

### VOICE IN SCREAMS

LE female kyton demagogue  
of ecstasy, fleetingness,  
and incorporeality

**Domains** Air, Evil, Law, Nobility

**Subdomains** Fear<sup>BotD</sup>, Leadership, Martyr, Wind

**Favored Weapon** net

**Symbol** a hook with inward-facing spikes



All velstracs know that to become perfection, one must cut away imperfections. Sugroz has taken this philosophy to an extreme, even among the velstracs. For millennia, Sugroz focused on a diet of vanity and arrogance, stripping these qualities away from others and weaving them into her skin. All else, she cut away. Freed from the limits of flesh and bone, Sugroz preaches the pleasures of breath, thought, and voice. All that is required, she sings to her aspirants, are lips to scream in delight or agony and a mind to process pain and pleasure. Everything else is a distraction from these truths. Sugroz maintains several connections to mortal worlds, where her cultists labor in torture-chapels dedicated to her name.



## VEVELOR

### THE BROKEN DREAM

LE male kyton demagogue  
of potential,  
transcendence, and  
Illusion of freedom

**Domains** Destruction, Evil,  
Law, Liberation

**Subdomains** Freedom, Revolution, Slavery<sup>BotD</sup>, Torture<sup>BotD</sup>

**Favored Weapon** whip

**Symbol** a bloody, broken chain



Much like Kaikyton, Vevelor began his life as a mortal and rose in power to become a demagogue. Vevelor is far older than the Stitchweaver, his mortal life so impossibly long ago that he earned his position as a demagogue even before the velstracs were chained in Hell. Vevelor was at Aroggus's side when that demagogue led the velstracs to the Shadow Plane, and he has retained Aroggus's favor.

Vevelor rules a holding on the Shadow Plane called Cliffgrip at the edge of the great chasm called Deeping Darkness. Deeping Darkness has religious significance to the worshippers of Zon-Kuthon: the Midnight

Lord emerged from Deeping Darkness into Golarion when he was freed from his own imprisonment. Vevelor similarly focuses on attracting worshippers in Nidal, where he enjoys a fertile field of devotees in the imposing Hall to the Broken Dream near Ridwan. Vevelor's cult plays a dangerous game in Nidal, as its message of freedom by means of self-determination is considered blasphemous to the Kuthite dogma of joy in subservience. Vevelor's cult has thus far been able to keep its more anarchistic beliefs quiet, and Nidal's government tolerates but does not condone the cult's activities. Vevelor wants to share his path to ascension with others, but he cares little whether his disciples actually desire their transformation. Cliffgrip rings with screams of agony and Vevelor's soft assurances that exaltation lies just past the pain.

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“There’ve always been dragonslayers around here—mostly dreamers who think living the legend will make people finally pay attention to them. Most give up and go home after our dragon spends a few weeks disguised as a lamb. But the latest one was stubborn enough to stick around, and smart enough to catch wise after a while. He got it into his head our dragon was mocking him, and I think it drove him over the edge. He started taking hostages, demanding that she come out and face him, and she wasn’t about to ignore a provocation like that. She impaled him with a claw, but he got right back up again. Then our dragon leaned over and whispered something in his ear. He stood there for a long while before he finally left. I still wonder what happened to him, but we haven’t seen another dragonslayer since.”

— Ilsa Mord, village librarian

The Return of the Runelords Adventure Path continues into the lair of a kyton demagogue on the Plane of Shadow and onward to an ancient Thassilonian city that has been pulled outside of time. The new creatures presented in this bestiary are native to the planes and include a kyton demagogue obsessed with the painful perfection of cold, his kyton agents, a pair of planar dragons, and an undead echo of a time-lost soul.

### ADDITIONAL ENCOUNTERS

“The City Outside of Time” sends the PCs through the frozen demesne of Inkariax. The Frozen Tears Encounters table presented here features challenges the PCs might face beyond those in the adventure. Each hour the PCs spend traveling around Frozen Tears or the Plane of Shadow, they have a 30% chance of a random encounter; in the Frigid Menagerie area, this chance increases to 40%. If a random encounter occurs, roll d% and run the encounter listed for the result. The PCs should have no more than two random encounters in a 24-hour period.

The relentless tortures of Inkariax’s kytons have created a few new haunts within the realm of Frozen Tears. Haunts are described on pages 242–243 of the *Pathfinder RPG GameMastery Guide*.

**Frozen Heart Haunt (CR 15):** The victims of Inkariax’s kytons died slow and painful icy deaths. Their ghostly remnants seek any source of warmth to ease their agony.

#### FROZEN HEART CR 15

XP 51,200

NE haunt (30-ft.-by-30-ft. cavern)

Caster Level 15th

**Notice** Perception DC 30 (to feel icy, grasping fingers)

**hp 67; Weakness** fire spells and effects (these effects damage the haunt); **Trigger** proximity; **Reset** 1 hour

**Effect** All creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round from the grasping hands of spectral creatures. A successful DC 23 Fortitude save each round negates the Dexterity damage but not the cold damage. Any creature that doesn’t move on its turn becomes encased in a sheath of ice equivalent to *wall of ice*, is helpless, and can’t breathe. Corpses that remain in the area for longer than 1 round are transmuted into solid ice; reviving an icy corpse requires *true resurrection*, *miracle*, or *wish*.

**Destruction** The haunt is destroyed if the cavern is placed under the effects of *hallow* or *consecrate* and is then dealt 100 points of fire damage in a single round.

**Icy Grave Haunt (CR 15):** The calculated evil of Inkariax has infected the ice of his domain, which attempts to grasp and freeze any being that dares to walk through the haunt’s halls.

### FROZEN TEARS ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1 ice devil	13	<i>Bestiary 77</i>
6-10	1 shadow giant	13	<i>Bestiary 6 135</i>
11-15	2d3 elder ice elementals	14	<i>Bestiary 2 115</i>
16-20	1d4 frost worms	14	<i>Bestiary 2 126</i>
21-23	1 ice yai	14	<i>Bestiary 3 207</i>
24-31	1d3 libitinariis	14	See page 84
32-36	1 nightwing	14	<i>Bestiary 2 203</i>
37-41	Whispering wisagatcak	14	See below
42-46	1d3 banshees	15	<i>Bestiary 2 41</i>
47-51	Frozen heart haunt	15	See below
52-54	1 hyakume	15	<i>Bestiary 4 153</i>
55-59	Icy grave haunt	15	See below
60-64	2d3 liches	15	<i>Bestiary 188</i>
65-69	1 stormghost	15	<i>Bestiary 5 236</i>
70-77	1 gallowdead	16	<i>Bestiary 4 119</i>
78-82	1 horned devil	16	<i>Bestiary 76</i>
83-87	1 nightwalker	16	<i>Bestiary 2 201</i>
88-93	1 tundra blight	16	<i>Bestiary 6 45</i>
94-97	1 winterwight	17	<i>Bestiary 2 283</i>
98-100	1 wyrmwraith	17	<i>Bestiary 5 280</i>

#### ICY GRAVE CR 15

XP 51,200

NE haunt (10-ft.-by-60-ft. tunnel)

Caster Level 15th

**Notice** Perception DC 30 (to see frost crawling up any objects touching the floor or walls)

**hp 67; Weakness** fire spells and effects (these effects damage the haunt); **Trigger** proximity; **Reset** 1 hour

**Effect** Rime and frost crawl up the limbs and clothing of every creature within the tunnel. Any creature within the area is affected by *icy prison*<sup>um</sup> and must also attempt a DC 23 Fortitude save each round it is trapped in the ice or take 1d4 points of Constitution damage. Corpses that remain trapped in the ice for longer than 1 round are absorbed into the walls of the tunnel; reviving a character absorbed in this way requires *true resurrection*, *miracle*, or *wish*.

**Destruction** The haunt is destroyed if it kills and absorbs the body of a libitinariii kyton (see page 84).

**Whispering Wisagatcak (CR 14):** A wisagatcak (*Pathfinder RPG Planar Adventures 249*) lurks within the icy caverns of Frozen Tears, lured in by the kytons’ many helpless victims, who have no means to escape the wisagatcak’s insidious whispers. When the wisagatcak notices the PCs, it begins to stalk them, using its natural stealth and spell-like abilities to stay unseen while it attempts to drive the PCs insane. The wisagatcak follows the PCs so long as it can remain hidden, but prefers to avoid a direct confrontation unless the PCs look exceptionally weak.

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# CHRONOGEIST

This translucent, orange-tinged creature looks like it was once a living person, though its face is a twisted mask of confusion and terror and its vestments surround it like a ghostly shroud.

## CHRONOGEIST

**CR 14**

**XP 38,400**

CE Medium undead (incorporeal)

**Init** +15; **Senses** darkvision 60 ft., lifesense; Perception +31

### DEFENSE

**AC** 29, touch 29, flat-footed 17 (+7 deflection, +11 Dex, +1 dodge)

**hp** 207 (18d8+126)

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

**Defensive Abilities** channel resistance +4, incorporeal; **Immune** undead traits

### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** 2 incorporeal touches +24 touch (8d6 negative energy/19–20)

**Special Attacks** disrupt time, temporal screech

### STATISTICS

**Str** —, **Dex** 33, **Con** —, **Int** 10, **Wis** 19, **Cha** 25

**Base Atk** +13; **CMB** +24; **CMD** 42

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Critical (incorporeal touch), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Skill Focus (Perception)

**Skills** Fly +40, Intimidate +28, Perception +31, Sense Motive +25

**Languages** Thassilonian

**SQ** temporal rejuvenation

### ECOLOGY

**Environment** Crystilan (Xin-Edasseril)

**Organization** solitary, pair, or keening (3–5)

**Treasure** incidental

### SPECIAL ABILITIES

**Disrupt Time (Su)** A chronogeist's incorporeal body is warped by the ravages of unstable time. As a swift action that doesn't provoke attacks of opportunity, a chronogeist can oscillate its essence rapidly between the current temporal landscape and an infinite number of others, passing through the bodies of all corporeal creatures within a 30-foot radius. Affected creatures take 6d6 points of damage (this damage occurs from rapid aging and cell death and doesn't have a damage type). A successful DC 26 Will save negates this damage. Any creature who fails the save is also nauseated for 1 round as a result of the disorienting attack. The chronogeist can use this ability three times per day, but not more often than once every 1d4 rounds. The save DC is Charisma-based.

**Temporal Screech (Su)** As a standard action three times per day, a chronogeist can unleash an ear-splitting screech that causes the flow of time around it to stutter. Creatures within

30 feet that can hear the screech must attempt a DC 26 Will saving throw. Those that succeed are unaffected, but those that fail superficially age, their muscles and joints locking up and their movement slowing. For the next 3 rounds, affected creatures can move at only half speed, and take a –8 penalty on Strength- and Dexterity-based checks and abilities, including AC, ranged and melee attack and damage rolls, and skill checks. A creature affected by a chronogeist's temporal screech (whether or not its saving throw was successful) can't be affected by it again for the next 24 hours. This is a sonic effect. The save DC is Charisma-based.

**Time Rejuvenation (Su)** Whenever a chronogeist is within 60 feet of a creature that begins to cast a transmutation or necromancy spell that affects the passage of time (including, but not limited to *haste*, *sands of time*<sup>UM</sup>, *slow*, *temporal stasis*, *threefold aspect*<sup>APG</sup>, or *time stop*), the chronogeist immediately absorbs a portion of the spell's energy. The spell still functions as normal, but the chronogeist gains a number of temporary hit points equal to 10 times the spell's level. These temporary hit points are lost first when the chronogeist takes damage and can stack with each other.

For thousands of years after it became trapped in Crystilan, Xin-Edasseril existed apart from planar space and time. While the city remained safe from intrusion, its residents were unaware that they were trapped within a temporal prison, replaying the same week-long period over and over. The city's inhabitants never aged, but the souls of those who died couldn't escape to the Boneyard. Instead, these trapped souls festered within the demiplane, and over the course of centuries transformed into terrifying, incorporeal undead creatures called chronogeists.

With each week's reset, the citizens of Crystilan who had perished in the previous incarnation of the city simply vanished from the memories of those who survived, their passage from life to death wiped clean due to the nature of time within the demiplane being constantly reset. Yet sometimes, people would vaguely recall those who had perished in the form of half-remembered dreams, and as the presence of chronogeists slowly grew, theories as to their nature began to spread through the city's scholars. Some correctly suspected they were tied to a distortion in time, but most believed they were manifestations of dreams or forgotten memories that sought vengeance upon those who had misremembered them. Of course, at the end of every week, with the resetting of time, these theories would all be forgotten.

Over the years, the number of citizens in Xin-Edasseril slowly decreased while chronogeists continued to manifest. Fortunately for the city's inhabitants, once a chronogeist was slain, it didn't return to life with the next week's reset—instead, this trapped spiritual energy simply got absorbed into the shell surrounding Crystilan.

This growing spiritual pressure on the demiplane's borders is yet another factor that led to its recent destabilization when the Sihedron Heroes harvested energy from the demiplane's shell using the *Timeglass*.

Now that time once again flows forward normally, newly dead souls in Crystilan don't become trapped and are free to enter the Boneyard normally. Yet for the hundreds of souls still trapped in a strange limbo as a chronogeist, only the destruction of Crystilan itself can allow their escape to the afterlife.

Chronogeists are incorporeal, and their forms typically resemble far more wicked and angry versions of their appearance before undeath. Unhealthy, pale yellow, or orange lights typically permeate chronogeists, though they flash a gamut of bright colors when they harness the unstable time within them to attack those who disturb them. Chronogeists typically wear ghostly vestments of the clothes they wore when they died or clothing that was heavily associated with them in life, such as a priest's robes or a soldier's uniform.

## ECOLOGY

When chronogeists arise, they typically haunt the general area of their death, confused and distraught about why they persist. They lose most memories they held in life and become enraged, aggressive threats to any who happen upon their territory, screeching and flying through victims' bodies in an attempt to right the temporal snags and instability that led to their undeath. This doesn't mean that chronogeists are unintelligent, however. Rather, chronogeists exist in a pure state of emotion and denial; they don't understand that a snag in time has prevented their souls' journeys, but are enraged that they're stuck on the Material Plane or elsewhere, so they continue to unleash the temporal dangers within them in fruitless attempts to understand their own natures.

## HABITAT AND SOCIETY

Chronogeists have no sense of companionship or interpersonal relations. They barely recognize that they're no longer their former mortal selves, and in death have become near-mindless evil creatures. Chronogeists whose progenitor creatures held particularly strong convictions, however, sometimes retain a sliver of an important memory—such as whether they once vowed to protect someone or something with their lives. These chronogeists still typically haunt the relevant areas, and might even still make efforts to fulfill an important vow they made in life, even if they don't recognize why or how they're doing so. These actions typically manifest in tragically ironic forms, such as a chronogeist forgetting entirely why it's protecting

an area even while the subject of its previous concern, such as a precious artifact, lies forgotten in the dust.

In most cases, it's rare for more than one chronogeist to haunt an area, since the creatures are territorial and are usually tightly tied to the place where they died. In places where temporal events are common or where the fabric of time is unstable, however, many chronogeists might arise spontaneously in a single location. When this happens, these chronogeists tend to move together, roving their territory for intruders or blindly trying to fulfill some mission they held dearly in life. Like when they operate alone, these chronogeists barely realize that they're working with others of their kind or to what end. They simply continue to rage against any living creatures that intrude upon their haunts, desperately seeking to understand their complex and tragic fate.



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## KYTON, LIBITINARII

This willowy, blue-skinned figure wears robes of draped chains. Its exposed skin is pierced with lengths of razor-sharp, bloodstained icicles.

### LIBITINARII KYTON

**CR 13**

**XP 25,600**

LE Medium outsider (cold, evil, extraplanar, kyton, lawful)

**Init** +11; **Senses** darkvision 60 ft.; Perception +29

#### DEFENSE

**AC** 28, touch 17, flat-footed 21 (+7 Dex, +11 natural)

**hp** 184 (16d10+96); regeneration 5 (good weapons and spells, silver weapons)

**Fort** +16, **Ref** +17, **Will** +13

**Defensive Abilities** icy fiend; **DR** 10/ good or silver; **Immune** cold; **SR** 24

**Weakness** vulnerable to fire

#### OFFENSE

**Speed** 30 ft.; *air walk*
**Melee** 2 claws +22 (2d6+6 plus 2d6 cold), 2 chains +22 (1d8+6)

**Ranged** 4 icicles +23 (1d8+6/19–20/×3 plus 2d6 cold)

**Special Attacks** perfect freeze, unnerving gaze (30 ft., DC 21)

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

 Constant—*air walk*

 At will—*plane shift* (from Material Plane to Shadow Plane only, self only)

 3/day—*cone of cold* (DC 18), *dimension door*, *ice storm*

 1/day—*polar ray*

#### STATISTICS

**Str** 23, **Dex** 24, **Con** 22, **Int** 15, **Wis** 22, **Cha** 17

**Base Atk** +16; **CMB** +22; **CMD** 39

**Feats** Alertness, Combat Reflexes, Deadly Aim, Improved Critical (icicles), Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot

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

**Languages** Common, Infernal, Shadowtongue

#### ECOLOGY

**Environment** any (Shadow Plane)

**Organization** solitary, pair, or shiver (2–5)

**Treasure** standard

#### SPECIAL ABILITIES

**Icicles (Ex)** A libitinarii can use the icicles embedded into its flesh as thrown ranged weapons, with a range increment of 20 feet. It can retrieve up to four of these icicles per round as a free action. These icicles deal piercing damage equal to 1d8 plus the libitinarii's Strength modifier (usually +6) plus 2d6 points of cold damage; they deal triple damage on a critical hit (although the cold damage is not increased). The icicles aren't considered magic weapons, but they

are supernaturally hardened and count as adamantine for the purpose of overcoming damage reduction. Once the libitinarii has retrieved icicles from its flesh, new icicles immediately form as a free action. If the libitinarii's regeneration is suppressed, it also can't form new icicles. A libitinarii typically has 24 icicles embedded in its flesh at any time.

**Icy Fiend (Ex)** A libitinarii's body is made from an unholy union of soulstuff and the icy essence of the coldest reaches of the Shadow Plane. As such, the libitinarii is immune to cold, and it can treat any difficult terrain that results from magical or mundane ice as normal terrain, such as the icy terrain of the Frozen Tears, realm of the kyton demagogue Inkariax.

**Perfect Freeze (Su)** A libitinarii can harness the power of absolute zero and impose it upon the body of a living creature with a touch. The libitinarii can use this ability three times per day as a standard action that doesn't provoke attacks of opportunity. If the libitinarii's touch attack is successful, the target takes 2d6 points of cold damage and 2d6 points of evil-aligned magic damage. A successful DC 23 Fortitude saving throw halves each type of damage. Additionally, creatures that fail this saving throw must immediately attempt a DC 23 Will saving throw. Failing this second saving throw means that a creature has been frozen solid and has become a supernaturally frozen, mindless, inert statue and is considered petrified, per *flesh to stone* (if the creature is not made of flesh, this secondary ability has no effect). The creature can't be turned back to flesh by casting *stone to flesh* spell, but it can be restored via casting *break enchantment*. If the creature isn't returned to flesh after a number of hours equal to the creature's Hit Dice, the creature dies and remains a frozen statue. It can be returned to life normally by casting *raise dead* or similar spells. This is a cold effect. The save DCs are Constitution-based.

**Unnerving Gaze (Ex)** A creature that succumbs to a libitinarii's unnerving gaze becomes staggered for 1 round as it feels itself slowly freezing from the inside out.

Libitinariis form from the souls of cold-obsessed spellcasters, wicked taxidermists, torturers partial to using frostbite to torment their victims, and other evil beings obsessed with inflicting pain through the perfect preservation of cold. They roam the Shadow Planes' frozen reaches seeking to further their craft. Most serve Inkariax, the kyton demagogue known as the White Death, who seeks to preserve the fleetingness of perfection with his icy-fingered grasp. Indeed, the demagogue's favored servants almost entirely consist of libitinariis.

Other libitinariis serve Doloras, the demigoddess of dispassion, detachment, and pain, who many kytons believe was the infernal patroness that released their

kind from Hell eons ago. In some cases, libitinariis pay homage to both unholy deities, for the two churches share more in common than not. Certainly Inkariax and his worshippers pay homage to the fell queen, and so many libitinariis consider deference to her a matter of course.

Libitinariis' bodies seem humanoid, though their skin ranges in color from powder to navy blue. Their lips, ears, fingers, and toes are deep black, as if horribly frostbitten. Libitinariis often wear robes of draping chains, though most prominent on their persons are the horrific icicles that pierce their flesh. Although they are as adept at wielding traditional weapons as any humanoid, they typically favor using these icicles as thrown weapons.

Libitinariis are roughly 5 feet tall and typically weight from 90 to 140 pounds.

### ECOLOGY

According to infernal lore, libitinariis sprang fully formed from the frozen reaches of the Shadow Plane the moment that Doloras freed the rest of their kind from Hell. Not all kytons or scholars agree on the impetus of this creation story—some believe that a frozen tear fell from Doloras's crown upon her shattering of the kytons' prison, reverberating throughout the planes to create these new servants to enact an aspect of her will. Regardless, libitinariis have since spread throughout the Shadow Plane, Hell, the Material Plane, the Dark Tapestry, and other locales to enact their vision of perfection through painful, frozen preservation.

Libitinariis are farsighted, dispassionate, and coldly rational. Many live in the realm of Frozen Tears, where they may spend centuries simply formulating a plan to please the White Death and advance their standing in his unholy court by a mere inch. Other libitinariis attempt to carve out small niches in the frozen wastes of Cocytus in Hell. Those libitinarii who call the Material Plane home typically do so as leaders of cults of Doloras or Inkariax. Some, however, hide in plain sight among society, masquerading as normal—if unsavory—scholars and artisans while secretly working to torment, freeze, and preserve their enemies as fantastic trophies to their own wicked ingenuity.

### HABITAT AND SOCIETY

Libitinariis are relatively solitary, but regardless of where they operate, they are ritual-minded creatures. Most enjoy tormenting victims to the brink of death with their razor-sharp icicles several times before finally using their supernatural abilities to freeze the creatures permanently. Some work profane religious aspects into these rituals of torment, and others seek specifically to secure frozen prizes

for the glory of their patrons. If the libitinariis have a weak point, it might be considered their predictability in pursuing habits cultivated over decades or centuries.

An infamous libitinarii ritual is the Rite of Piercing, which is common practice in the realm of Frozen Tears. In this ritual, libitinariis drive foot-long nails of ice through the flesh of victims they have determined to be morally pure. When the victims reach the point of death, the kytons then freeze them into icy statues and arrange them into unholy menageries.



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# KYTON DEMAGOGUE, INKARIAX

*This impeccably formed man has ice-blue skin. Bleeding icicles pierce his lips and form a jagged cloak around his waist and legs.*

## INKARIAX

**CR 26**

**XP 2,457,600**

LE Colossal outsider (evil, extraplanar, kyton, lawful)

**Init** +17; **Senses** darkvision 60 ft., *discern lies*, low-light vision, see in darkness, *true seeing*; Perception +41

### DEFENSE

**AC** 46, touch 24, flat-footed 32 (+13 Dex, +1 dodge, +22 natural, +8 profane, -8 size)

**hp** 610 (33d10+429); regeneration 30 (deific or mythic)

**Fort** +31, **Ref** +24, **Will** +23

**Defensive Abilities** cloak of ice, *freedom of movement*;

**DR** 20/epic, good, and silver; **Immune** charm effects, cold, compulsion effects, fear effects, nonlethal damage, pain, petrification, poison; **Resist** acid 30, electricity 30; **SR** 37

### OFFENSE

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

**Melee** +5 *wounding rapier* +43/+38/+33/+28 (4d6+17/15-20)

**Ranged** +3 *dagger* +42/+37/+32/+27 (3d6+15/17-20)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** bloody icicles, freezing blast, unnerving gaze (120 ft., DC 32)

**Spell-Like Abilities** (CL 20th; concentration +28)

 Constant—*discern lies*, *freedom of movement*, *true seeing*

 At will—*chill metal*, *plane shift* (self only), *water breathing*

 7/day—*dimension door*

 5/day—*cone of cold* (DC 23), *freezing sphere* (DC 24), *ice storm*, *wall of ice* (DC 22)

 3/day—*imprisonment* (DC 27), *polar ray*, *soul bind* (DC 27), *summon* (level 5, 3 evangelist kytons 85%)

### STATISTICS

**Str** 34, **Dex** 37, **Con** 36, **Int** 27, **Wis** 20, **Cha** 23

**Base Atk** +33; **CMB** +53; **CMD** 85

**Feats** Bleeding Critical, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Improved Critical (dagger, rapier), Improved Feint, Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (dagger, rapier)

**Skills** Bluff +42, Diplomacy +42, Fly +45, Intimidate +42, Knowledge (planes, religion) +44, Perception +41, Sense Motive +41, Sleight of Hand +46, Spellcraft +41, Stealth +33, Survival +38, Swim +48, Use Magic Device +39

**Languages** Abyssal, Aklo, Celestial, Common, Infernal, Shadowtongue; telepathy 300 ft.

**SQ** change shape (libitinarii [page 84], *polymorph*), icy logic

### ECOLOGY

**Environment** any (Plane of Shadow)

**Organization** solitary (unique)

**Treasure** triple

### SPECIAL ABILITIES

**Bloody Icicles (Su)** Inkariax can use the icicles embedded in his flesh as melee or thrown ranged weapons. He can retrieve up to four of these icicles per round as a swift action. When wielded as a melee weapon, an icicle is considered a +5 *wounding rapier*. When wielded as thrown ranged weapons, the icicles are considered +3 *daggers*. Icicles Inkariax retrieves from his flesh are immediately replaced, and he has hundreds of icicles embedded in his flesh that he can use for this purpose.

**Cloak of Ice (Su)** Inkariax is immune to cold damage as well as spells with the cold descriptor, and he always treats any difficult terrain that results from magical or mundane ice as normal terrain. He gains a profane bonus to his Armor Class equal to his Intelligence bonus.

**Freezing Blast (Su)** Inkariax can harness the power of absolute zero and release it in a burst around him with but a thought. Inkariax can use this ability five times per day as a standard action that doesn't provoke attacks of opportunity. When he does, creatures within 30 feet of him take 6d6 points of cold damage and 6d6 points of piercing damage that counts as evil and magic for the purpose of bypassing damage reduction. A successful DC 29 Fortitude saving throw halves both the cold and piercing damage. Additionally, creatures that fail this save must immediately attempt a DC 29 Will save. Failing this second save means a creature has been frozen solid and has become a supernaturally frozen, mindless, inert statue and is considered petrified, per *flesh to stone* (if the creature isn't made of flesh, this secondary ability has no effect). The creature can't be turned back to flesh by casting *stone to flesh*, but it can be restored via *break enchantment*. If the creature is not restored after a number of hours equal to the creature's Hit Dice, the creature dies and remains a perpetually frozen statue; it can't be returned to life except by the express intervention of a deity. The save DCs are Constitution-based.

**Icy Logic (Su)** Inkariax has absolute, logical control over the essence of cold. The save DCs for his spell-like abilities are based on his Intelligence rather than his Charisma. Additionally, at will, he can dispel any ongoing effect with the cold descriptor. This functions as *greater dispel magic*, although Inkariax automatically succeeds at any required dispel checks.

**Unnerving Gaze (Ex)** A creature that succumbs to Inkariax's unnerving gaze becomes stunned for 1d4 rounds as it becomes convinced that the demagogue's bloody icicles are working their way through its body, slowly transforming it into a frozen, blood-soaked exhibit in Inkariax's menagerie.

The kyton demagogue known as the White Death is an ancient, mysterious, and aloof figure who dwells on the Plane of Shadow and is cloaked in the flesh-piercing



bloody icicles, some of which stitch his mouth closed. For millennia he has lurked in his realm of Frozen Tears, located atop a thick sheet of shadowy ice over a frigid sea.

Inkariax sprang fully formed from the plane's essence eons ago, terrible in his perfection, with flesh sculpted of ice and unadulterated, if surprisingly refined, sadism. The demagogue spent untold ages wandering the cosmos looking for the perfect place to keep his collection of wickedly preserved innocents, leaving carnage and abandoned menageries of victims along the way. When he finally happened upon the wastes that would become the Frozen Tears, Inkariax felt a surging empathic link with Doloras, the Queen of the Night of dispassion, whom he believed freed the entire kyton species from Hell. He then began constructing an elaborate and terrible citadel and surrounding realm from the sheer evil of the landscape before him. The screams of the first victims of Inkariax and his kytions are said to be woven into the realm's fabric in such a way as to drive any creature fool enough to stumble upon them to heinous thought and deeds.

Shortly after he claimed the territory, the Queen of the Night appeared unbidden in Inkariax's nascent realm. She spoke not a word to Inkariax, whose lost voice is said to be so horrific that its throaty growl could end civilizations. Instead, she merely gave him a wan glance and gifted him tears harvested from her diadem—her symbol of power. These gifts Inkariax turned into the *pendants of the first tears* (see page 12). Doloras wordlessly left that day, but ever since, Inkariax has seen her as the perfect, like-minded ally, and he has spent millennia attempting to again catch her attention with monuments and havens for her worshippers in his realm. It is unclear whether Doloras is testing the demagogue, playing a long game to destroy him, or merely taking her time to ally with him, but the unholy churches of Inkariax and her worshippers are tightly connected.

Inkariax himself is a cosmic mystery, even beyond his would-be alliance with the Queen of the Night. He never speaks, cares nothing of mortals, and is rarely seen outside his palace, called White Death's Diadem. However, the demagogue can take the form of his favored servants, libitinarii kytions (see page 84) at any time, and he roams the planes in this guise to further his plans. All libitinarii kytions receive particular respect from canny outsiders, as none know whether one of the grim fiends is actually Inkariax in disguise. The demagogue's isolation and the regimented nature of his realm are also attractive to devils and other expatriates from Hell who crave order but appreciate Inkariax's aloofness. Some say that Inkariax is secretly building an army of such devils to present to Doloras as a gift should she ever return to his realm. It's more likely, though, that the demagogue

is simply focused on building his horrific menageries of mutilated goodly creatures, turning his realm into the ultimate macabre museum of torturous preservation—which might also one day win him the Queen of Night's true attention.

Information about Inkariax's boons and obediences appears on page 120 of *Pathfinder RPG: Book of the Damned*, and further information about him appears on page 77 of this book.



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# PLANAR DRAGON, APOCALYPSE

Gangrenous wounds mar this dragon's twisted body.

## APOCALYPSE DRAGON



NE dragon (evil, extraplanar)

### BASE STATISTICS

**CR** 8; **Size** Small; **Hit Dice** 10d12

**Speed** 60 ft.

**Natural Armor** +8; **Breath Weapon** cone, 2d6 cold

**Str** 21, **Dex** 14, **Con** 15, **Int** 14, **Wis** 15, **Cha** 14

### ENVIRONMENT

**Ecology** any (Abaddon)

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Blight Coils (Su)** In place of dealing damage with its constrict ability, the dragon can expose the target to its virulence ability or cause the target to take damage from one disease it has as if a day had passed.

**Constrictor (Ex)** An apocalypse dragon has no wing attacks, but its bite gains the grab ability and it gains the constrict ability, dealing damage equal to that of its bite attack.

**Soul Drinker (Su)** The dragon gains the benefits of *greater heroism* for 1 round per Hit Die of the slain creature when a creature it has grappled or pinned dies.

**Soul Reaver (Su)** A spellcaster using *raise dead* or similar magic on a creature killed while grappled or pinned by the dragon must succeed at a DC 30 caster level check or the spell fails and the material component is wasted.

**Vile Fortitude (Ex)** An apocalypse dragon is immune to cold, death effects, disease, and poison.

**Virulence (Su)** Any creature damaged by the dragon's breath weapon must succeed at a Fortitude save at the same DC or contract slimy doom (*Pathfinder RPG Core Rulebook* 557), with no onset time. An adult dragon's disease deals 1d6 points of Constitution damage; this increases to 1d8 and 3 consecutive successful saves for an ancient dragon.

Age Category	Special Abilities	Caster Level
Wyrmling	Vile fortitude, virulence	—
Very Young	Constrictor	—
Young	Blight coils	1st
Juvenile	Frightful presence, planar infusion	3rd
Young Adult	DR 5/good, spell resistance	5th
Adult	Virulence (1d6 Con)	7th
Mature Adult	DR 10/good	9th
Old	Soul reaver	11th
Very Old	DR 15/good	13th
Ancient	Virulence (1d8 Con, 3 saves)	15th
Wurm	DR 20/good	17th
Great Wurm	Soul drinker	19th

## YOUNG APOCALYPSE DRAGON

CR 12

XP 19,200

NE Large dragon (evil, extraplanar)

**Init** +5; **Senses** dragon senses; Perception +20

### DEFENSE

**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

**hp** 147 (14d12+56)

**Fort** +13, **Ref** +12, **Will** +12

**Immune** cold, death effects, disease, paralysis, poison, sleep

### OFFENSE

**Speed** 60 ft., fly 200 ft. (poor)

**Melee** bite +22 (2d6+13 plus grab), 2 claws +22 (1d8+9), tail slap +20 (1d8+13/19-20)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (40-ft. cone, 6d6 cold plus disease, DC 21), constrict (2d6+13), blight coils, virulence

**Oracle Spells Known** (CL 1st; concentration +4)

1st (4/day)—*protection from good*, *ray of sickening*<sup>UM</sup> (DC 14)

0 (at will)—*bleed* (DC 13), *detect magic*, *resistance*, *spark*<sup>APG</sup>

### STATISTICS

**Str** 29, **Dex** 12, **Con** 19, **Int** 16, **Wis** 17, **Cha** 16

**Base Atk** +14; **CMB** +24; **CMD** 35 (39 vs. trip)

**Feats** Cleave, Improved Critical (tail slap), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack

**Skills** Bluff +20, Fly +12, Know. (planes, religion) +20, Perception +20, Sense Motive +20, Spellcraft +20, Stealth +14, Survival +20

**Languages** Abyssal, Common, Draconic, Infernal

## ADULT APOCALYPSE DRAGON

CR 16

XP 76,800

NE Huge dragon (evil, extraplanar)

**Init** +4; **Senses** dragon senses; Perception +28

**Aura** frightful presence (180 ft., DC 25)

### DEFENSE

**AC** 31, touch 8, flat-footed 31 (+23 natural, -2 size)

**hp** 250 (20d12+120)

**Fort** +18, **Ref** +14, **Will** +19

**DR** 5/good; **Immune** cold, death effects, disease, paralysis, poison, sleep; **SR** 27

### OFFENSE

**Speed** 60 ft., fly 200 ft. (poor)

**Melee** bite +30 (2d8+18 plus grab), 2 claws +30 (2d6+12), tail slap +28 (2d6+18/19-20)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** blight coils, breath weapon (50-ft. cone, 12d6 cold plus disease, DC 25), constrict (2d8+18), crush, virulence

**Oracle Spells Known** (CL 7th; concentration +12)

3rd (5/day)—*bestow curse* (DC 18), *contagion* (DC 18)

2nd (7/day)—*aid*, *darkness*, *disfiguring touch*<sup>UM</sup> (DC 17)

1st (8/day)—*doom* (DC 16), *endure elements*, *obscuring mist*, *protection from good*, *ray of sickening*<sup>UM</sup> (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *spark*<sup>APG</sup>

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STATISTICS

**Str** 35, **Dex** 10, **Con** 23, **Int** 20, **Wis** 21, **Cha** 20

**Base Atk** +20; **CMB** +34; **CMD** 44 (48 vs. trip)

**Feats** Cleave, Critical Focus, Improved Critical (tail slap), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Multiattack, Power Attack, Tiring Critical

**Skills** Bluff +28, Fly +15, Intimidation +28, Knowledge (planes, religion) +28, Perception +28, Sense Motive +28, Spellcraft +28, Stealth +15, Survival +28, Use Magic Device +28

**Languages** Abyssal, Common, Draconic, Infernal

**SQ** planar infusion (180 ft.)

Reflexes, Lunge, Multiattack, Power Attack, Snatch, Tiring Critical, Wingover

**Skills** Bluff +38, Fly +16, Intimidate +38, Knowledge (arcana, history, planes, religion) +38, Perception +38, Sense Motive +38, Spellcraft +38, Stealth +18, Survival +38, Use Magic Device +38

**Languages** Abyssal, Common, Draconic, Infernal

**SQ** planar infusion (300 ft.)

These planar dragons (*Pathfinder RPG Bestiary* 696) ravage places of growth, life, and fecundity.

ANCIENT APOCALYPSE DRAGON

CR 21

XP 409,600

NE Gargantuan dragon (evil, extraplanar)

**Init** +3; **Senses** dragon senses; Perception +38

**Aura** frightful presence (300 ft., DC 31)

DEFENSE

**AC** 40, touch 5, flat-footed 40 (-1 Dex, +35 natural, -4 size)

**hp** 406 (28d12+224)

**Fort** +24, **Ref** +17, **Will** +25

**DR** 15/good; **Immune** cold, death effects, disease, paralysis, poison, sleep; **SR** 32

OFFENSE

**Speed** 60 ft., fly 250 ft. (clumsy)

**Melee** bite +40 (4d6+24/19-20 plus grab),  
2 claws +40 (2d8+16), tail slap +38 (2d8+24/19-20)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** blight coils, breath weapon (60-ft. cone, 20d6 cold plus disease, DC 31), constrict (4d6+24), crush, soul reaver, tail sweep, virulence

**Oracle Spells Known** (CL 15th; concentration +22)

- 7th (5/day)—*blasphemy* (DC 24), *control weather*
- 6th (7/day)—*heal*, *plague storm*<sup>UM</sup> (DC 23), *word of recall*
- 5th (7/day)—*cleanse*<sup>APG</sup>, *dispel good*, *flame strike* (DC 22), *plane shift* (DC 22)
- 4th (7/day)—*dimensional anchor*, *dismissal* (DC 21), *giant vermin*, *unholy blight* (DC 21)
- 3rd (8/day)—*bestow curse* (DC 20), *blindness/deafness* (DC 20), *contagion* (DC 20), *dispel magic*
- 2nd (8/day)—*aid*, *darkness*, *death knell* (DC 19), *disfiguring touch*<sup>UM</sup> (DC 19), *silence* (DC 19)
- 1st (8/day)—*doom* (DC 18), *endure elements*, *obscuring mist*, *protection from good*, *ray of sickening*<sup>UM</sup> (DC 18)
- 0 (at will)—*bleed* (DC 17), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *spark*<sup>APG</sup>

STATISTICS

**Str** 43, **Dex** 8, **Con** 27, **Int** 24, **Wis** 25, **Cha** 24

**Base Atk** +28; **CMB** +48; **CMD** 57 (61 vs. trip)

**Feats** Cleave, Critical Focus, Exhausting Critical, Improved Critical (bite, tail slap), Improved Initiative, Iron Will, Lightning



# PLANAR DRAGON, BLISS

This serene dragon's feathered form emits a comforting warmth.

## BLISS DRAGON

NG dragon (extraplanar, good)

### BASE STATISTICS

**CR** 8; **Size** Small; **Hit Dice** 10d12

**Speed** 60 ft.

**Natural Armor** +9; **Breath Weapon** line, 2d10 electricity

**Str** 15, **Dex** 14, **Con** 17, **Int** 14, **Wis** 15, **Cha** 18

### ENVIRONMENT

**Ecology** any (Nirvana)

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Change Shape (Su)** A bliss dragon can assume any animal form, as *beast shape IV*.

**Lay on Hands (Su)** A bliss dragon can use lay on hands as a paladin whose level equals its Hit Dice.

**Meditative Restoration (Su)** Once per day as a full-round action, the dragon can affect all adjacent creatures with *break enchantment*, *greater restoration*, or *resurrection*, and can choose a different effect for each creature.

**Merciful (Su)** When using lay on hands, the dragon can expend an additional use to apply any paladin mercy of its choice.

**Peacemaker (Su)** As a swift action after striking a creature with a claw attack, a bliss dragon can calm that creature, as *calm emotions*, with the same DC as its frightful presence.

**Pristine (Ex)** A bliss dragon is immune to ability damage, ability drain, electricity, and petrification.

**Sedating Sparks (Su)** A creature damaged by the dragon's breath weapon shines with dancing sparks until the start of the dragon's next turn. A shining creature takes 4d6 points of electricity damage each time it makes an attack.

**Subduing Strikes (Ex)** A bliss dragon can choose to deal nonlethal damage with its breath weapon and natural attacks at no penalty.

Age Category	Special Abilities	Caster Level
Wyrmling	Pristine, subduing strikes	—
Very Young	Change shape 3/day	—
Young	Lay on hands	1st
Juvenile	Frightful presence, planar infusion	3rd
Young Adult	DR 5/evil, spell resistance	5th
Adult	Peacemaker	7th
Mature Adult	DR 10/evil	9th
Old	Merciful	11th
Very Old	DR 15/evil	13th
Ancient	Sedating sparks	15th
Wyrm	DR 20/evil	17th
Great Wyrm	Meditative restoration	19th

## YOUNG BLISS DRAGON

CR 12

XP 19,200

NG Large dragon (extraplanar, good)

**Init** +5; **Senses** dragon senses; Perception +24

### DEFENSE

**AC** 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

**hp** 161 (14d12+70)

**Fort** +14, **Ref** +10, **Will** +12

**Immune** ability damage, ability drain, electricity, paralysis, petrification, sleep

### OFFENSE

**Speed** 60 ft., fly 200 ft. (poor)

**Melee** bite +19 (2d6+9), 2 claws +20 (1d8+6/19-20), tail slap +14 (1d8+9), 2 wings +14 (1d6+3)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, 6d10 electricity, DC 22), subduing strikes

**Oracle Spells Known** (CL 1st; concentration +6)

1st (5/day)—*remove fear*, *sanctuary* (DC 16)

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*

### STATISTICS

**Str** 23, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 20

**Base Atk** +14; **CMB** +21 (+23 disarm); **CMD** 32 (34 vs. disarm, 36 vs. trip)

**Feats** Alertness, Combat Expertise, Imp. Critical (claw), Imp. Disarm, Imp. Initiative, Self-Sufficient, Weapon Focus (claw)

**Skills** Diplomacy +22, Fly +12, Heal +24, Knowledge

(nature, planes) +20, Perception +24, Sense Motive +24,

Spellcraft +20, Survival +24

**Languages** Celestial, Common, Draconic

**SQ** change shape, lay on hands (7d6, 12/day)

## ADULT BLISS DRAGON

CR 16

XP 76,800

NG Huge dragon (extraplanar, good)

**Init** +4; **Senses** dragon senses; Perception +32

**Aura** frightful presence (180 ft., DC 27)

### DEFENSE

**AC** 32, touch 8, flat-footed 32 (+24 natural, -2 size)

**hp** 270 (20d12+140)

**Fort** +19, **Ref** +12, **Will** +17

**DR** 5/evil; **Immune** ability damage, ability drain, electricity, paralysis, petrification, sleep; **SR** 27

### OFFENSE

**Speed** 60 ft., fly 200 ft. (poor)

**Melee** bite +27 (2d8+13), 2 claws +28 (2d6+9/19-20), tail slap +22 (2d6+13), 2 wings +22 (1d8+4)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (100-ft. line, 12d10 electricity, DC 27), crush, peacemaker, subduing strikes

**Oracle Spells Known** (CL 7th; concentration +14)

3rd (6/day)—*dispel magic*, *wind wall*

2nd (8/day)—*bull's strength*, *calm emotions* (DC 19), *status*

1st (8/day)—*deathwatch*, *divine favor*, *remove fear*, *sanctuary* (DC 18), *shield of faith*  
 0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *stabilize*

**STATISTICS**

**Str** 29, **Dex** 10, **Con** 25, **Int** 20, **Wis** 21, **Cha** 24  
**Base Atk** +20; **CMB** +31 (+35 disarm); **CMD** 41 (43 vs. disarm, 45 vs. trip)  
**Feats** Alertness, Combat Expertise, Critical Focus, Greater Disarm, Improved Critical (claw), Improved Disarm, Improved Initiative, Self-Sufficient, Sickening Critical, Weapon Focus (claw)  
**Skills** Diplomacy +30, Fly +15, Heal +32, Knowledge (geography, nature, planes) +28, Perception +32, Sense Motive +32, Spellcraft +28, Stealth +15, Survival +32  
**Languages** Celestial, Common, Draconic  
**SQ** change shape, lay on hands (10d6, 17/day), planar infusion (180 ft.)

**ANCIENT BLISS DRAGON CR 21**

**XP** 409,600  
 NG Gargantuan dragon (extraplanar, good)  
**Init** +3; **Senses** dragon senses; Perception +42  
**Aura** frightful presence (300 ft., DC 33)

**DEFENSE**

**AC** 41, touch 5, flat-footed 41 (–1 Dex, +36 natural, –4 size)  
**hp** 434 (28d12+252)  
**Fort** +25, **Ref** +17, **Will** +23  
**DR** 15/evil; **Immune** ability damage, ability drain, electricity, paralysis, petrification, sleep; **SR** 32

**OFFENSE**

**Speed** 60 ft., fly 250 ft. (clumsy)  
**Melee** bite +37 (4d6+19), 2 claws +38 (2d8+13/19–20), tail slap +32 (2d8+19), 2 wings +32 (2d6+6)  
**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)  
**Special Attacks** breath weapon (120-ft. line, 20d10 electricity, DC 33), crush, peacemaker, sedating sparks, subduing strikes, tail sweep  
**Oracle Spells Known** (CL 15th; concentration +24)  
 7th (5/day)—*holy word* (DC 26), *waves of ecstasy*<sup>UM</sup> (DC 28)  
 6th (7/day)—*find the path*, *heal*, *heroes' feast*  
 5th (8/day)—*dispel evil*, *life bubble*<sup>APG</sup> (DC 24), *serenity*<sup>UM</sup> (DC 26), *true seeing*  
 4th (8/day)—*dismissal* (DC 23), *freedom of movement*, *holy smite* (DC 23), *ride the waves*<sup>UM</sup> (DC 23)  
 3rd (8/day)—*cure serious wounds*, *dispel magic*, *searing light*, *wind wall*  
 2nd (8/day)—*bull's strength*, *calm emotions* (DC 23), *grace*<sup>APG</sup>, *resist energy*, *status*  
 1st (9/day)—*deathwatch*, *divine favor*, *remove fear*, *sanctuary* (DC 20), *shield of faith*  
 0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *resistance*, *stabilize*



**STATISTICS**

**Str** 37, **Dex** 8, **Con** 29, **Int** 24, **Wis** 25, **Cha** 28  
**Base Atk** +28; **CMB** +45 (+49 disarm); **CMD** 54 (56 vs. disarm, 58 vs. trip)  
**Feats** Alertness, Combat Expertise, Critical Focus, Disarming Strike<sup>APG</sup>, Greater Disarm, Greater Spell Focus (enchantment), Improved Critical (claw), Improved Disarm, Improved Initiative, Lightning Reflexes, Self-Sufficient, Sickening Critical, Spell Focus (enchantment), Weapon Focus (claw)  
**Skills** Diplomacy +40, Fly +16, Heal +42, Intimidate +40, Knowledge (geography, nature, planes, religion) +38, Perception +42, Sense Motive +42, Spellcraft +38, Stealth +18, Survival +42  
**Languages** Celestial, Common, Draconic  
**SQ** change shape, lay on hands (14d6, 23/day), merciful, planar infusion (300 ft.)

Bliss dragons are self-appointed wardens of wildlife and wilderness, sometimes even displacing fey and magical beasts whose ethics fall short of the dragons' high standards. Bliss dragons often sequester refugees in their extraplanar glades, granting sanctuary and healing to those in need.

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## NEXT MONTH

### RISE OF NEW THASSILON

By Greg A. Vaughan

The Return of the Runelords Adventure Path concludes as the heroes take steps to confront Alaznist, the Runelord of Wrath. But Alaznist is more than just a deadly wizard—she has meddled with the flow of time itself, and before she can be stopped, the heroes must do what they can to restore the damage she caused. What strange mysteries and dangers await in the depths of time, and what role will New Thassilon play in the world to come? How can a group of heroes, however powerful, hope to stand against a foe who has the ability to rewrite history and has absorbed the mythic power of one of Golarion's most powerful wizards? What potent sacrifices will the heroes have to make to achieve their victory? And once time has been altered, can it even be put back right? This final installment is the largest adventure to appear in a Pathfinder Adventure Path, and includes an appendix detailing several potent magic items and artifacts used by the memorable foes the PCs are destined to face!

### BEYOND THE CAMPAIGN

By James Jacobs

The heroes of Return of the Runelords will reach the height of power by the end of the campaign, but while this story may be over, others will be unlocked by the results. What impact will the rise of the nation of New Thassilon have on the Inner Sea region? This article not only explores those ramifications, but also presents the first ever look at Thassilon itself, as it appeared during the height of its power before the apocalypse of Earthfall reshaped the world itself.

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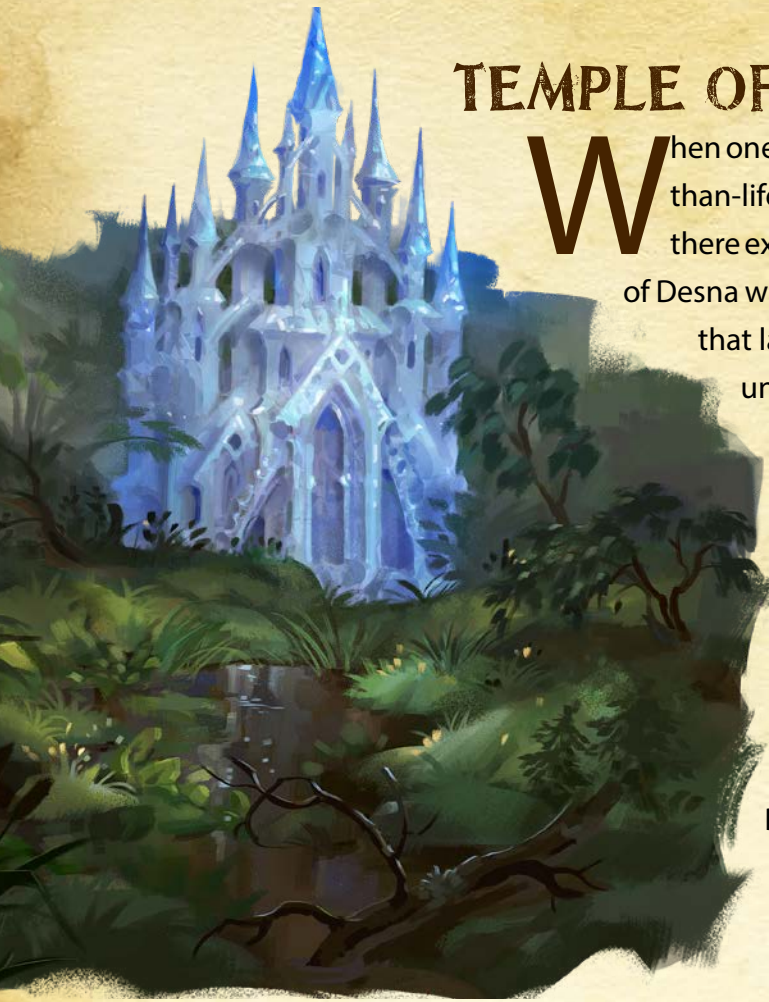


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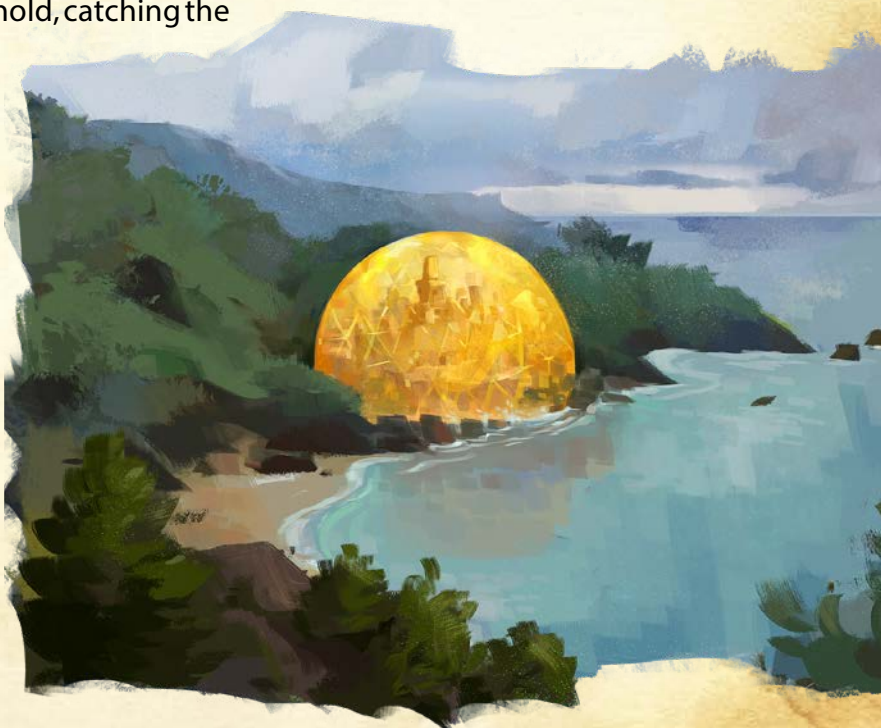
## TEMPLE OF DESNA'S FIRST DREAM

**W**hen one studies ancient Thassilon, it's easy to focus on the larger-than-life rulers of that time. But as in any region ruled by tyrants, there existed many who did not cleave to such cruelties. The faith of Desna was quite widespread and popular in Thassilon, and while that land's rulers did not approve of her teachings, they were unable to quash her religion. In Edasseril, the government even welcomed the faith and sponsored construction of temples—a strange thing for those who worshipped Desna, who preferred to treat places of natural wonder as her sacred sites. In Edasseril, no temple rivaled the Temple of Desna's First Dream, a towering edifice that spoke more to the excess of the Runelords of Envy than to Desna herself. When Xin-Edasseril was wrenched from time on the eve of Earthfall, the Temple of Desna's First Dream vanished, leaving behind nothing but a crater. The faithful whisper that the temple still exists, hidden deep in the Dimension of Dreams.



## CRYSTILAN

**F**ew who live today know the truth of the mysterious amber dome known as Crystilan—that it is a time-lost shell surrounding the city of Xin-Edasseril. Visible from the sea, the shining dome of translucent crystal is glorious to behold, catching the sun's light and sparkling like an immense golden jewel. Up close, the adventurous can peer through the smooth, almost frictionless crystal at the chunk of city preserved within. Though many have tried to penetrate the dome's surface, no magic or weapon currently known has been able to mar the amber surface. Until a method of entering the city trapped within is discovered, scholars have had to be content with observing only the outskirts of the mysterious city that lies inside.



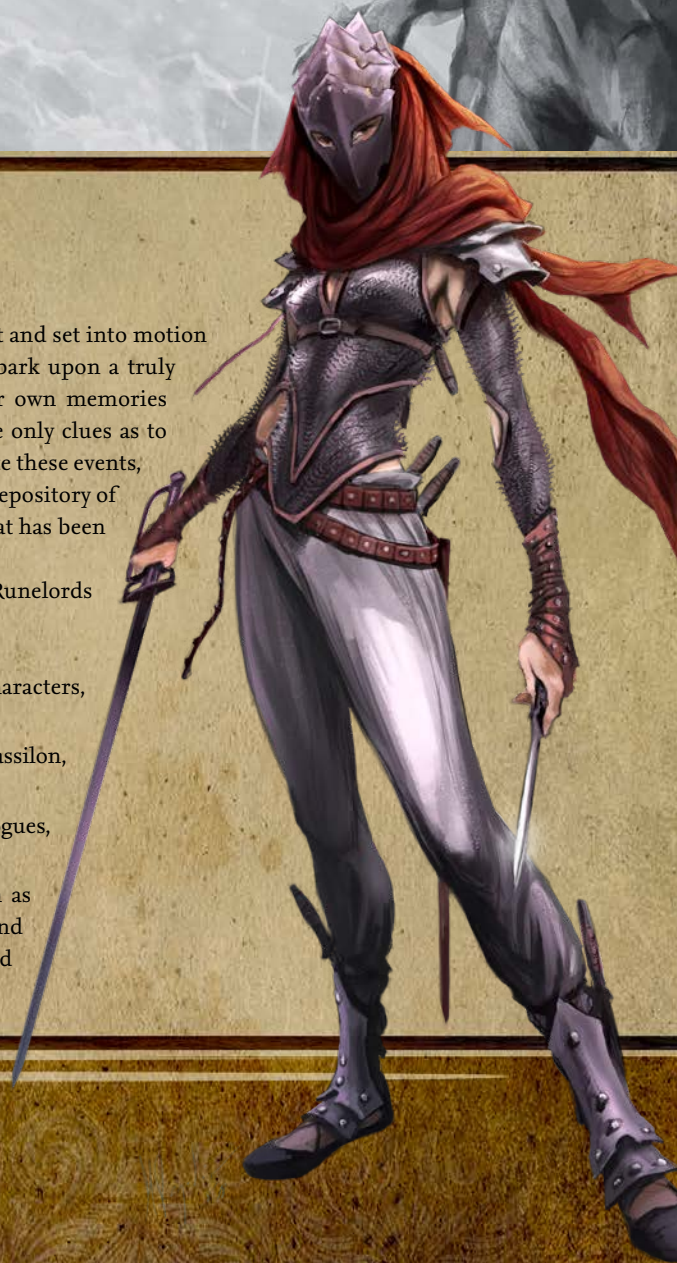


## FROZEN IN TIME!

**W**ith the discovery that Runelord Alaznist has tampered with the past and set into motion devastating transformations of the timeline, the heroes must embark upon a truly dangerous and desperate gambit. Since historical texts and their own memories have been altered, the lore hidden within a time-trapped city may hold the only clues as to which events of the ancient past Alaznist has targeted. If the heroes can isolate these events, they may have a chance to correct them, but before they can even reach this repository of lore, they must brave a shadowy god's realm and find a way to enter a city that has been cut off from time itself!

This volume of Pathfinder Adventure Path continues the Return of the Runelords Adventure Path and includes:

- “The City Outside of Time,” a Pathfinder adventure for 14th-level characters, by Amanda Hamon Kunz.
- Rules and backgrounds for several powerful magic artifacts from ancient Thassilon, by Mikko Kallio.
- An examination of the sadistic and shadowy pantheon of kyton demagogues, by Gregory Hanigan.
- A bestiary of monsters, including the time-racked undead spirits known as chronogeists, the frozen libitinarii kytons, planar dragons from Abaddon and Nirvana, and the powerful kyton demagogue Inkariax, by John Compton and Amanda Hamon Kunz.



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