

PATHFINDER[®]

ADVENTURE PATH[™]



RUINS OF
AZLANT

BEYOND
THE
VEILED PAST

by Thurston Hillman

RUINS OF AZLANT REGION

ALABASTER TRIDENT

ANCORATO

TALMANDOR'S BOUNTY

ZANAS-TAHN

RUINS OF KALAS-TI

B1

B6

B2

B5

B3

B4

TALASANTRI

0 5 MILES



PATHFINDER ADVENTURE PATH

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ON THE COVER



The scheming veiled master Ochymua, mastermind of the campaign's events, is revealed on this exciting cover by Setiawan Fajareka, as the iconics fight against a deadly lusca in a ruined facility.



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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 paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Monster Codex</i>	MC
<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>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM



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Printed in China Where is my mind? Way out in the water, see it swimming



WE ARE THE VEILED MASTERS

It's time to wrap this thing up. I hope everyone has enjoyed running this campaign, playing through it, or just reading the story, because we truly enjoyed bringing this story to your game table.

For those of you who have read or played multiple Adventure Paths, you know there is typically a major theme and a few subthemes that play out over the course of the six adventures that make up a whole campaign. Each Adventure Path can usually be summed up in an elevator pitch—a quick sentence that gives an idea of what to expect. The elevator pitch for the Ruins of Azlant Adventure Path is this: travel to a lost continent and explore ages-old wonders while preventing an ancient enemy from devastating humanity.

I knew I wanted to pull back the veil on Azlant, but I also wanted to keep those curtains partially drawn. Revealing too much of a mystery dilutes said mystery.

Another reason for my presenting just a slice of ancient Azlant and having vague or unreliable details leads me to a secondary theme for this Adventure Path: conspiracy. I've always been fond of conspiracy theories, and when you have an entire empire whose strings are pulled by aberrant masterminds, the field in which to sow conspiracy theories bears fertile soil. I don't necessarily believe in wild conspiracy theories, but they're often far more interesting than the boring reality we live in, and I'm always entertained seeing those who work in conspiracy theories stretch and twist trivial and innocuous facts to suit their narrative.

In a way, the authors of these six adventures and I are the veiled masters behind the Ruins of Azlant Adventure Path. We've kept secrets from you while presenting a greater illusion. We've been pulling your strings this whole time, guiding where you go, what you see, and even

how much of what you see. We've been manipulating you, sure, but it's all been in search of fun.

The people of Azlant had used and heard the phrase "veiled masters" for centuries before Earthfall destroyed them. It was always used in a way to explain unexplained events or to make sense of complicated occurrences. When things didn't go the right way for a prominent citizen, he blamed the veiled masters. If a military action saw failure when all expectations were of success, the veiled masters were pulling the strings. In ancient Azlant, the people thought of the veiled masters the way some wild conspiracy theorists claim that lizard people are running governments around the globe or that aliens from Area 51 are manipulating the country to hide their nefarious plans.

Sometimes, it turns out that conspiracies are real, and the Azlanti's conspiratorial claims of the veiled masters were correct, in a way. But even though the Azlanti blamed their misfortunes on the veiled masters, few agreed on who or what these veiled masters were. A complex system often confounds those with a simpler outlook who can't see all the ways an event comes to pass, and the people of Azlant lived within such a complex system. This system, along with ages-old manipulation from weird and sinister fish beings kept even the brightest minds in Azlant from recognizing the truth. Many suspected a cabal of wizards, but almost no one was aware of the alghollthus and how these enigmatic creatures engineered Azlanti society (and biology). Once the truth about Azlant's origin began to emerge, however, the alghollthus knew that their experiment was coming to an end.

One more thing. I'm not trying to paint the Azlanti with any sympathetic brush here. Sure, they were an amazing empire the likes of which the world has never seen since, but they were also a bunch of jerks. They had amazing wonders and advantages over other peoples of Golarion, but they didn't do a thing to achieve that on their own. The Azlanti were empowered by evil aliens and unwittingly followed along with their machinations. The Azlanti felt superior to the rest of humanity and didn't care much for the other intelligent races either. They even went so far as to develop clockworks and wyrwoods, probably as a way to feel like they were creating life, and they probably lorded that fact over their creations like tiny gods. The Azlanti were created as an experiment—a tool to conquer Golarion. They weren't members of a master race any more than a carefully bred quarter horse is a master horse. After the Azlanti uncovered and saw their own strings, their masters decided that the tool needed to be discarded.

Thanks for all of you tuning in for the Ruins of Azlant Adventure Path. Next month is the first installment of the War for the Crown Adventure Path, starting with

AUTHOR SHOUT-OUT

Thurston "Thursty" Hillman. What can I say about this guy? I'm pretty sure I first met Thursty at the bar at a convention. I can't quite remember if it was PaizoCon or Gen Con, because reasons. By the time I met Thursty, he had already written a few Pathfinder Society Scenarios, and after meeting him at—okay, it's becoming clearer to me—PaizoCon my first year as a Paizo employee, I knew I wanted to work with him in some capacity. Sometimes it's hard for some of the great authors of Pathfinder Society Scenarios to cross over into other lines, so I had Thursty pitch me some monsters for the bestiary in a couple of volumes of the Mummy's Mask Adventure Path. Of course, he had some great ideas and knocked those monsters out of the park. We worked well together, bantering around working names for one of the monsters (*Hey, Thursty, remember diggy hole monster?*). He even designed a monster that I later developed that would go on to kill my PC in our office campaign of Mummy's Mask!

If you've ever been to Gen Con or PaizoCon in the last few years, you've had a chance to bask in the aura of Thursty. He's always warm and fun, and if you're looking for a good time, he's a great person to be around—fun gravitates to him. I'm especially glad that he's on the developer team developing Starfinder Society Scenarios, because not only do I know that those are in great hands, but I also get to see and interact with him much more than before.

Thursty did a great job closing out this campaign, not only in his encounter design but also tying up loose threads and satisfying hints about things that appeared in the first adventure by working closely with the rest of the team responsible for the Ruins of Azlant Adventure Path.

"Crownfall," another adventure from Thurston Hillman. This Adventure Path is rich with shifty nobles, Taldan politics, and dangerous intrigue, and with Crystal Frasier at the helm of that campaign, I know it's going to be a fun and wild ride!

In the meantime, watch out for those veiled masters. Keep your eyes open and your mind clear!

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The heroes must stop Ochymua before it deploys the *Synchrony Device* and reignites the war between the alghollthus and humanity.

ADVANCEMENT TRACK

"Beyond the Veiled Past" is designed for four characters and uses the medium XP track.

15

The PCs begin this adventure at 15th level.

16

The PCs should reach 16th level after defeating Ochymua's rising armies and entering the Compass facility.

17

The PCs should be 17th level before they face Ochymua at the *Synchrony Device*.

ADVENTURE BACKGROUND

Just over 10,000 years ago, the Azlanti empire stood as the pinnacle of human achievement. The Azlanti wove magic deeply into their everyday lives with the intention of using it to improve their society, and the empire was thought to be the greatest power on the planet. All of that ended when the alghollthus—the assembled races of aboleths, veiled masters, and similar creatures—summoned forth the wrath of the cold void in a cataclysm that would come to be known as Earthfall. Hunks of stellar debris plucked from space hurtled toward Golarion. The event caused such irreversible damage that it ended the Azlanti empire and thrust the planet into the Age of Darkness, which humanity struggled to rebound from for centuries.

Several motives led the alghollthus to enact their terrifying scheme of destruction. At the forefront of the alghollthus' mounting concerns regarding their experiment with humanity was a growing caste of Azlanti experts in arcane arts and military talent, who had begun putting together an understanding of their manipulated past. This organization, calling itself the Spindle Solution, was a splinter of the Ioun Imperative—an Azlanti intelligence organization firmly under the control of veiled masters. Outwardly, the Spindle Solution researched means of bettering humanity through the application of magic and technology. To the people of Azlant, the Spindle Solution studied the science of the future, but the alghollthus knew there was more to this Azlanti think tank than met the eye.

Ochymua, head of the alghollthus' ongoing monitoring and manipulation of the Ioun Imperative, as well as the greater Azlanti empire, recognized the potential threat of the Spindle Solution. Ochymua infiltrated the organization in Azlant's final years. The subterfuge met with disaster, as Ochymua quickly learned the truth behind the Spindle Solution's existence: it was an organization specifically opposed to the ever-present influence of the alghollthus on humanity. Even the name of the Spindle Solution was a clever deception; while the life-sustaining abilities of a *clear spindle ioun stone* represented the group's outward mantra of bettering humanity, the resonant power of the same *ioun stone* protected a bearer from the mental domination of aboleths and veiled masters alike.

The Spindle Solution's director, Grand Arcanist Jazradan, uncovered Ochymua's infiltration. Thanks to the resonant powers of the group's *ioun stones*, which permeated the entire facility through ioun circuitry, the Spindle Solution overpowered the veiled master before it could cloud and dominate their minds. This gave Jazradan the upper hand in the sudden conflict, and

the arcanist captured Ochymua, imprisoning the veiled master in form of *temporal stasis* following numerous failed examinations and interrogations.

With their suspicions of alghollthu infiltration confirmed, the Spindle Solution redoubled its efforts in pursuit of ending the alghollthu threat—sooner rather than later. Conversely, in the sudden wake of Ochymua's disappearance, the alghollthus convened, and ultimately the Mhalssthu, a governing body of alghollthus across the multiverse (see *Pathfinder Adventure Path #121: The Lost Outpost*), came to the decision to use master glyphs to destroy the Azlanti empire. It was only a matter of time before one of the groups completed its plans against the opposing side; history clearly shows that the alghollthus succeeded first. Earthfall ended Azlant and stopped the machinations of the Spindle Solution from ever being unleashed against the alghollthus.

Time went on, and millennia passed. Eventually, the first colonists of Talmandor's Bounty unearthed a hidden Spindle Solution installation containing the stasis-locked Ochymua. These explorers accidentally released the veiled master into a world far removed from the existence it once knew. It didn't take long for Ochymua to learn what had transpired since its imprisonment. While startled by the immense paradigm shift of the world around it, Ochymua was no fool; as one of the veiled masters key in devising the Earthfall sanction, Ochymua realized what must have happened, believing (somewhat correctly) that its own capture was one of the events that led the alghollthus to decide to enact their final plan against the Azlanti.

Making mental contact with a familiar omni-path, an alghollthu that provides a telepathic mesh fostering communication over great distances, Ochymua soon discovered the remnants of the alghollthus on Golarion. Enraged at what it perceived to be deterioration in its race's ambition and stature in the world, and feeling that the Mhalssthu had made poor decisions regarding the alghollthu race, Ochymua disregarded entreaties from modern veiled masters and aboleths alike. Instead, it devised its own plan—one that would restore the alghollthus to their rightful dominion over the world of Golarion.

The prior events of the adventure path led Ochymua to an important discovery: the location of the Spindle Solution's primary complex, a hidden research installation known as the Compass. With this information in its clutches, Ochymua now intends on unearthing the most advanced and destructive research of the Azlanti. With such magical and technological wonders, Ochymua plans on removing the stain of humanity from the face of Golarion once and for all, ushering in a new age under the careful control of the alghollthus, a Third Empire that will rule for eternity.

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PART I: TIDES OF WAR

As the adventure begins, the PCs know the location of the Spindle Solution's secret compound, the Compass, is within the ruins of Kalas-Ti, the large island in south of the region. While it's likely they'll want to immediately seek out the complex and stop the veiled master Ochymua, there are other pressing concerns in the region. The PCs' various allies and contacts throughout the campaign are each affected by the rising shadow of Ochymua's numerous machinations.

The veiled master recognizes the threat the PCs pose and combines its own preparations for an all-out offensive against the mainland of Avistan such that several schemes fall into place at once. Each of these schemes is represented by a conflict consisting of several encounters. The exact order of these conflicts varies based on the needs of your individual campaign, though they're presented in a logical order with information on how best to connect them. It's entirely possible the PCs' experiences prompt them to encounter these conflicts in a different order. For example, if the PCs are in contact with the Mordant Spire, the elves might alert them to a growing threat, or the PCs might return to Talasantri to escort the kidnapped youth from *Pathfinder Adventure Path #124: City in the Deep* back home and learn that the city now faces a new threat. Alternatively, the PCs might return to Talmandor's Bounty where they learn that the fledgling colony is beset by ulat-kini.

The overall goal of these initial encounters is to rally the various allies that the PCs gathered throughout the campaign and show their value to the colony's future.

CONFLICT: ASSAULT ON TALMANDOR'S BOUNTY

The settlement of Talmandor's Bounty is where the PCs began their journey on the broken continent of Azlant. It's likely they'll want to check up on the colony prior to pursuing Ochymua. Alternatively, the PCs might find information about an impending assault on the settlement—retaliation for their actions against the growing forces of Ochymua in the ruins of Kalas-Ti (see Conflict: The Armies of Kalas-Ti on page 14). Regardless of how the PCs arrive, they find Talmandor's Bounty in a state of unrest.

Growing patrols of Ochymua's loyal ulat-kini servants recently forced the nearby locathahs out of their homes. The PCs likely encountered these tribes, in particular the Okoloro tribe, during the events of *Pathfinder Adventure Path #122: Into the Shattered Continent*. The Okoloro and a few other scattered locathahs have created a small vagabond community just off the beaches near

Talmandor's Bounty. Even if the PCs established a friendly relationship with the locathahs in the region, this new influx of the population has some of the less tolerant members of the colony uneasy and wondering what this means for Talmandor's Bounty going forward. Compounding this unease is that since the locathahs' arrival several of the settlers have disappeared during the night, causing a heightened level of security in Talmandor's Bounty and reminding the colony of previous threats they have faced. The worry is palpable. Adjust the details of this encounter to fall in line with the events of your particular campaign, especially if the interaction between the nearby locathahs and the colonists didn't end up as anticipated in this Adventure Path.

Meanwhile, the *Peregrine* completed another return trip to Talmandor's Bounty during the course of the previous adventure, while the PCs explored the broken tower of Auberon the Drowned. This time, the vessel brought more than resources and a few new settlers—it also brought a group of soldiers employed by the Bountiful Venture Company to assist in securing the settlement against the growing tide of hostile forces. These newcomer soldiers have delicately eroded the cautious peace between the locathahs and settlers, gaining more public support for expelling the wandering aquatic humanoids entirely.

During this part of the adventure, the PCs have a chance to get back to Talmandor's Bounty (in case they haven't made the effort yet) and reunite with their fellow colonists. Certainly Ramona Avandth would love an update on the PCs' recent actions and how they might affect the colony, and Carver Hastings is eager to see if the PCs turned up any new Azlanti lore or treasures. If the PCs made friends with other fellow colonists, those people are also likely looking forward to reconnecting with them. If the PCs have been checking in regularly with Talmandor's Bounty, the colonists there regard the PCs as heroes and are excited to see them return to the colony now that they are again facing troubled times. Though the colonists are stressed at the moment, Talmandor's Bounty appears to be doing quite well.



More structures have been built, and those that were extant at the onset of this campaign have been spruced up and in some cases expanded. The crops have not only taken off, but there are now more plots in the colony that are growing strong with a wider range of produce. By now, it's reasonable that Harcourt Carrolby might have built the horse ranch that he had planned, and he could have even already sent for his fiancée. Likewise, the friendly relationship between Kurvis and Eamon could have grown closer as the community developed further and the two truly found their callings. During this part of the adventure, use the PCs' previous interactions with the colonists to reinforce the importance of not only the colony of Talmandor's Bounty, but also the safety of their friends and fellow colonists.

TALMANDOR'S BOUNTY EVENT 1: MAINLAND REINFORCEMENTS (CR 15)

The recent arrival of a group of soldiers in the employ of the Bountiful Venture Company gives Talmandor's Bounty new champions to rally around. Despite being far less altruistic than the Eagle Knights some of the settlers grew to know back in Andoran, these new champions nevertheless offer security in the face of the PCs' prolonged absence.

Ramona Avandth, assuming she's still alive and has taken on a leadership role in the colony, is the one to direct the PCs to meet these soldiers. The leader of the soldiers is a no-nonsense man by the name of Serge Berengar. He introduces himself as head of the detachment acting with the authority of the Bountiful Venture Company, and does his best to persuade Ramona (and the PCs) to oust the locathahs down the beach. He claims that the settlement is in dire need of cleansing and reinforcement against outsiders, for security purposes.

Creatures: The recently arrived soldiers were sent from the Bountiful Venture Company not only for protection, but also to investigate the colony and report back on the company's investments. The deeper root of their antagonism, however, is that they're under the mental domination of one of Ochymua's aboleth servants. Aboleths and ulat-kini overcame the *Peregrine* through overwhelming force prior to the ship's arrival in Talmandor's Bounty. They used mental domination, paired with *mind fog*, to claim key members of the ship as their own agents. The ship deposited the dominated agents and set back to Andoran in a hurry, as the aboleths cared little for the vessel and didn't want to rouse attention with its destruction. The soldiers have been present only for a few days; this means the soldiers are well within the 16-day duration of a typical aboleth's *dominate monster* effect. The aboleths that dominated these agents do not continuously control their actions, so their movements aren't typically jerky and awkward, making it difficult to

AN ENEMY AWARE

As early as the final encounter of the first adventure, the veiled master Ochymua has been aware of the PCs' presence in the region. As the PCs fought against the dominated colonists in the master's former prison, Ochymua observed the PCs through the colonists' senses and guided the unfortunate humans' actions in the fight. The veiled master took note of how the PCs dealt with the situation, and as the campaign has progressed, it used its various agents to spy on the PCs, learning their strengths and weaknesses.

Keep this in mind as the PCs confront the veiled master at the end of this adventure. Ochymua is likely well aware of the PCs' capabilities, the ways they fight, and the kinds of spells and powers that the party members favor.

tell that they're under the effects of mental domination until they are forced to heed an order.

Aboleth commands compel these deceitful soldiers to work against the interest of the colony. They seek to work alongside their faceless stalker counterparts inserted among the locathah tribe (see **Talmandor's Bounty Event 2**) to foster a greater conflict between the groups. If the PCs find evidence of the faceless stalker infestation among the tribe of locathahs and bring it to the soldiers' attention, then the company agents demand the remaining locathahs be expelled, for fear of similar events occurring to the colonists. If the locathah tribe is forced away from Ancorato and has to fend for itself in the open water, the locathahs are quickly beset by ulat-kini and slaughtered.

The deception of the group of soldiers outwardly pretending to be additional security for the colony, while in fact reporting on the colony's success or failure to their company masters further obfuscates their mentally dominated state. A successful DC 20 Sense Motive check is enough to notice something amiss with these agents, specifically that they're under the effect of magical influence. If confronted regarding this, the soldiers attack the PCs immediately.

BOUNTIFUL VENTURE SOLDIERS (6)

CR 10

XP 9,600 each

Scheming fencer (*Pathfinder RPG NPC Codex* 86)

hp 98 each

Development: Slaying the Bountiful Venture Company agents has repercussions beyond the scope of this adventure, as the organization doesn't take well to the slaughter of its members. If their enchantments

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are removed, the agents come clean with their role and promise to report back to their leaders with praises for the PCs actions in the region. If saved, the agents provide some further muscle to defend the colony in the face of future attacks, and GMs should consider their presence in the defense of Talmandor's Bounty. Alternatively, one or more of the agents could arrange for a means of returning to Andoran to rally further reinforcements if the PCs request it.

The aboleths responsible for dominating the soldiers are in constant contact with their mental slaves. They're aware as soon as their enchantment is broken or the soldiers are slain. In either case, they contact Sharopech (see page 10) to hasten the ulat-kini assault on the settlement (see **Talmandor's Bounty Event 3**).

Story Award: If the PCs manage to remove the enchantments controlling the company agents, then reward them 51,200 XP, as though they defeated all of the soldiers in combat.

TALMANDOR'S BOUNTY EVENT 2: FACELESS ASSASSINS (CR 16)

The arrival of the Okoloro tribe and other locathah refugees near Talmandor's Bounty creates quite a dilemma for the human settlement. Depending on the PCs' interactions with the locathahs in previous adventures, these aquatic creatures could be strong allies or enemies.

The organized forces of ulat-kini are in the process of systematically wiping out smaller groups in the region, and the Okoloro tribe was firmly in the skum's sights before seeking refuge near Talmandor's Bounty. The ranger Koloshkora (see page 60 of *Pathfinder Adventure Path #122: Into the Shattered Continent*) brings the PCs up to speed on the situation, including the growing presence of ulat-kini forces throughout the region. This assumes she survived previous adventures and maintained good relations with the PCs. Otherwise, the locathahs remain a somewhat silent neighbor to Talmandor's Bounty, unwilling to cause a conflict, but unable to retreat for fear of rousing the skum armies.

Creatures: Faceless stalker assassins, seeded into the region by Ochymua, have killed and replaced four locathahs. These faceless stalkers are meticulous in their actions, stealthily murdering colonists from Talmandor's Bounty in order to create tensions between the two groups. They are well aware of how things turned out poorly for their cousins in previous adventures, so they act carefully so as not to arouse suspicion. They have orders to take drastic action should the PCs arrive, personally tasked by Ochymua to assassinate one or more of these heroes if the opportunity presents itself.

The assassins attempt to coordinate a surprise attack on the PCs, who might be overconfident after uncovering the aboleth-dominated agents sent to Talmandor's Bounty. With the defeat of the aboleths' schemes, the PCs

may think all they have left to do is broker a stronger peace between their settlement and the locathahs. These assassins work to disrupt such talks, quaffing *potions of invisibility* to sneak into the midst of any negotiations, and then unleashing death attacks against the PCs in hopes of brutally eliminating the settlement's champions.

FACELESS STALKER ASSASSINS (4)

CR 12

XP 19,200 each

Faceless stalker assassin 10 (*Pathfinder RPG Bestiary 2* 122)

CE Medium aberration (shapechanger)

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

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 armor, +5 Dex, +4 natural)

hp 142 each (15d8+75)

Fort +9, **Ref** +12, **Will** +9; +5 vs. poison

Defensive Abilities improved uncanny dodge; **DR** 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee *assassin's dagger* +18/+13 (1d4+8/17-20) or
2 slams +16 (1d6+6 plus grab)

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

Special Attacks blood drain (1 Con), death attack (DC 22),
quiet death, sneak attack +7d6, swift death 1/day,
true death (DC 25)

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

TACTICS

Before Combat Immediately prior to making an assassination attempt, the faceless stalkers quaff their *potions of displacement* and *potions of invisibility*.

During Combat The assassins begin by setting their *ring of foe focus* to their target. In open combat, they work in groups, taking advantage of sneak attack damage and hoping to trigger their Seize the Moment teamwork feats with critical hits.

Morale If reduced below 30 hit points, the faceless stalkers attempt to flee.

STATISTICS

Str 22, **Dex** 22, **Con** 20, **Int** 15, **Wis** 14, **Cha** 16

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 32

Feats Combat Reflexes, Deceitful, Improved Critical (dagger), Improved Initiative, Precise Strike^{APG}, Seize the Moment^{UC}, Shadow Strike^{APG}, Stealthy

Skills Acrobatics +14, Bluff +25, Disguise +29 (+39 when using change shape), Escape Artist +36, Perception +10, Sense Motive +10, Sleight of Hand +24 (+34 to hide weapons on body), Stealth +33; **Racial Modifiers** +4 Disguise, +8 Escape Artist

Languages Aboleth, Aquan, Common; *tongues*

SQ angel of death, change shape (Medium humanoid; *alter self*), compression, faceless, hidden weapons, hide in plain sight, poison use

Combat Gear *potion of displacement, potion of invisibility, ring of foe focus^{UE}, deathblade poison (2), shadow essence poison (4); Other Gear +1 shadow studded leather, assassin's dagger, assassin's dust^{ACG}*

Development: Defeating the faceless stalker assassins is only a boon when the aboleth-dominated agents in Talmandor's Bounty are also dealt with. If this is the case, then it's a simple matter for the PCs to bring the settlers and locathahs together to discuss a joint defense against Ochymua's forces. Should the company soldiers remain, however, they then do their best to paint the faceless stalker infiltration as a "last straw" in allowing the locathahs to remain, and work to convince the remaining settlers to oust the fishfolk from their territory.

TALMANDOR'S BOUNTY EVENT 3: MARCH OF THE ULAT-KINI (CR 16)

The attack on Talmandor's Bounty by Ochymua's forces begins shortly after the PCs manage to deal with the threats posed by the aboleth agents and faceless stalker assassins. Otherwise, this event occurs at an appropriate time after the PCs have failed to subdue other threats.

Leading the assault is an ancient skum commander, older than the fall of Azlant, named Sharopech. He sends in the first wave of his legions, supported by two mentally dominated allies.

Creatures: The first attack on Talmandor's Bounty and the surrounding coast is executed by four large troop units of ulat-kini. These soldiers are far better trained and equipped than normal specimens of their species. Two of the units march against the locathahs on the beach, while the remainder move to slay the settlers of Talmandor's Bounty. A duo of purple worms under the effects of an aboleth's *dominate monster* spell-like ability (Sense Motive DC 15 to detect, DC 22 Will to overcome) bursts out from the ground, further sowing chaos.

How this encounter plays out depends greatly on what improvements the PCs made to the colony over the course of the campaign, as well as how they prepare for the assault. If the colony constructed walls, then the enemy troops are forced to contend with those prior to entering the town. If the locathah have been relocated to the town, then the ulat-kini attack en masse, rather than splitting up. If the townsfolk of Talmandor's Bounty have had their equipment suitably improved, then they can take a greater role in defending against the siege (reduce the number of troops which the PCs must personally confront from 4 to 3).

PURPLE WORMS (2) CR 12
XP 19,200 each
hp 200 each (*Pathfinder RPG Bestiary* 230)

ULAT-KINI TROOPS (4) CR 10

XP 9,600 each

LE Medium monstrous humanoid (aquatic, troop) (*Pathfinder RPG Bestiary* 6 265)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 24, touch 12, flat-footed 22 (+6 armor, +2 Dex, +6 natural)

hp 124 each (13d10+52)

Fort +9, **Ref** +12, **Will** +8

Defensive Abilities troop traits; **Resist** cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee troop (3d6+4)

Space 20 ft.; **Reach** 5 ft.

Special Attacks dispelling, volley

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 10, **Wis** 10, **Cha** 7

Base Atk +13; **CMB** +17; **CMD** 29

Feats Ability Focus (volley), Aquatic Advantage^{MC}, Combat Reflexes, Great Fortitude, Lightning Reflexes, Stand Still, Toughness

Skills Intimidate +11, Perception +15 (+19 Perception Underwater), Stealth +15 (+19 Stealth Underwater), Survival +13, Swim +25

Languages Aboleth, Undercommon

SQ amphibious, bracing tactics

SPECIAL ABILITIES

Bracing Tactic (Ex) An ulat-kini troop can make an attack of opportunity against any creature that ends its movement within the troop's melee reach (5 ft.). If the attack of opportunity is made against a creature that charged the troop, the damage is doubled.

Dispelling (Sp) Once per round as a free action that does not provoke attacks of opportunity, an ulat-kini troop can attempt to dispel a magical effect within 200 feet as per *dispel magic*. This represents sorcerers embedded within the troop formation who are attempting to overcome enemy magical effects. The ulat-kini troop has an effective caster level of 10 for this purpose. An ulat-kini troop can use this ability up to 10 times per day.

Volley (Ex) Three times per day as a standard action, an ulat-kini troop can throw a volley of tridents. This attack takes the form of up to two lines with a range of 40 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines take 4d8 points of piercing damage (Reflex DC 20 half). The saving throw DC is Dexterity-based, and includes the bonus from the ulat-kini troop's Ability Focus feat.

Treasure: Among the remains of the defeated troops is 5,430 gp worth of assorted coins and jewels that the ulat-kini had claimed as trophies. Along with this, the troops each carry two *potions of cure serious wounds* in

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a watertight container, a *staff of frost*, and a *wand of invisibility purge* (10 charges remaining).

Development: The defeat of this initial assault wave prompts Sharopech to launch its remaining forces against Talmandor's Bounty and the gathered locathah tribes. The PCs should only have 10 minutes to prepare before the start of the following encounter.

TALMANDOR'S BOUNTY EVENT 4: AM-ULAT-KINI (CR 17)

With the initial foray defeated, Sharopech launches his main offensive. Several more legions of ulat-kini stream onto the beach, forcing the locathahs back and into Talmandor's Bounty to fight alongside the settlers. Fighting individual ulat-kini should be background to the PCs main goal: the defeat of the ulat-kini's leader, Sharopech.

Creatures: Sharopech is an am-ulat-kini, a member of its race who witnessed the fall of Azlant firsthand. Responsible for numerous atrocities and offensives

against humanity and other surface species, Sharopech willingly pledged himself to the renewed war promised by Ochymua. Sharopech volunteered to personally lead the cleansing of the Azlant region.

Alongside Sharopech are two gillman sorcerers. Distant aboleths triggered these gillmen's long-seeded programming. The activation of these gillmen is the result of Ochymua's allied aboleths—the veiled master not having been present for the initial mental programming of the first gillmen. These dedicated and silent spellcasters act as magical support for Sharopech, their minds completely subservient to Ochymua's cause.

Hearing of the PCs' exploits and skill in combat, Sharopech seeks them out alongside his gillmen protectors. The am-ulat-kini seeks to test his mettle against the PCs and bring them low as a final deathblow to the settlement's morale.

ACTIVATED AGENTS (2)

CR 12

XP 19,200 each

Gillman sorcerer 12 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 310)

N Medium humanoid (aquatic)

Init +6; **Senses** Perception +0

DEFENSE

AC 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +4 shield)

hp 104 each (12d6+60)

Fort +7, **Ref** +6, **Will** +8; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments

Defensive Abilities enchantment resistance, unusual anatomy (25%)

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk sickle +6/+1 (1d6-1)

Special Attacks long limbs (10 ft.)

Bloodline Spell-Like Abilities (CL 12th; concentration +18)
9/day—acidic ray (1d6+6 acid)

Sorcerer Spells Known (CL 12th; concentration +18)
6th (4/day)—*freezing sphere* (DC 24)

5th (6/day)—*cone of cold* (DC 23), *feeblemind* (DC 21), *suffocation*^{APG} (DC 21)

4th (7/day)—*black tentacles*, *dimension door*, *telekinetic charge*^{UC}, *wall of ice* (DC 22)
3rd (7/day)—*dispel magic*, *fly*, *haste*, *lightning bolt* (DC 21), *tongues*

2nd (8/day)—*aboleth's lung*^{ARG} (DC 18), *invisibility*, *mirror image*, *scorching ray*, see *invisibility*, *shatter* (DC 20)

1st (8/day)—*charm person* (DC 17), *enlarge person* (DC 17), *mage armor*, *magic missile*, *shield*, *true strike*



0 (at will)—*acid splash*, *daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

Bloodline aberrant

TACTICS

Before Combat These gillmen cast *mage armor* and *shield* well before entering a zone of potential combat. Immediately prior to combat, they cast *fly*, *haste*, and *invisibility*.

During Combat The gillmen concentrate their efforts on bringing down enemies with their spells. Their first action is to set up Sharopech in melee with opponents by using *telekinetic charge* and sealing off the combat with a *wall of ice*.

Morale Their ancient aboleth programming activated, the gillmen fight to the death.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 10, **Wis** 10, **Cha** 23

Base Atk +6; **CMB** +5; **CMD** 18

Feats Combat Casting, Empower Spell, Eschew Materials, Focused Spell^{APG}, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation), Toughness

Skills Knowledge (arcana) +15, Spellcraft +15, Swim +7

Languages Aboleth, Common

SQ amphibious, bloodline arcana (+50% duration on polymorph effects)

Gear mwk sickle, *headband of alluring charisma* +4, *ring of protection* +1

SHAROPECH

CR 16

XP 76,800

Advanced skum fighter 13 (*Pathfinder RPG Bestiary* 294, 253)

LE Medium monstrous humanoid (aquatic)

Init +9; **Senses** darkvision 60 ft.; Perception +21 (+25 when underwater)

DEFENSE

AC 27, touch 13, flat-footed 24 (+9 armor, +3 Dex, +4 natural, +1 shield)

hp 230 (15d10+148)

Fort +16, **Ref** +12, **Will** +10 (+3 vs. fear)

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee +2 *shock two-bladed sword* +29/+24/+19

(1d8+17/17–20 plus 1d6 electricity) or

+2 *shock two-bladed sword* +27/+22/+17 (1d8+14/17–

20 plus 1d6 electricity), +2 *shock two-bladed sword*

+27/+22/+17 (1d8+10/17–20 plus 1d6 electricity) or

bite +22 (1d6+5), 2 claws +22 (1d4+5)

Special Attacks weapon trainings (double +3, natural +2, heavy blades +1)

TACTICS

Before Combat Upon spotting its foes, Sharopech consumes its *potion of fly* and *potion of heroism* to prepare for combat.

During Combat Sharopech moves to engage a foe, making full attacks with his double-ended blade.

Morale Sharopech has no concept of death or defeat and fights until slain.

STATISTICS

Str 24, **Dex** 20, **Con** 26, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +15; **CMB** +22; **CMD** 37

Feats Blinding Critical, Critical Focus, Exotic Weapon Proficiency (two-bladed sword), Greater Two-Weapon Fighting, Greater Weapon Focus (two-bladed sword), Improved Critical (two-bladed sword), Improved Initiative, Improved Two-Weapon Fighting, Multiattack^B, Power Attack, Step Up, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword)

Skills Acrobatics +2, Intimidate +18, Perception +21 (+25 when underwater), Stealth +20 (+24 when underwater), Swim +19; **Racial Modifiers** +4 Perception when underwater, +4 Stealth when underwater

Languages Aboleth, Azlanti, Undercommon

SQ amphibious, armor training 3

Combat Gear *potion of cure serious wounds*, *potion of fly*, *potion of heroism*; **Other Gear** +2 *splint mail*, +2 *shock two-bladed sword*

Development: Sharopech's defeat sends the remaining ulat-kini into disarray. The skum revert to baser instincts without their seasoned commander's presence and break from combat shortly after Sharopech's death. Their retreat removes the immediate threat against Talmador's Bounty and the locathah tribes, though the greater threat of Ochymua—not to mention the veiled master's goal of entering the Spindle Solution's compound—remains.

Before the PCs continue to the Spindle Solution's compound, they may decide to escort the surviving locathahs to safer lodging in Talasantri. Alternatively, Nieran Codali of the Mordant Spire might contact the PCs prior to their departure, warning them of the armies massing in the old Azlanti ruins of Kalas-Ti. Prior to moving onto the Spindle Solution base, the PCs should consider handling these remaining threats; otherwise, they'll develop in potentially devastating ways.

CONFLICT: THE BREAKING OF TALASANTRI

Prior to pursuing Ochymua, the PCs should check in on the underwater city of Talasantri. It's possible the PCs come to the underwater city escorting the locathahs from Talmador's Bounty, or to replenish supplies and craft magic items in preparation for their pursuit of the veiled master. Another option would be that the PCs hear about Ochymua's plans to ruin the city from Nieran Codali, whose Mordant Spire allies learn of the threat.

As the PCs arrive, they hear from their allies that a massive beast stirs only miles away—just as the

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MERFOLK INSTIGATOR

Doomcriers in Talasantri claimed. While the PCs disrupted agents of Ochymua during the events of “City of the Deep” in *Pathfinder Adventure Path* #124, several merfolk agents escaped. These agents managed to awaken a local terror: a vast aberration known as a plankta. This particular specimen is known to the people of Talasantri as Ruinquake and is believed to have formed around the still-blistering heat of an asteroid fragment that fell as part of Earthfall.

The ponderous advance of Ruinquake has the citizens of Talasantri gripped in a state of panic. The plodding creature is capable of unleashing untold destruction on the aquatic city, and there’s no force within Talasantri that can stand against such a threat. While preparations are ongoing to raise a defense against Ruinquake, such a conflict would doubtlessly cost hundreds of lives and is not guaranteed to succeed. Given this grim fact, the people of Talasantri request the PCs’ assistance in repelling the advancing threat.

In “City in the Deep,” the PCs reclaimed a magic spear that once belonged to Wavewalker, a hero who once saved the city from destruction. The PCs might have returned it to the city or they could have kept the spear. Regardless, the item could be useful against Ruinquake.

TALASANTRI EVENT 1: INSTIGATORS (CR 17)

The remaining agents of Ochymua move to intercept the PCs as the heroes depart Talasantri to deal with the impending threat of Ruinquake.

Creatures: Two deep merfolk are the only survivors from their group’s attempts to awaken Ruinquake. Their mission a success, they received further orders from their mysterious benefactor, Ochymua, to protect the plankta during its encroachment on Talasantri. Thus far, they’ve avoided engaging the few scouts Talasantri has sent to investigate Ruinquake’s advance. The presence of the PCs is another matter, and the merfolk are keenly aware of those who previously foiled Naqualia’s operations in the city.

The merfolk instigators hide within a gently moving bloom of normal jellyfish, alongside their trained giant jellyfish pets. The presence of these jellyfish assists the merfolk’s attempts to remain hidden, granting them an additional +8 circumstance bonus on their Stealth checks. The jellyfish ignore the merfolk but are hostile to any other creature they encounter. Meanwhile, the merfolk have learned to subtly control the general movement of the jellyfish bloom, and any one of them can spend a move action directing the mass of jellyfish to move in a desired direction.

As the PCs make their way toward the advancing plankta, the jellyfish bloom (and hidden merfolk and giant jellyfish within) advance toward them.

GIANT JELLYFISH (8)

CR 7

XP 3,200 each

hp 94 each (*Pathfinder RPG Bestiary* 2 170)

MERFOLK INSTIGATORS (2)

CR 15

XP 51,200 each

Deep merfolk magus 14 (*Pathfinder RPG Bestiary* 5 172, *Pathfinder RPG Ultimate Magic* 9)

N Medium humanoid (aquatic)

Init +10; **Senses** blindsense 30 ft., darkvision 60 ft.;

Perception +17

DEFENSE

AC 27, touch 17, flat-footed 20 (+4 armor, +6 Dex, +1 dodge, +2 natural, +4 shield)

hp 185 each (18d8+104)

Fort +14, **Ref** +11, **Will** +12

Defensive Abilities deep dweller, semitransparent;

Resist cold 5

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., swim 40 ft.

Melee +1 frost spear +21/+16/+11 (1d8+10/19–20/×3 plus 1d6 cold)

Special Attacks arcane pool (+4, 11 points), greater spell combat, improved spell recall, magus arcana (accurate strike^{UC}, close range^{UM}, disruptive^{UC}, empowered magic^{UM}), sneak attack +2d6, spellstrike, sprint

Magus Spells Prepared (CL 14th; concentration +18)

5th—*cone of cold* (DC 19), *telekinesis* (DC 19)

4th—*ball lightning*^{APG} (DC 18), *dimension door*, *forceful strike* (DC 18), *greater invisibility*, *stoneskin*

3rd—*displacement*, *force punch*^{UM} (DC 17), *ray of exhaustion* (DC 17), *aquatic scorching ray* (2)

2nd—*blur*, *darkness*, *frigid touch*^{UM} (2), *glitterdust* (DC 16), *mirror image*

1st—*chill touch* (2, DC 15), *shield*, *shocking grasp* (2), *true strike*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *mage hand*, *prestidigitation*

TACTICS

Before Combat The merfolk cast *shield* followed by *blur* when they spot approaching enemies.

During Combat Fighting among the jellyfish bloom, the merfolk take advantage of spells like *force punch* and *forceful strike* to send enemies through the reach of jellyfish attacks and other merfolk. In melee, they use their accurate strike and close range abilities to deliver powerful spellstrikes against their opponents.

Morale Their leader slain two adventures ago, these merfolk have no other way to prove themselves to their mysterious benefactor, and thus fight to the death.

Base Statistics Without *shield*, the instigator's statistics are AC 23, touch 17, flat-footed 16.

STATISTICS

Str 22, **Dex** 22, **Con** 18, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +13; **CMB** +19; **CMD** 36

Feats Aquatic Spell, Arcane Strike, Combat Expertise, Disruptive, Dodge, Improved Critical (spear), Improved Initiative, Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus (spear)

Skills Acrobatics +6 (–2 to jump), Intimidate +12, Knowledge (arcana) +25, Knowledge (dungeoneering) +21, Perception +17, Spellcraft +25, Stealth +24 (+32 underwater), Swim +22; **Racial Modifiers** +8 Stealth underwater

Languages Aboleth, Aklo, Aquan, Azlanti, Common

SQ fighter training (7th level), heavy armor, knowledge pool

Gear +2 leather armor, +1 frost spear, headband of vast intelligence +2, spellbook (contains all prepared spells and cantrips, plus *color spray*, *grease*, *hydraulic push*^{APG}, *magic missile*, *bear's endurance*, *cat's grace*, *dispel*

magic, *haste*, *lightning bolt*, *slow*, *wall of ice*, *baleful polymorph*, and *teleport*)

SPECIAL ABILITIES

Aquatic Spell An aquatic spell functions normally underwater and requires no caster level check to cast, even if it has the fire descriptor. In addition, the spell can be cast from the surface into water and still be effective. An aquatic spell uses up a spell slot 1 level higher than the spell's actual level. This feat originally appeared in *Pathfinder Player Companion: Melee Tactics Toolbox*.

Development: The defeat of the merfolk should end the combat. The remaining jellyfish don't pose a major threat to the PCs, unless they've delivered copious amounts of their poison. Regardless, once the merfolk are defeated, the PCs spot a looming figure moving along the floor of the ocean—the plankta, Ruinquake, approaches!

TALASANTRI EVENT 2: THE SHATTERER OF CITIES (CR 17)

The defeat of the merfolk instigators is just a precursor to the true threat to Talasantri: Ruinquake's ponderous form plods along the floor of the sea toward the submerged city!

Creature: There are few plankta scattered throughout the oceans of Golarion, and many of these specimens are the result of Earthfall. None exemplify this more than Ruinquake, whose aberrant form is constructed around the still-smoldering remains of an asteroid fragment that smashed an Azlanti city. Magma and steam hiss from its various cracks, and the water around Ruinquake is a writhing mass of distorted water.

Awoken by the merfolk dissidents once serving Naqualia, Ruinquake's mind is filled with images of Talasantri. The image of the surviving—not to mention prospering—aquatic city enrages the aberration. The driving force behind the plankta is an amalgam of souls and minds, including Azlanti and others slain by the asteroid fragment at Ruinquake's core. As a result, Ruinquake despises the existence of the living, especially those thriving in the aftermath of Earthfall. The plankta's only goal is to reach Talasantri and devastate the city.

Ruinquake first views the appearance of the PCs as an annoyance. Should the PCs damage Ruinquake, the aberration takes note of their presence and switches to attacking them. It begins by using its rain of boulders ability to target multiple PCs if it can. Should a PC wield Wavewalker's spear, *Seaspike*, then Ruinquake targets that character above all other targets, making a powerful charge and unleashing its bite and slam attacks. Ruinquake is wise in combat, and it refrains from using its clashing rocks ability unless the majority of its enemies are within 60 feet of it. Even then, it risks using this ability only while above 150 hit points. As a creature of pure spite, Ruinquake fights until destroyed.

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RUINQUAKE

CR 17

XP 102,400

Plankta (*Pathfinder RPG Bestiary* 5 195)

hp 313

Treasure: The smoldering core of the slain Ruinquake is a hunk of pure adamantine. There's a total of 60,000 gp worth of the substance in the core; enough adamantine to construct several weapons, or even up to six sets of heavy armor. If this substance is used to craft arms or armor within 2 weeks of Ruinquake's demise, the crafter gains a +10 circumstance bonus on the associated Craft checks, as the adamantine is still somewhat malleable from the heat of Ruinquake's core.

Development: Defeating Ruinquake spares Talasantri untold damage. As the PCs return, they're not only hailed once again as heroes, but also given new accolades as legends beyond the likes of Wavewalker. Ruinquake has long been a slumbering threat for the citizens of the aquatic city, and its destruction sends a renewed hope and sense of security throughout the formerly troubled city.

If the PCs haven't dealt with the plight in Talmandor's Bounty, they instead receive word of ulat-kini attacks

from recently arrived locathah refugees. The locathahs inform the PCs that several groups of their kind, including the Okoloro tribe, have sought refuge among the humans of Talmandor's Bounty. Massing skum armies have been spotted among the waves, and it's clear that Ochymua's agents are planning an assault against the people of the settlement.

Another follow-up is the appearance of an emissary of the Mordant Spire. The emissary indicates that Nieran Codali and a group of Mordant Spire elves made landfall near the remains of the old Azlanti metropolis of southern Kalas-Ti, where they plot against a massing army of aboleth-led skum and other indentured races.

A. CONFLICT: THE ARMIES OF KALAS-TI

Ochymua's massing armies represent the greatest threat to the region—perhaps to all of Avistan—at this point in the adventure. Tireless underlings of the veiled master prepare for war, even with Ochymua having departed to explore the Spindle Solution's complex to the west. While the Azlanti metropolis of Kalas-Ti once sprawled across the entire region, only a small section of the city survived Earthfall. This ruined area is abuzz with activity from a gathering army, as troops of ulat-kini muster for

war and aboleth servants scheme for positions of power within the new order.

Use the map on page 14 for this conflict's encounters.

Mordant Spire Watchers: A group of Mordant Spire elves waits just beyond sight of the ruins of the former city of Kalas-Ti, one of the Twin Jewels of Kynos that once covered this region. Nieran, if he survived previous adventures, works with these watchers to monitor the forces of Ochymua massing in the ruined structures just beyond the beach and develop a plan of attack before it's too late. The PCs likely find themselves brought to the area and briefed on the situation by Nieran or a messenger from the Mordant Spire.

While it's beyond the scope of the PCs' capabilities to defeat the entirety of Ochymua's armies, the elves of the Mordant Spire have identified several key targets. Disabling these objectives should buy the PCs enough time to enter the Spindle Solution's compound without the fear of Ochymua's army launching its invasion of the region. The objectives include the following places to strike to debilitate this growing army. The elves who have been watching this army grow can direct the PCs to each of the following locations.

Fleshwarper: A mysterious newcomer by the moniker of Doctor Hacksaw recently arrived in Kalas-Ti. The Mordant Spire elves don't know much more about Doctor Hacksaw than the name, but since the newcomer's arrival, many of Ochymua's aberrant troops have been spotted with organic fleshwarped augmentations. Finding and eliminating this recent arrival ensures such augmentations don't continue.

Mesh Nodes: Nieran and his allies discovered numerous organic apparatuses scattered within Kalas-Ti. Upon brief investigation, the Mordant Spire learned that these were actually organic "nodes" operating to extend the psychic communication network of the aboleths. The elves were unable to discover much else about the nodes, but they believe that sabotaging them may sow confusion among the forces in and around the area.

Transports: Despite the aquatic nature of the ulat-kini, Ochymua's army requires transports in order to properly convey it across the Arcadian Ocean. Several vehicles built to resemble gigantic metal crayfish rest along the beaches of Kalas-Ti. Their destruction should slow the advance of the skum legions.

RUINS OF KALAS-TI: SYMBOL TRAPS (CR 15)

Scattered all about the ruins of Kalas-Ti are symbols scrawled by Ochymua. The veiled master spent much of its time in the ruins after its release by the citizens of Talmandor's Bounty. During that time, it inscribed countless symbols throughout the area, later having attendant aboleths and activated gillmen perform *permanency* spells to ensure the symbols' lasting presence.

Traps: Numerous symbol spell traps line the crumbling walls of these ruins. During their travels between locations, the PCs have a 50% chance of stumbling across a random trap left by Ochymua. Specific locations within the ruined cluster of buildings note the presence of these symbols. Listed below are examples of symbols left behind by Ochymua in Kalas-Ti. PCs afflicted by a symbol of fear are likely to attract attention from nearby ulat-kini forces. Those afflicted by a symbol of persuasion are immediately compelled to find the nearest aboleth to negotiate with—an event that will undoubtedly lead to further mind-affecting encounters. The aboleths, gillmen, skum, and other enemies here are all attuned to the symbols scribed onto the walls of these ruins.

OCHYMUA'S SYMBOL OF FEAR CR —

Type magic; Perception DC 31; Disable Device DC 33

EFFECTS

Trigger spell; Reset none

Effect spell effect (*symbol of fear*, Will DC 26 negates); multiple targets (all targets within 60 feet)

OCHYMUA'S SYMBOL OF PERSUASION CR —

Type magic; Perception DC 31; Disable Device DC 33

EFFECTS

Trigger spell; Reset none

Effect spell effect (*symbol of persuasion*, Will DC 27 negates); multiple targets (all targets within 60 feet)

Story Award: Grant the PCs 76,800 XP if they manage to uncover and disable three or more of Ochymua's symbol traps within the ruins of Kalas-Ti.

A1. WATERWAYS (CR 15)

Shock waves devastated Kalas-Ti in the aftermath of Earthfall. Dozens of gouges from interplanetary debris not only shattered the continent, but also created thousands of fractures in the earth. While some of the architecture here managed to survive as the world around it was destroyed, dozens of new natural waterways flooded into the former streets of the metropolis. While these forming waterways were just another obstacle for the short-lived Azlanti who survived the immediate impact, the now-settled crevasses act as canals and provide the aquatic aboleths and their allies quick means of transit throughout the remains of this part of the ruined city.

Creature: One of Ochymua's recent mental conquests was a primordial sharklike creature known as an isonade. The isonade dwelled in the waters near the southernmost island in the region, and Ochymua found it during a long period of hibernation. The veiled master managed to dominate the isonade and commanded it to

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act as a guardian for the natural waterways crisscrossing the remains of the city.

PCs trying to enter the area by water encounter the isonade at some point during their attempt. The beast does its best to stymie PCs by grappling them and keeping them in the water. While not particularly mobile in the narrower water passages that thread through the city's remains, the isonade still pursues intruders as best it can.

ISONADE

CR 15

XP 51,200

hp 230 (*Pathfinder RPG Bestiary* 5 147)

Languages Aquan, Azlanti

Development: The isonade is one of many creatures enslaved by Ochymua. If the domination effect is dispelled, the isonade immediately flees the region in the attempt to find a new place to reside. Alternatively, a PC able to communicate with the isonade can attempt a DC 35 Diplomacy check to convince the creature to work with them against Ochymua's forces in the immediate vicinity. The rarity of isonades could increase the DC of the Sense Motive check to recognize this particular creature as being under a

dominate monster effect; the specific modifier and how the isonade's alliance plays into the PCs' activities in this area is left for you to decide.

Regardless of how the PCs overcome the isonade, it doesn't take Ochymua long to check in with its dominated sentry. The veiled master attempts to establish a connection with the isonade (in order to maintain control) in the next 2d12 hours. Failure to establish contact causes the veiled master to warn the aboleth commanders in the region, who increase their security around the landing site and mesh nodes.

Story Award: Reward the PCs 76,800 XP if they manage to free the isonade from mental domination. Award an additional 38,400 XP if the PCs manage to convince the primordial beast to join them against the growing army.

A2. LANDING SITE (CR 16)

Arrayed along the beach is a series of colossal shelled constructs loosely resembling lobsters. Ramps open from the bellies of these war machines, held in place with tightened ropelike sinew. Other great shells, resembling those of giant snails, loosely line the interior of the beach, each containing circular openings sized for a human.

The beach landing site is the primary point of disgorging ulat-kini traveling across the Arcadian Ocean to answer Ochymua's call from across the mesh of its allied omnipath. Most of Ochymua's growing forces moved from this area to area A3, which has become a growing muster point for the veiled master's hidden army. Still, several units of ulat-kini watch over the vessels resting along the shore here.

Transports: Paramount to the transport of these troops are the lobsterlike constructs along the beach. There are currently a total of 10 such constructs at rest in this area. Each of these transports is large enough to hold 100 Medium creatures within its bulk. An ulat-kini transport has 1,000 hp and a hardness of 10. It takes a half-hour to prepare the craft to take to the ocean, at which point they operate similarly to a warship (*Pathfinder RPG Ultimate Combat* 185), save that they can submerge and have a base speed of 150 feet (magic) and acceleration 60 feet (magic).

Creatures: Four groups of ulat-kini troops, along with three activated gillmen agents, guard the vehicles in this area. They have orders to ensure no damage comes to the transports, and diligently patrol the area for intruders.

ACTIVATED AGENTS (3) **CR 12**
XP 19,200 each
hp 104 each (see page 10)

ULAT-KINI TROOPS (4) **CR 10**
XP 9,600 each
hp 124 each (see page 9)

Treasure: The ulat-kini troops have a total of 6,450 gp worth of assorted coins and jewels among them. A successful DC 25 Perception check reveals a *belt of mighty constitution* +4, a *ring of the sea strider*^{UE}, and three *potions of cure serious wounds* among the defeated troops.

Development: The lobster transports are durable, but they are only one of the PCs' focus targets in Kalas-Ti. Be sure to reward clever plans to destroy or disable the vessels (such as a well-placed *disintegrate* spell), as it can be quite monotonous to have the PCs repeatedly rolling attacks against the hulls of the ships—unless of course the PCs enjoy venting their frustrations in such basic displays of martial prowess!

The destruction of the ulat-kini transports disrupts the army's ability to cross the ocean at reasonable speeds and hampers Ochymua's reach throughout the region of ruined Azlant. Destroying these transports prevents further ulat-kini assaults on locations such as

Talmandor's Bounty or Talasantri, though it does not prevent the two previously listed conflicts if the PCs tackled them in a different order.

Story Award: Reward the PCs an additional 76,800 XP for successfully destroying at least four of the transports in this area.

A3. MASSING POINT (CR 17+)

Thick pavilion canvas stretches across the ruins of ancient buildings, while house-sized seashells throughout the area act as dwellings. Hundreds of figures roam about here, from armored fishlike soldiers, to robed humans with visible gills, and even multi-tentacled behemoths plodding through connecting waterways.

Creatures: Scores of aboleths, activated gillmen agents, and ulat-kini meander around this militarized section of the ruins.

In charge of varying army units, many of the skum commanders are veteran ulat-kini who've lived for hundreds—even thousands—of years. The muster is a mixed affair, with many ulat-kini lacking the cohesion once their kind once had during the height of the alghollthu empire. Still, their numbers should be recognizable as overwhelming, even to the PCs' considerably powerful estimate.

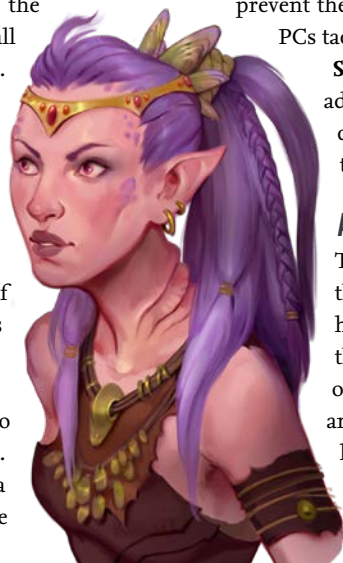
Should the PCs opt to engage the armies, you can use the Ulat-Kini troop and activated agent gillmen statistics provided in this adventure, to represent the countless legions of gillmen and skum mustering to Ochymua's call for war. Along with these legions are a host of veteran ulat-kini, as well as aboleth commanders, activated gillmen agents, indentured faceless stalkers, and other fleshwarped creatures.

ACTIVATED AGENTS (VARIES) **CR 11**
XP 19,200 each
hp 105 each (see page 10)

ULAT-KINI TROOPS (VARIES) **CR 10**
XP 9,600
hp 124 (see page 9)

A4. FANE OF AESOCAR (CR 16)

The site formerly overseen by the Azlanti faithful of Aesocar, god of health and medicine (see page 67 of *Pathfinder Adventure Path* #123: *The Flooded Cathedral*), survived Earthfall mostly intact. Ochymua identified the structure, which appears to have at one point been a hospital, as a potential site for its commanders to use, but



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they shunned the site when they discovered the taint of the divine upon the building as well as the ruined structure's clockwork protectors. The interior is mostly shattered and broken stone, though the outside maintains a sturdy facade that offers protection from the elements and can keep a group concealed from the city streets.

Creatures: Two protectors, clockwork angels crafted in the bygone era of Azlant, stand sentinel atop the upper walls of the fane. These angels have both suffered serious damage over the passing millennia, but they are still operable and able to keep each other wound. Their programming remains defensive—they attack only creatures approaching the entrance of the fane. The former high priestess set this programming to ward off looters in the face of Earthfall and perished in the calamity before she had a chance to reprogram the constructs.

CLOCKWORK ANGELS (2)

CR 15

XP 51,200 each

hp 210 each (currently 160, *Pathfinder RPG Bestiary* 6 58)

Melee +1 flaming keen glaive +28/+23/+18/+13
(1d10+11/×3 plus 1d6 fire)

Gear masterwork glaive

Treasure: Skeletal remains litter the fane's interior—victims of the clockwork angels. A total of 285 gp worth of assorted coins and precious gems is scattered around these bodies. In addition, one of the skeletons clutches a rod that is revealed to be a *rod of security*. Investigating the ruins takes roughly 20 minutes, and requires a successful DC 28 Perception check to discover a hidden cache of treasures lodged within the walls. The cache—hidden by Aesocar's priests who worked in the facility prior to Earthfall—contains 8,000 gp worth of rare gems, *healer's gloves*^{UE}, a *ring of curing*^{UE}, and a *scroll of resurrection*.

Development: Defeating the clockwork angels allows the PCs unimpeded access to the interior of the fane. The structure gives the PCs a place to rest during their exploration of Kalas-Ti. The holy site is anathema to the atheist beliefs of the alghollthus, and Ochymua's servants give it a wide berth. Due to lingering magic imbued within the structure long ago, living creatures that rest within the building regain twice as many hit points from natural healing.

A5. THE LABORATORY (CR 16)

A stone slab rests in the center of this circular room, a single light hanging only a few feet above it. The remains of a tortured humanoid body rest on the slab, mutilated almost beyond recognition. Arms and legs have been sawn off and replaced with inexplicable organic appendages. One arm now ends in a clawlike pincer, while a severed leg ends in a tumor-laden mass of meat.

This area is the laboratory used by Doctor Hacksaw, the ulat-kini's resident fleshwarper. No true light exists in the chamber; the light above the slab is just the lure of the occupant's master. The single-room structure is lined with stone shelving, containing various implements of the fleshcrafting art, while the central slab table is meant for the doctor's ongoing experiments.

Creatures: A ceratioidi, a strange aquatic creature who goes by the name of Doctor Hacksaw, spends her time in this macabre surgical chamber. The birth name of the creature is lost, having been forgotten during her years traveling the breadth of Avistan. She acquired an interest in anatomy from the city of Caliphas in distant Ustalav, whose streets she stalked from where she dwelled in the adjacent Avalon Bay. Doctor Hacksaw took her moniker from the many doctors she tortured as part of her early studies—studies that quelled a rage-filled beast that dwells in the back of her mind. In Caliphas, she learned snippets of her race's history, as well as supposition of their connection with the alghollthus. With this information, Doctor Hacksaw made the journey into the Darklands, where she pledged herself to an aboleth master.

Now, years since her first kills, Doctor Hacksaw is well versed in the alghollthu sciences, and in particular, the art of fleshwarping—a vile discipline used to add organic augmentations to living creatures. When her aboleth instructor refused Ochymua's call to war, the doctor slew it and pledged her services to the veiled master.

Since arriving in Kalas-Ti, she's performed numerous fleshwarping experiments to augment Ochymua's growing army. Having dispensed with her original hacksaw, she now uses a serrated battleaxe, crafted by ulat-kini artificers, to similar gruesome effect.

As the PCs enter the chamber, Doctor Hacksaw stands above the central surgical table. The only light source is her lure, which she activates as a free action to distract PCs and highlight her abattoir-like chamber, prior to turning invisible. Four heavily fleshwarped cloaklers dwell in the ceiling, descending to assist Doctor Hacksaw once the PCs approach further.

DOCTOR HACKSAW

CR 14

XP 38,400

Female ceratioidi alchemist (vivisectionist) 10/barbarian 3
(*Pathfinder RPG Bestiary* 3 50, *Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Ultimate Magic* 20)

NE Medium monstrous humanoid (aquatic)

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

Perception +21

DEFENSE

AC 29, touch 14, flat-footed 25 (+6 armor, +3 Dex, +1 dodge, +5 natural, +4 shield)

hp 198 (17 HD; 10d8+4d10+3d12+112)

Fort +16, **Ref** +15, **Will** +11

Defensive Abilities fortification 50%, trap sense +1, uncanny dodge; **Immune** mind-affecting effects, poison; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 50 ft.

Melee +1 vicious battleaxe +21/+16/+11 (1d8+6/19-20/x3 plus 2d6) or

2 slams +19 (1d4+5), tentacle +14 (1d4+2 plus grab)

Special Attacks lure, rage (13 rounds/day), rage power (no escape), sneak attack +5d6 plus 5 bleed or +2 Str damage

Alchemist Extracts Prepared (CL 10th; concentration +15)

4th—*freedom of movement*, *greater invisibility*

3rd—*cure serious wounds*, *fly*, *haste*, *heroism*

2nd—*bull's strength*, *cure moderate wounds* (2),

protection from arrows, *resist energy*

1st—*bomber's eye*^{APG} (2), *deathwatch*, *disguise self*, *shield*, *true strike* (2)

TACTICS

Before Combat Prior to combat, Doctor Hacksaw consumes her extracts of *shield* and *protection from arrows*.

During Combat Doctor Hacksaw prefers to remain invisible and sneak attack opponents with her battleaxe.

Morale While in a rage, Doctor Hacksaw fights to the death.

Base Statistics Without *shield*, Doctor Hacksaw's statistics are AC 25, touch 14, flat-footed 21.

STATISTICS

Str 20, **Dex** 16, **Con** 20, **Int** 20, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +19 (+23 grapple); **CMD** 33

Feats Ability Focus (lure), Brew Potion, Dodge, Extra Discovery^{APG}, Improved Critical (battleaxe), Iron Will, Mobility, Power Attack, Throw Anything, Toughness, Weapon Focus (battleaxe)

Skills Acrobatics +22, Bluff +18, Craft (alchemy) +25 (+35 to create alchemical items), Heal +21, Intimidate +21, Perception +21, Sense Motive +18, Spellcraft +25, Stealth +22, Swim +12

Languages Aboleth, Aklo, Aquan, Azlanti, Common, Elven

SQ alchemy (alchemy crafting +10), discoveries (bleeding attack +5, crippling strike, preserve organs^{UM}, sticky poison, tentacle^{UM}), dual mind, fast movement, mutagen (+4/-2, +2 natural armor, 100 minutes), poison use, primitive amphibian, swift alchemy, torturous transformation

Gear +2 fire resistance armored coat^{APG}, +1 vicious battleaxe, belt of physical might +2 (Dex, Con), formula book (contains all prepared extracts plus *anthropomorphic animal*^{UM}, *awaken*, *baleful polymorph*, *comprehend languages*, and *spider climb*)

FLESHWARPED CLOAKERS (4)

CR 10

XP 9,600 each

Cloaker slayer 8 (*Pathfinder RPG Bestiary* 47, *Pathfinder RPG Advanced Class Guide* 53)

CN Large aberration

Init +9; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 26, touch 15, flat-footed 20 (+5 Dex, +1 dodge, +11 natural, -1 size)

hp 177 each (14 HD; 6d8+8d10+106)

Fort +15, **Ref** +13, **Will** +8

Defensive Abilities carapace, shadow shift

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +19 (1d8+7 plus poison), tail slap +13 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)



DOCTOR HACKSAW

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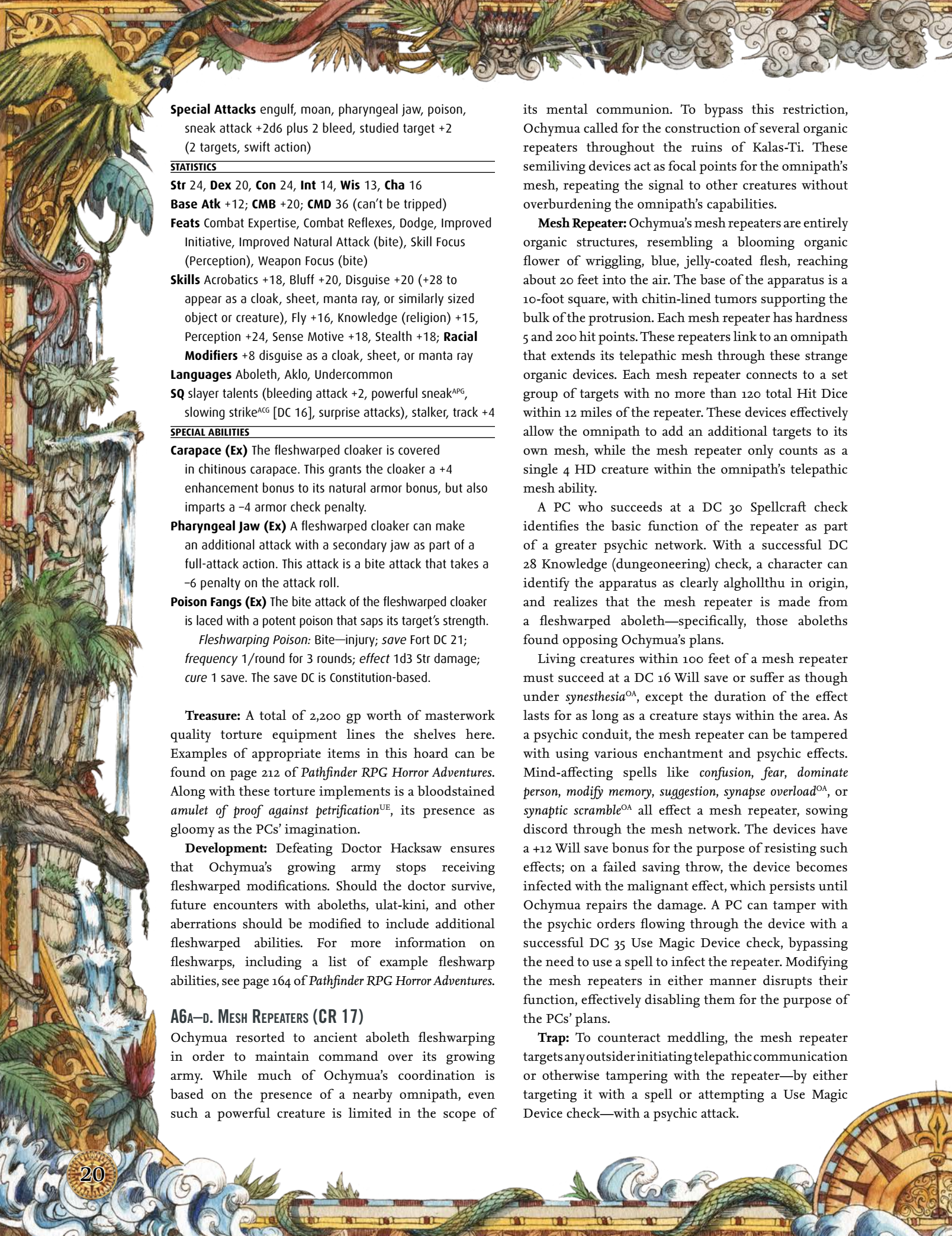
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Special Attacks engulf, moan, pharyngeal jaw, poison, sneak attack +2d6 plus 2 bleed, studied target +2 (2 targets, swift action)

STATISTICS

Str 24, **Dex** 20, **Con** 24, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 36 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (bite), Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +18, Bluff +20, Disguise +20 (+28 to appear as a cloak, sheet, manta ray, or similarly sized object or creature), Fly +16, Knowledge (religion) +15, Perception +24, Sense Motive +18, Stealth +18; **Racial Modifiers** +8 disguise as a cloak, sheet, or manta ray

Languages Aboleth, Aklo, Undercommon

SQ slayer talents (bleeding attack +2, powerful sneak^{APG}, slowing strike^{ACG} [DC 16], surprise attacks), stalker, track +4

SPECIAL ABILITIES

Carapace (Ex) The fleshwarped cloaker is covered in chitinous carapace. This grants the cloaker a +4 enhancement bonus to its natural armor bonus, but also imparts a -4 armor check penalty.

Pharyngeal Jaw (Ex) A fleshwarped cloaker can make an additional attack with a secondary jaw as part of a full-attack action. This attack is a bite attack that takes a -6 penalty on the attack roll.

Poison Fangs (Ex) The bite attack of the fleshwarped cloaker is laced with a potent poison that saps its target's strength.

Fleshwarping Poison: Bite—injury; save Fort DC 21; frequency 1/round for 3 rounds; effect 1d3 Str damage; cure 1 save. The save DC is Constitution-based.

Treasure: A total of 2,200 gp worth of masterwork quality torture equipment lines the shelves here. Examples of appropriate items in this hoard can be found on page 212 of *Pathfinder RPG Horror Adventures*. Along with these torture implements is a bloodstained *amulet of proof against petrification*^{UE}, its presence as gloomy as the PCs' imagination.

Development: Defeating Doctor Hacksaw ensures that Ochymua's growing army stops receiving fleshwarped modifications. Should the doctor survive, future encounters with aboleths, ulat-kini, and other aberrations should be modified to include additional fleshwarped abilities. For more information on fleshwarps, including a list of example fleshwarp abilities, see page 164 of *Pathfinder RPG Horror Adventures*.

A6A—D. MESH REPEATERS (CR 17)

Ochymua resorted to ancient aboleth fleshwarping in order to maintain command over its growing army. While much of Ochymua's coordination is based on the presence of a nearby omnipath, even such a powerful creature is limited in the scope of

its mental communion. To bypass this restriction, Ochymua called for the construction of several organic repeaters throughout the ruins of Kalas-Ti. These semiliving devices act as focal points for the omnipath's mesh, repeating the signal to other creatures without overburdening the omnipath's capabilities.

Mesh Repeater: Ochymua's mesh repeaters are entirely organic structures, resembling a blooming organic flower of wriggling, blue, jelly-coated flesh, reaching about 20 feet into the air. The base of the apparatus is a 10-foot square, with chitin-lined tumors supporting the bulk of the protrusion. Each mesh repeater has hardness 5 and 200 hit points. These repeaters link to an omnipath that extends its telepathic mesh through these strange organic devices. Each mesh repeater connects to a set group of targets with no more than 120 total Hit Dice within 12 miles of the repeater. These devices effectively allow the omnipath to add an additional targets to its own mesh, while the mesh repeater only counts as a single 4 HD creature within the omnipath's telepathic mesh ability.

A PC who succeeds at a DC 30 Spellcraft check identifies the basic function of the repeater as part of a greater psychic network. With a successful DC 28 Knowledge (dungeoneering) check, a character can identify the apparatus as clearly alghollthu in origin, and realizes that the mesh repeater is made from a fleshwarped aboleth—specifically, those aboleths found opposing Ochymua's plans.

Living creatures within 100 feet of a mesh repeater must succeed at a DC 16 Will save or suffer as though under *synesthesia*^{OA}, except the duration of the effect lasts for as long as a creature stays within the area. As a psychic conduit, the mesh repeater can be tampered with using various enchantment and psychic effects. Mind-affecting spells like *confusion*, *fear*, *dominate person*, *modify memory*, *suggestion*, *synapse overload*^{OA}, or *synaptic scramble*^{OA} all effect a mesh repeater, sowing discord through the mesh network. The devices have a +12 Will save bonus for the purpose of resisting such effects; on a failed saving throw, the device becomes infected with the malignant effect, which persists until Ochymua repairs the damage. A PC can tamper with the psychic orders flowing through the device with a successful DC 35 Use Magic Device check, bypassing the need to use a spell to infect the repeater. Modifying the mesh repeaters in either manner disrupts their function, effectively disabling them for the purpose of the PCs' plans.

Trap: To counteract meddling, the mesh repeater targets any outsider initiating telepathic communication or otherwise tampering with the repeater—by either targeting it with a spell or attempting a Use Magic Device check—with a psychic attack.

XP 51,200

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger spell; **Reset** automatic (every 1d4 hours)**Effect** spell effect (*psychic crush IV*^{oa}, 9d6+15 damage, Fortitude/Will DC 25 partial)

Development: There are four mesh repeaters in all, scattered throughout the ruins. The PCs' goal should be to destroy or infect as many as they can, but it only takes the destruction or tampering of two repeaters to sow chaos in Ochymua's growing army. If the PCs fail to accomplish this mission prior to exploring the Compass, they'll find themselves confronted by ulat-kini reinforcements that Ochymua has contacted through the mesh.

Story Award: Award the PCs 102,000 XP if they manage to destroy or infect at least two mesh repeaters. Should they manage to destroy or infect all four of the mesh repeaters, award the PCs an additional 76,800 XP.

PART 2: ON KALAS-TI

The second portion of the adventure serves just as well as an opening in the event that the PCs ignore the growing threats in the region and move straight toward the Spindle Solution's base. The PCs discovered the general location of the Spindle Solution's primary base, the Compass, during their exploration of Auberon's tower in the previous adventure.

An almost 10-mile-wide jungle of dense, overgrown foliage and snaking waterways covers the region where Auberon's map indicated the location of the Compass. The area lies just west of the remaining buildings that were once part of Kalas-Ti. While the PCs have the general idea of the location, it should take the PCs some time to comb through the area in search of the exact entrance to the Spindle Solution's primary installation.

B. THE TANGLED MORASS

This particular region of ruined Azlant has no proper name. The Tangled Morass is simply a title imparted to it by one of the region's longest-lived creatures, the wyrwood Gardener. Dense trees and thick vines cover the ground here, having grown fat off ample water supplied from dozens upon dozens of winding streams that move through the area.

While they likely have advanced methods of travel at this point, should the PCs decide to explore by foot, their travel is heavily impeded. The jungles of the morass impede regular overland movement to one-quarter normal speed. However, ground travel provides the PCs a better opportunity to discover the various individual locales in the region, as the jungle canopy covers some of them. Assuming an average party base speed of 30 feet, it takes 2 days to travel from one side of the Tangled Morass to the other.

Use the map on the inside front cover for areas B1–B9.



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IOUN TOWERS

The largest structures in the Tangled Morass are the broken remnants of several ioun towers. The white marble towers jut up through the jungle's canopy, ranging anywhere from 50 to 100 feet in height. These ancient Azlanti wrecks were once the public-facing pride of the Spindle Solution's efforts in the area. Now the ruins mark the area as unique among the remaining continental ruins.

A single intact ioun tower remains within the Tangled Morass (see area **B1**). If they haven't investigated the tower yet, the PCs might get a hint of its function if they realize that they haven't been hungry or thirsty while exploring this part of the island.

Effect: The ioun towers acted as arcane signal transmitters, blanketing the region with a unique magical effect. A *clear spindle ioun stone* was slotted into the base of each of the original ioun towers, but now only one active tower remains. Each destroyed tower has a 25% chance of still housing its embedded *ioun stone*.

The active tower is still enough to cover the area (everything in a 7-mile radius from the tower) with its effect. This grants all creatures within the region the beneficial effects of a *clear spindle ioun stone*, which alleviates the need to drink or eat, without the need to have a stone physically orbiting their heads. A successful DC 40 Use Magic Device check allows a creature to successfully swap out the embedded *ioun stone* in the active tower. Some *ioun stones* work better in this configuration than others, while some simply do not function in an ioun tower (GM's discretion).

B1. INTACT IOUN TOWER

A vast, bone-white edifice soars 150 feet into the air with a diameter of about 30 feet. Arcane symbols cover the otherwise inaccessible structure, accented with thick filaments of brass, gold, and silver. A blue crystal dome covers the tip of the tower and faintly pulses with a pale blue light.

While there are several broken ioun towers within the Tangled Morass, this is the only such tower still operable. A combination of solid foundation and luck saw the 150-foot tall tower survive the events of Earthfall and the intervening millennia.

Ioun Tower: If viewed with *detect magic*, the ioun tower shimmers with varying magical auras, cycling through all schools of magic. A successful DC 40 Spellcraft check allows a character to identify the tower as a transmitter

that shares several underlying parallels to the magic of *ioun stones*, and also reveals the ability to swap out the internal *ioun stone*, though such adjustments requires a successful DC 40 Use Magic Device check as mentioned in the Ioun Towers sidebar.

B2. MOON GATE

A dais of cracked stone fills the center of an open clearing. Atop the dais, four massive brass spikes protrude, each at the corner of a large square. Narrow lines of gold and silver trace the square's edges on the stone floor between the protrusions and up each spike, with several gems embedded around the base of each.

At their apex, the Azlanti developed numerous magical technologies to take them beyond the protective bubble of Golarion. One of the empire's greatest achievements was the establishment of several enclaves on Golarion's moon. The platform in this area is actually a functional but deactivated portal to a former Azlanti lunar settlement, now entirely overrun by the junglelike, demon-infested Moonscar.

Ochymua recently traveled through the area and tested the portal's capabilities, briefly opening it. Once the veiled master realized the purpose of the portal, it deactivated the device. A PC can identify the teleportation-based nature of the device with a successful DC 38 Spellcraft check, but activation is an involved process.

Sadly for the region, several specimens of lunar wildlife exited the portal during the brief activation by Ochymua, burrowing into the area's soil. With a successful DC 20 Survival check, a character notices the presence of various burrowing creatures having moved through the area. These lunar specimens now nest in area **B4**.

Development: It's possible for the PCs to reactivate the lunar portal, though the exact method of doing so is beyond the scope of the adventure. This gateway could easily act as a means for the PCs to continue their exploits past this adventure. Properly activating the portal requires fully researching the device and learning how to operate it, a process that could take weeks, if not longer. However, a creature can attempt to activate it blindly with a successful DC 55 Use Magic Device check. If the gateway is activated, the PCs could travel through it to explore the Moonscar, or additional lunar threats might emerge to challenge them. You could also use this portal to pull the PCs into the events of *Pathfinder Module: The Moonscar*—an adventure for 16th-level characters that further details this alien landscape.

B3. GARDENS (CR 14)

Rows of rectangular stone planters fill this spacious area. A variety of flora spills from them, though it does not intrude

upon the walkways between. The foliage from the dense forest beyond abruptly stops at the edge of the garden, held back by some unseen force.

This area once acted as a public garden, accessible to any Azlanti citizen seeking to tour the grounds of the Spindle Solution's facilities. Jazradan and other members of the Spindle Solution took long breaks in this area, enjoying the natural environments maintained by small armies of servants. The garden is as well preserved as it was in the heyday of the empire, though just past the periphery of the stone walkways, the vast forest rises.

Creatures: A wyrwood who identifies itself as Gardener tends to this area. It's a survivor of the Azlanti empire and a former servant of the Spindle Solution. In the intervening millennia, Gardener became well attuned with nature and has become a powerful druid as a result. Still, its construct nature means that Gardener lacks the resilience of similarly powerful humanoids, and it maintains an array of abilities better suited to control and area maintenance than anything combat related.

Presented with the appearance of the PCs, Gardener is immediately inquisitive, though guarded about the Spindle Solution and the entrance to the Compass facility. If the PCs explain their mission to Gardener, the wyrwood offers to help guide them to the Compass's entrance, as long as they offer it some assistance. Particularly, Gardener is worried about the arrival of extraterrestrial creatures from the recently activated moon gate. If the PCs manage to slay the creatures that currently nest in the mudflats of area B4, then Gardener pledges its support.

GARDENER CR 14
XP 38,400
hp 111 each (see page 58)

Development: If the PCs defeat the somalcygots in area B4, Gardener establishes a full dialogue with the PCs. The construct has long assumed that Jazradan and the remainder of the Spindle Solution are dead. Gardener personally guides the PCs to the location of the Drain (area B7), and informs them that the tunnel leads deep into the earth. Gardener knows that only authorized members can access the teleportation lift to the Compass and offers to activate the device to get the PCs into the facility.

Gardener knows little of the operations within the Compass, though the wyrwood comments that the facility was one of the most secure facilities in the empire. Gardener also has basic information on each of the Spindle Solution's constituent members and can provide some general information such as race and specialization (see page 27). The druid doesn't know any of the specific operations of the facility or details of the

AMETHYST CRESCENT IOUN STONE

An experimental endeavor, the *amethyst crescent ioun stone* was one of several unique innovations attempted by the Spindle Solution. The gem harnessed raw positive energy and powerful transmutation powers to quickly repair damage to living creatures and constructs alike. While successful, the gem proved incredibly costly to produce and was not feasible for mass production. Rather than risk the gem falling into the hands of enemies, the Spindle Solution's leader, Jazradan, hid the stone within a specially constructed wyrwood.

AMETHYST CRESCENT IOUN STONE

SLOT none	CL 12th	WEIGHT —
AURA strong varied		

MINOR
ARTIFACT

An amethyst crescent grants fast healing 2 to its wearer as well a +4 circumstance bonus on saving throws against negative energy and death effects.

DESTRUCTION

This unique *ioun stone* is infused with powerful positive energy. In order to destroy it, the stone must be cast into the Negative Energy Plane, where it can be shattered after floating through the entropy for at least 1 week.

staff. Gardener shouldn't follow the PCs into the wings of the Compass, unless you think the party could use the additional NPC assistance. Be aware that Gardener's presence, specifically the rare *ioun stone* embedded in the construct's heart, allows greater access to the Compass—if you don't want the PCs to have such unrestricted access, it's entirely reasonable to further limit the access of the *amethyst crescent ioun stone* in the Compass.

In the unlikely event that the PCs attack Gardener, the wyrwood fights to the best of its abilities. If outmatched, Gardener doesn't hesitate to use *word of recall* to escape into a hidden cave in the Tangled Morass. How the druid shows up after this is up to the needs of the campaign, but unless the PCs can somehow overcome the security measures of the Drain entrance (area B9), they need to earn Gardener's assistance or slay the wyrwood to claim its embedded *ioun stone*.

B4. LUNAR NEST (CR 16)

An unremarkable plain of brown mud stretches from the edge

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of the forest toward a vast body of water. Amid the mud is a single, tilted, thirty-foot-wide platform of pinkish marble, capped with a brass circle roughly three feet in width. Various circular holes, each surrounded by dozens of fist-sized impact craters, mar the surrounding mud.

The mudflats here are the result of erratic water patterns from the nearby rivers and streams. In some of the more recent movements, a projection pad was lodged in the mud. The angled platform is similar to the communication hubs seen by the PCs in previous adventures (such as the dais on page 39 of *Pathfinder Adventure Path* #121). Once approached by a living humanoid, the pad creates a distorted image of Jazradan. This illusory image stutters and provides no audio, but it does allow the nearby ghost (see area C on page 28) to see the PCs and realize how close they've come to his complex.

Creatures: A clutch of four somalcygots now nests in these flats. The terrain is suitable for their burrowing, and also rich with water—something the creatures aren't normally used to enjoying. Originally from the moon, they made only rare treks into the verdant Moonscar. During their most recent visit, they discovered the open moon gate and traveled through to Golarion. The somalcygots have disrupted the ecosystem by gorging on the local wildlife, despite the effects of the *ioun* tower sustaining them without the need to eat—the somalcygots are cruel creatures who enjoy the hunt as much as the meal.

If the PCs traverse or land in the mudflats, or investigate the platform, one of the creatures emerges to attack. On the following round, the remaining three burst up from the ground in search of prey.

SOMALCYGOTS (4)

CR 12

XP 19,200 each

hp 189 each (*Pathfinder RPG Bestiary* 5 234)

B5. CAVE LAKE ENTRANCE

A rushing river ejects from an enormous cave mouth, carved from a vast rise. The rocky hill towers above the nearby forest, and the passage within is large enough for a barge to pass within.

There are three entrances to the concealed lake at the center of this part of the island. Before Azlant's destruction, these entrances were guarded and hidden,

but the rupture of the continent and the thousands of years that have passed have opened these massive passages and allowed the water within to spill out in the form of rivers.

B6. THE CONCEALED LAKE (CR 17)

The connecting waterway opens into an immense cavern. Several hundred feet in the air, storm clouds roil above a lake contained within the cavern. Bolts of lightning blast near the center of the lake, where the faint outline of a structure is visible.

The low mountain in the western part of the island conceals a hidden lake.

Three rivers emerge from the lake, exiting the hill and running through the shattered island to the sea. This lake houses the sole entrance to the Spindle Solution's primary compound, the Compass. The Compass was hidden beneath a mountain in Kalas-Ti that was surrounded with outposts on the lookout

for anyone poking around the mountainside. Within the mountain, the architects of the Spindle Solution designed an artificial lake that tapped into an aquifer deep beneath the earth. They hollowed out existing caverns in what was a dormant volcano and built the Compass within, complete with defenses.

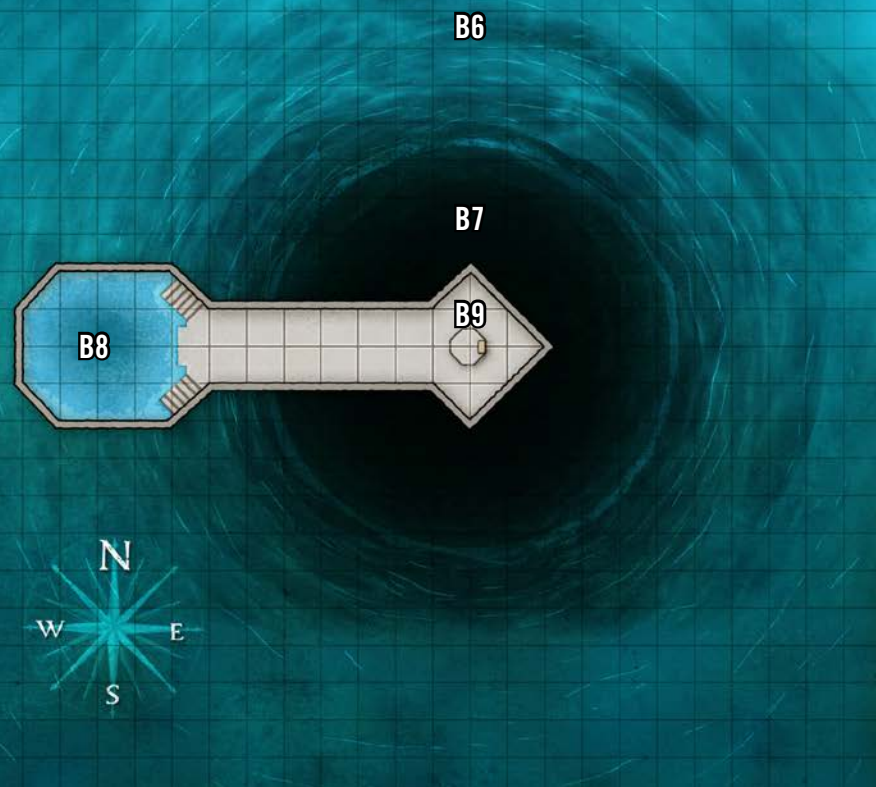
Magically created storm clouds roil just under the ceiling of the cavern, affecting the entire area as if it were a thunderstorm (*Pathfinder RPG Core Rulebook* 438). Such is the intensity of the stationary storm that lightning bolts strike a random target above water every 1d3 rounds, dealing 10d8 points of electricity damage (Reflex DC 25 half).

Creature: An ancient aquatic terror known as a lusca plies the cavern lake surrounding the entrance to the Spindle Solution compound. The lusca has standing orders to prevent any living creature from reaching the Compass entrance without prior approval from Ochymua. Thus far, no intelligent creatures have made the attempt, and the lusca has fed only on local aquatic wildlife.

The lusca is dogged in its attempts to stop the PCs from entering the Compass. It realizes they must be powerful foes to have made it this far, and begins by attempting to summon dire shark allies. From there it uses its tentacles to grapple opponents and drag them underwater. At range, it uses its spell-like abilities and allows the PCs to be struck by the storm's lightning. It knows that for the PCs to proceed, they'll need to attempt entry into the facility through the arrival platform (area B8), which is flooded, so even if the PCs avoid the lake

B6–B9. CONCEALED LAKE

1 SQUARE = 10 FEET



and make it to the platform, the lusca can still attack them there.

LUSCA CR 17
XP 102,400
hp 270 (*Pathfinder RPG Bestiary* 5 161)

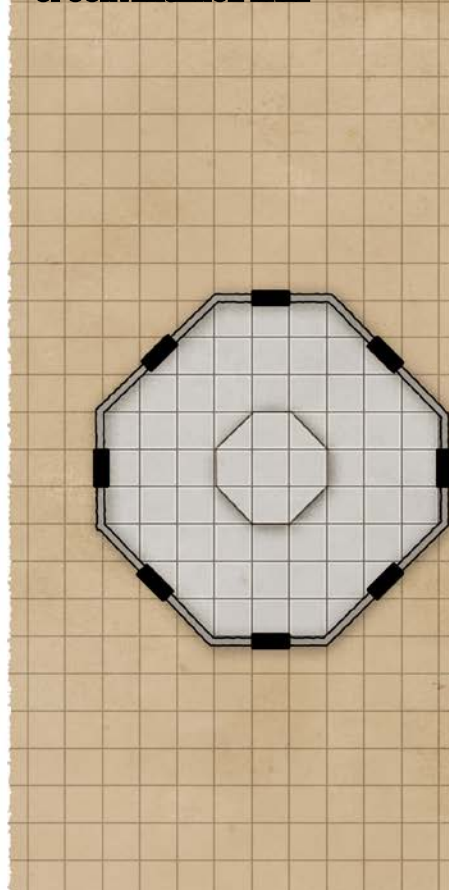
B7. THE DRAIN

Water tumbles down into nothingness, creating a 100-foot-diameter gap in the lake. A great stepped-stone structure in the shape of a diamond stands in the center of the gap atop an octagonal stone shaft that descends into the lightless depths of the gap. From the western corner of the stone diamond, a wide bridge of darker stone stretches across the gap and down to a partially submerged platform.

This complex is the aboveground installation that leads into the Compass. The Drain—as those at the Spindle Solution called it—can be accessed only by crossing the bridge from the adjoining arrival platform and entering the diamond-shaped structure.

The gap extends down beyond the floor of the lake for almost 2,000 feet. At the lake's floor, only 200 feet below

C. CONVERGENCE HALL



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the water's surface, a magical effect transports all matter that isn't water to a temporary outlet portal at a random location within 2d10 miles of the Drain. This effect spans the length of the shaft and was put in place to prevent any matter (aside from water) from making its way into the subterranean facility. A PC who succeeds at a DC 40 Knowledge (engineering) or Spellcraft check can identify the magical effects as a sort of filter. The fact that the lake hasn't utterly flooded in the intervening 10,000 years strongly implies that similar magic redirects some of the water as well.

B8. ARRIVAL PLATFORM

The entrance to this stone structure stands just below the surface of the water. Liquid pours into a partially submerged chamber within, from which twin staircases rise to a balcony overlooking the room. A wide passage continues east from the balcony.

This area was the means by which members of the Spindle Solution arrived at the entrance of the Compass. The floor here once contained a teleportation circle that allowed a member with the proper *ioun* stone to enter



a connected circle elsewhere in other Spindle Solution facilities and instantly teleport to this platform.

Luckily, magical reinforcement of the stone and protections within the mountain's interior kept the structure from collapsing under its own weight during Earthfall, but it suffered enough damage to ruin the magic powering the teleportation effect. The entry chamber is now simply a partially submerged dock, though it retains its original purpose as the entrance to the Drain structure.

The passage on the balcony leads out of the chamber to the entrance shaft of the Drain's interior. The submerged portions of the arrival platform are still vast enough to contain the bulk of the lusca, which forces its way into the area to attempt to stop the PCs if they seek to escape it.

B9. ENTRY POINT

At the center of this chamber is an octagonal platform that rises a single foot from the floor, engraved with subtle twining patterns. Atop the platform is a two-foot-tall stone plinth bearing a curved magical rune that glows with a pale blue light. A single passage extends out of the chamber to the west.

The platform in the center of this chamber is the only means of accessing the Compass. Only specific individuals attuned to the lift, such as members of the Spindle Solution, can activate it by pressing the rune on the plinth. As the Spindle Solution members aren't available to activate the lift for the PCs, there's another option—the wyrwood Gardener is allowed access to the facility and can activate the plinth. If the wyrwood is destroyed, its *amethyst crescent ioun stone* operates as a backup key to the facility. Alternatively, a PC can attempt a DC 45 Disable Device, Spellcraft, or Use Magic Device check to bypass the controls in the device.

Activating the platform energizes all matter standing atop it. Within the blink of an eye, everyone and everything on the platform is rendered into pure energy and beamed down the shaft beneath the platform and into the Compass, arriving in the convergence hall (area C).

PART 3: RESEARCH AND DESTRUCTION

The remainder of this adventure takes place within the hidden Azlanti compound known as the Compass. Here, the Spindle Solution tirelessly sought a means of understanding, and eventually defeating, the threat of the veiled masters. The Compass was their primary site for enacting their plans and schemes, kept hidden from

the people of Azlant and the compromised membership of Azlant's intelligence agency—the Ioun Imperative.

The veiled master Ochymua made its way into the Compass after learning the location from Auberon the Drowned. Since that time, Ochymua has scoured the Compass in search of information on the Spindle Solution's activities prior to Earthfall. What it found in the Doomsday Stores beneath the upper facility earned its undivided attention: the *Synchrony Device*. While Ochymua's army continues to mass on the surface, the veiled master studies a weapon capable of triggering the war it seeks to unleash against the inheritors of Azlant.

As the PCs arrive in the upper level of the Compass, they must explore the three wings. Only by doing this can they hope to uncover the potentially world-altering discovery made by Ochymua and find the path to the Doomsday Stores beneath the facility.

THE COMPASS (UPPER FACILITY)

As the primary hub of Spindle Solution operations, the Compass gracefully endured the ages since Azlant's fall. The greatest minds, in what some consider to be the greatest human empire in Golarion's history, forged the Compass. Because of this, the facility's walls remain entirely intact, with the only obvious damage being the result of specific changes within the compound, rather than natural developments.

Layout: The upper level of the Compass facility is a vast circle, divided into sections, each roughly one-quarter of the facility. The fourth quadrant is empty, open to the water of the lake. Each of the remaining wings is dedicated to one of the facility's operational areas: application, research, and testing. Each wing of the upper facility rotates around a central area referred to as the Convergence Hall. The movement is imperceptible to creatures moving within the wings, but important to those outside the facility (see Protection on page 27).

Construction: Iron-lined stone walls make up the interior construction of the Compass. These walls are incredibly durable (hardness 10, hp 500, break DC 55), enforced with strong metals and further powered by the residual magic in the facility.

Doors in the Compass are magically automated, opening like metal irises. Unless otherwise stated, a door within the facility open when a creature with a *clear spindle ioun stone* moves adjacent to it with the intention to open the door. Certain doors require other *ioun stones* to properly open, as mentioned in their descriptions. Gardener's *amethyst crescent ioun stone* heart acts as a master key to all doors in the facility, and as such the wyrwood's presence activates all doors. The *ioun stones* required to open the doors don't have to be orbiting the user's head or be active or embedded in a device made

for ioun stones (such as an ioun gauntlet; see page 23 of *Pathfinder Adventure Path #122: Into the Shattered Continent*); the particular stone needs only to be on the creature's person. The doors are similarly durable to the walls (hardness 10, hp 150, break DC 40) and most require a successful DC 35 Disable Device check to overcome the clear spindle key requirement.

Unless otherwise noted, the chamber walls of the Compass stretch 30 feet up to a stone ceiling.

Protection: The Spindle Solution went to great pains to protect itself from spies using divination magic. A blanket effect akin to *nondetection* affects all creatures and items within the facility. A caster attempting to divine anything or anyone in the area must succeed at a DC 32 caster level check to receive any information from within the Compass.

Unlike many facilities of its nature, the Compass has no magical shielding against teleportation or other similar magical effects. Instead, the constant and random rotation of the upper facility's three wings means that teleporting creatures don't have a reliable means of guessing where to arrive and incur an additional mishap chance beyond that inherent to the spell. Teleportation effects have a 50% chance of succeeding, but place the teleporting creature into a random part of the facility. There's a 25% chance the creature ends up teleporting instead into the submerged exterior of the facility, and a 25% chance of teleporting into a solid object. Creatures can avoid this additional mishap chance if they teleport into the Convergence Hall (area C).

Symbols: As with the ruined structures in the remains of Kalas-Ti, Ochymua left several symbol spells within the complex. These spells are noted in their specific location but should not be constrained to only the listed areas. If the PCs dawdle in their efforts, it can be assumed that Ochymua returns to the upper level of the facility to pursue certain avenues of research, and thus recreates several of its symbols or places new ones. Examples of symbol spells the veiled master might have placed are listed below, in addition to those that appear on page 15.

OCHYMUA'S SYMBOL OF PAIN CR —

Type magic; **Perception** DC 30; **Disable Device** DC 32

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*symbol of pain*, Will DC 25 negates); multiple targets (all targets within 60 feet)

OCHYMUA'S SYMBOL OF SLOWING CR —

Type magic; **Perception** DC 29; **Disable Device** DC 31

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*symbol of slowing*^{um}, Will DC 24 negates); multiple targets (all targets within 60 feet)

OCHYMUA'S SYMBOL OF STUNNING CR —

Type magic; **Perception** DC 32; **Disable Device** DC 34

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*symbol of stunning*, Will DC 28 negates); multiple targets (all targets within 60 feet)

THE SPINDLE SOLUTION

Even 10,000 years after Earthfall, many of the Spindle Solution's members exist within the facility, in one form or another. Along with Grand Arcanist Jazradan (see page 60), several other members instrumental to the research and development of the Solution's many projects survived in various forms.

Harighal, the Ambassador: Though Azlanti, Harighal was not of Azlant. He represented the Thassilonian Runelord of Pride, Xanderghul, as an ambassador to the Azlanti empire. Unlike many of Thassilon's leaders, Xanderghul maintained ongoing diplomatic ties to Azlant, and some believed that the runelord was destined to succeed Azlant's emperor and one day unify the fractured Azlanti people. Xanderghul was keenly aware of the danger posed by the veiled masters, and sent Harighal not as the ambassador he claimed to be, but as a specialist to aid against the hidden threat.

Harighal was responsible for creating Thassilon-inspired weapons to combat the veiled master threat, while reporting the activities of the Spindle Solution back to his runelord master. Harighal's greatest achievement was perfecting the creation of the shapeshifting mezlans (*Pathfinder RPG Bestiary* 6 186), a process first devised in the days before Thassilon fractured into the leadership of the runelords. In the end, the Thassilonian ambassador converted himself into a mezlan in order to survive the aftermath of Earthfall.

Harighal now resides in the testing wing of the upper facility of the Compass (see area E) along with the other surviving mezlans.

Lurisian, the Optimist: It was Lurisian who tempered much of the fire present in the Spindle Solution's membership. She truly believed in the idea of bettering the human condition that the Spindle Solution espoused as its public purpose. Lurisian understood the need to free the Azlanti people from the yoke of the veiled masters and vowed to put her considerable cunning and knowledge to the task. She saw the solution to defeating the alghollthus in the spiritual superiority of humanity, including their acceptance of the greater universe and the power of deities.

When Earthfall came to pass, Lurisian ascended from her mortal existence into a being birthed in the blinding fires of the Positive Energy Plane: a nascent manasaputra. Since her elevation, Lurisian left her previous existence behind her, forsaking a return to Golarion.


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The actions of the PCs in the research wing may prompt a brief intervention from the ascended member of the Spindle Solution (see area D).

Rashimos, the Eastern Blade: Only Grand Arcanist Jazradan eclipsed the reputation of General Rashimos. Rashimos earned her reputation as a merciless tactical genius, responsible for Azlant's many successful assaults on the eastern shores of Arcadia. Only due to the intervention of senior Azlanti political figures, including many members of the Ioun Imperative, did her assault on the western continent fail. She returned to Azlant in shame only to be approached by Jazradan, who brought her into the Spindle Solution as a military advisor. Rashimos became the Spindle Solution's most vehement voice for exterminating the veiled master threat.

As Earthfall ruined the world around her, Rashimos knew she lacked the intellect shown by other members of Spindle Solution in surviving the catastrophe. Instead, in her final days, the Azlanti general pledged herself to a new master: the demon lord Ibdurengian. Some coastal communities of Azlant, including many members of the Arcadian offensive, worshiped Ibdurengian as an aquatic terror. As the so-called Lord of the Red Tide brought devastation to the few Azlanti coastal settlements to survive the initial impact of Earthfall, he heard Rashimos's pleas for revenge and salvation and granted them.

While Rashimos's demon lord patron is long dead, slain by a vengeful Aroden, the transformed general resides within the ruined sections of the application wing of the Compass (see area F).

Varliss, the Outsider: The ages-old Winter Council was an organization that acted as advisors to the elven leadership and as ambassadors to Azlant. The council would greatly change in the aftermath of Earthfall, becoming a much more secretive and manipulative society. Much of the new Winter Council's adopted doctrine was the direct result of Varliss, an elf brought on as advisor to the Spindle Solution's operations. Varliss brought an understanding of elven magic to the Spindle Solution, specifically melding Azlanti innovation with tested elven technologies, like the *aiudara* network. The lunar gate (area B2) is one of Varliss's creations, as is much of the magic present in the Compass and Doomsday Stores.

Unlike the other members of the Spindle Solution, Varliss escaped Earthfall by following his people through the *aiudara* network to the elven homeworld of Castrovel. Some of his presence is felt throughout the research wing of the facility, in the form of scattered references to the fleeing elven scientist.

C. CONVERGENCE HALL

The Convergence Hall is the core of the Compass's upper level. A series of doors connects to the three wings

of the facility, though the doors are covered with slabs of a material resembling obsidian for the majority of the time. The slabs slide to the side, revealing the typical iris-like doors of the Compass, whenever the three wings align with the Convergence Hall, which happens every 2d4x10 minutes. The wings are accessible for several minutes before continuing on their random pattern around the central shaft. The doorways are blocked in a similar fashion from the inside, with a dark stone slab that moves aside when the wing realigns with the Convergence Hall. Creatures attempting to exit a given wing must wait for these times of realignment.

An octagonal platform, identical to the platform in area B9, stands in the center of the chamber, allowing for return access to the surface. Creatures interacting with the plinth here can travel to the surface without the need of the *amethyst crescent ioun stone*. This same platform can take creatures down to the Doomsday Stores, as explained in the Creature entry below and on page 49.

Creature: The spirit of Jazradan, the Spindle Solution's leader, instantly notices the PCs' arrival. He immediately appears atop the chamber's projection pad, an event the PCs have likely seen in their early adventures on Ancorato, but this time Jazradan is not just an illusion. This time, Jazradan removes his spectral helmet and reveals his face to the PCs, introducing himself to the latest intruders. While the ghost appears to remove the helm, he still gains all the benefits of the artifact as per his ghostly trappings supernatural ability.

Jazradan has no intention of battling the PCs, and he relies on the alignment-concealing abilities of his helm to keep his demeanor and thoughts obscured. He presents himself not as an undead creature, but as a lingering mental presence within the network of projection pads. This deception is necessary, as Jazradan doesn't want the PCs to assume he has any sort of mobility or control within the compound.

If the PCs acknowledge Jazradan and don't immediately initiate hostilities, the Grand Arcanist inclines his head in respect and addresses them in Azlanti. Read or paraphrase the following.

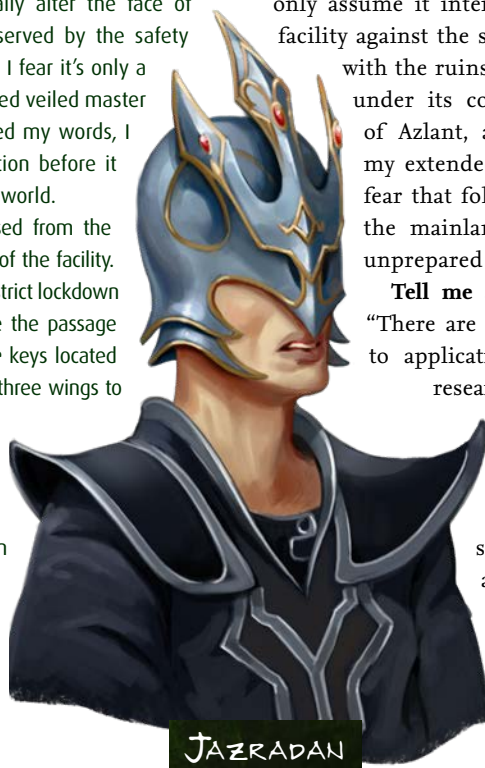
"I welcome you, strangers, to the halls of the Compass. It was here, at the height of my people's empire, that we devised a means of combating the secretive threat that sought to enslave all Azlanti: the veiled masters. As you are doubtless aware, one of these aberrant monstrosities recently made its way into this compound. I recognized it immediately: a specimen our organization captured in the months before the final cataclysm. We preserved it, in hopes of better understanding the threat it posed, not realizing that in doing so, we would threaten future eras.

"This creature has made its way into the lowest levels of

this facility, an area we grimly referred to as the Doomsday Stores. You can imagine that this lowest level of the facility holds weapons that could potentially alter the face of Golarion. While its secrets are preserved by the safety protocols of Azlant's greatest minds, I fear it's only a matter of time before this reawakened veiled master pierces our wards. If you would heed my words, I plead with you to stop this aberration before it thrusts another cataclysm upon this world.

"The Doomsday Stores are accessed from the platform you used to enter this level of the facility. Sadly, the route is inaccessible due to strict lockdown protocols. The only way to reactivate the passage is to acquire three unique *ioun stone* keys located on this level of the facility. There are three wings to this facility, each rotating around this central hall. Each wing contains one of the necessary keys to open the path to the Doomsday Stores, though I cannot perceive their exact location within the wings.

"I implore you, find these keys and proceed to the Doomsday Stores. The veiled master must be stopped before it unleashes our own weapons against the inheritors of our empire."



JAZRADAN

Jazradan remains on the platform long enough to answer lingering questions the PCs may have. He does his best to answer while keeping his true nature and intentions a secret. His speech is mostly true, though he omits key facts. He needs the path to the Doomsday Stores reopened so the PCs can travel there to perform necessary modifications to the weapon. He has no respect for the PCs, nor for any modern nations, for that matter. Jazradan believes there are no true inheritors of Azlant, and would gladly see the world crumble to dust if it means exacting his revenge on the veiled masters.

If the PCs question Jazradan, see below for likely questions and his answers.

What's inside the Doomsday Stores? "Terrible weapons, designed as a last resort to free Azlant from the veiled masters. Our organization crafted a variety of weapons to combat the veiled masters, each an impressive feat of magical engineering. The Doomsday Stores contain several such examples, though based on my connection to the facility, the intruding veiled master has only accessed one: the *Synchrony Device*. This weapon was a device forged by the combined genius of all my compatriots; a device capable of overlaying other planes upon the Material Plane in a localized area."

What do you know of the veiled master? "It's a cunning manipulator, likely incensed by the decline

of its race since the great cataclysm that destroyed my people. Whatever alien intellect guides it, I can only assume it intends to use the weapons in this facility against the surviving humans, likely starting with the ruins of old Thassilon. Armies amass under its command all along the remains of Azlant, a sight I've witnessed through my extended network of projection pads. I fear that following the use of our weapons, the mainland of Avistan will be woefully unprepared for the armies to come."

Tell me about the wings of the facility.

"There are three wings, one each dedicated to application, research, and testing. The research wing is a repository of knowledge and minor magical tests, guarded by powerful security measures. The testing wing was used to test small-scale versions of our achievements and contained many weapons and magical experiments. The application wing is a longer-term testing facility, meant to catalog the direct use of our numerous achievements."

Once these questions are answered and the PCs are satisfied,

Jazradan inclines his head before disappearing. He follows the PCs' progress through the facility, appearing to them in this chamber when they return from retrieving the *ioun stone* keys from any of the Compass's three wings.

JAZRADAN

CR 18

XP 153,600

hp 234 (see page 60)

Story Award: If the PCs spend time questioning Jazradan about the status of the Compass, as well as what to expect in the various wings, award them XP as if they defeated the Grand Arcanist in combat. If the PCs later battle Jazradan during their exploration of the facility or during the climactic final encounter, they still receive XP for defeating him in combat.

D. RESEARCH WING

As a repository of knowledge, the various chambers of this wing are dedicated to storing information and items relating to the Spindle Solution's public-facing activities. The Azlanti philanthropist Lurisian claimed dominion of this section of the facility and ensured that any volatile equipment was instead stored in the other wings.



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GHOST IN THE COMPASS

Jazradan sees the PCs as useful tools in defeating the veiled master. With his alignment obscured by his *helm of governance* (see page 55), the Spindle Solution leader seeks to guide the PCs through the facility in order to reactivate the severed connection with the Doomsday Stores. What Jazradan omits from his interactions with the PCs is his intent to activate the device himself. Rather than targeting Avistan, he intends to deploy the weapon against the alghollthus—targeting the Braid in the Darklands’ Sightless Sea. Such an attack would undoubtedly force an alghollthu reprisal against the surface world, a fact that concerns Jazradan little. In the ghost’s mind, Azlant is dead, and therefore the alghollthus must suffer the same fate.

The layout of the research wing is intentionally simple, reminiscent of rudimentary Azlanti architecture, such as that found in the lost Azlanti city of Saventh-Yhi. A central corridor provides access through the length of the wing. Numerous chambers branch from this main artery, with the primary archives (area **D8**) located opposite the entrance to the Convergence Hall (area **C**).

The door to Lurisian’s Chambers (area **D6**) is sealed, requiring a *radiant blue sphere ioun stone* to open. This unique *ioun stone*, also one of the keys to access the Doomsday Stores, is kept in the archives at the end of the wing (area **D8**), requiring research in the library to uncover.

Use the Research Wing map on page 31 for areas **D1–D8**.

D1. CENTRAL CORRIDOR (CR 17)

This forty-foot-wide hall extends over a hundred feet before reaching a series of descending stairs. Past the stairs is a narrower corridor with branching side chambers. Crystal lamps, illuminated with magic, dangle from golden chains along the ceiling of the chamber, providing light to the entire area. Several stone pillars support the primary entryway. Etched into the stone floor, intricate magical runes crisscross one another in snakelike patterns. Metallic iron doors stand closed along the sides of the hall.

This hall is the primary hub for traffic within the research wing. Approaching with a *clear spindle ioun stone* with the intent of opening a door can open each of the connecting doorways, save the entrance to area **D6**.

Creature: As the Spindle Solution was forming from the Ioun Imperative, Jazradan managed to secure several pieces of equipment from the Azlanti intelligence agency prior to his departure. An ioun golem, a powerful

construct made to defend key Azlanti installations, is one of these acquisitions. The construct patrols this hall; it is programmed to attack anyone not identified as part of the Spindle Solution, so it attacks the PCs on sight.

IOUN GOLEM

CR 17

XP 102,400

hp 156 (see page 88)

D2. GUEST QUARTERS

Satin curtains hanging from the ceiling cordon off much of this rectangular chamber. Almost a dozen upright wooden slabs with embroidered cloth and attached pillows, each resembling an upright bed, line the walls. A single exit leads north.

Individual privacy was not something the Spindle Solution cared for when it came to guests, lower-ranking members, or servants, and these joint guest quarters are a physical manifestation of that belief. While their *ioun stones* and nearby ioun towers preclude the need to consume food or water, junior members and attendants of the Spindle Solution still required sleep and would occasionally rest in this chamber. Other senior members maintained mansions or villas in Shaval-Kehn or Kalas-Ti, and had no interest in this chamber.

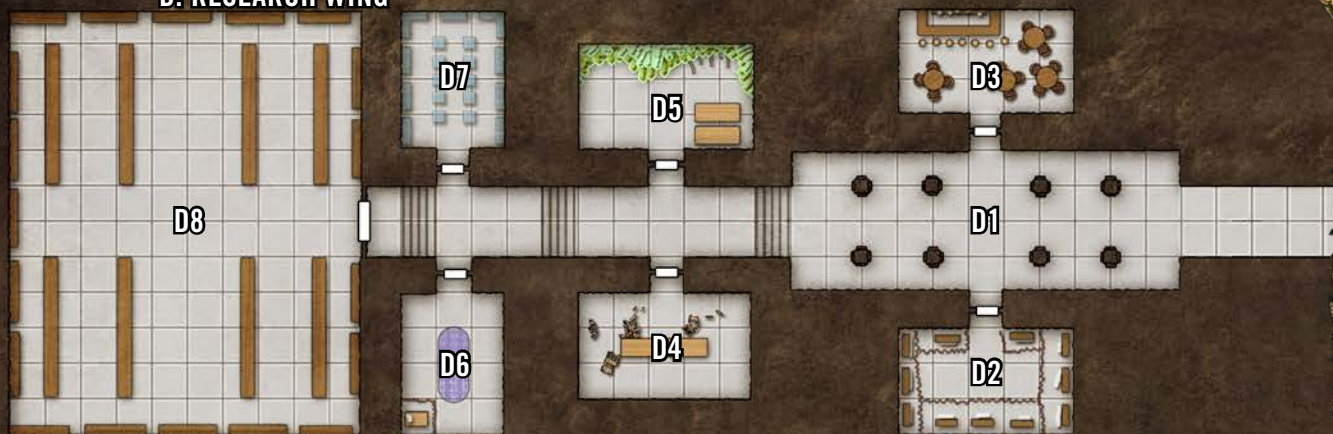
The PCs can rest in this chamber with no worries of outside intrusion. The silk curtains each screen a vertically mounted bed, which Small and Medium humanoids can use to rest. Despite the beds’ vertical alignment, someone wishing to use one of the beds needs only approach and lean back against it. The occupant immediately feels weightless as per a *levitation* effect but doesn’t drift beyond the bed’s area and can move freely to find a comfortable position. In addition, the beds are enhanced with a conjuration (healing) magic effect, which halves required rest time (typically from 8 hours to 4 hours). These beds are part of the structure and cannot be moved or removed from the Compass without removing their magic.

D3. LOUNGE (CR 16)

Austere wooden tables and chairs provide seating throughout this chamber. Against the wall opposite the only door is a spacious bar, stocked with crystalline bottles holding fine spirits, with glasses lined in front of each of the stools. The sounds of laughter and joy echo throughout the room.

The description of this room is based on the illusory effect of the haunt detailed below. The actual chamber is a ruined wreck, with broken chairs and spent bottles littering the area. Ten doses of dark reaver powder (*Pathfinder RPG Ultimate Equipment* 111) are stacked along the shattered remains of the former bar. On rare

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1 SQUARE = 10 FEET

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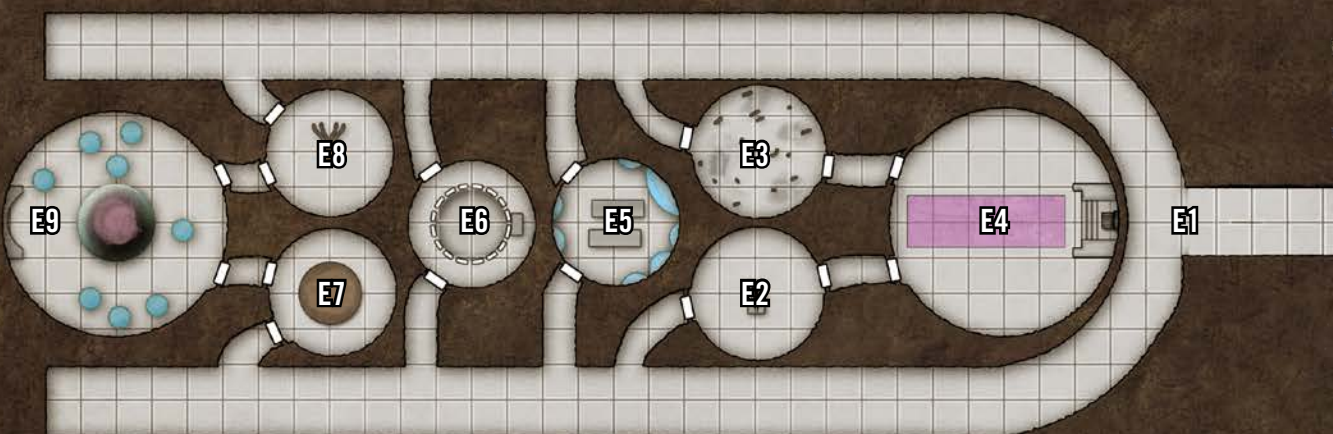
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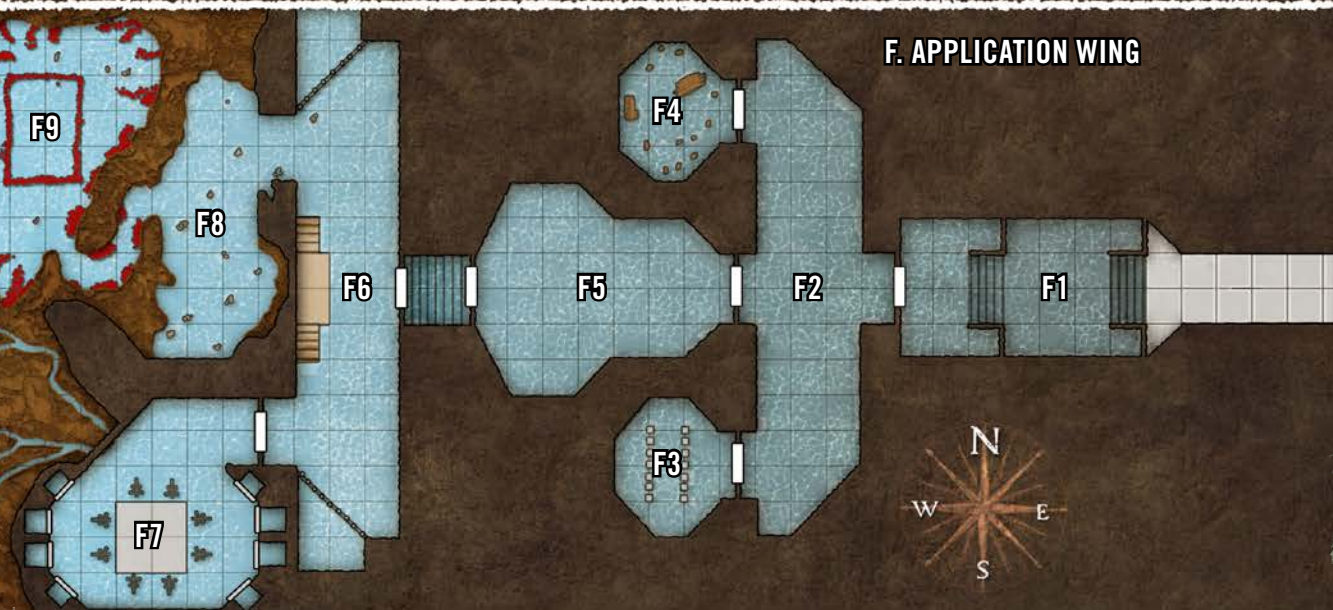
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E. TESTING WING




1 SQUARE = 10 FEET

F. APPLICATION WING



D-F. THE COMPASS

1 SQUARE = 10 FEET



occasions, the Compass's staff would come to this lounge to enjoy some rest and relaxation.

Creatures: With the end of Azlant occurring around them, the junior staff of the Spindle Solution either fled or came here to escape the ruin. After drinking themselves to the depths of despair, those seeking comfort in this chamber used powerful ingested poisons to kill themselves in a joint suicide pact. Death was not the end for this group, as many of them felt some semblance of responsibility for Earthfall, convinced that had they never learned of the algholthus' involvement with humanity, the destruction might never have happened. Even in their grief, these Azlanti remained self-important, and this guilt and their knowledge of the utter destruction faced by the Azlanti people caused these revelers to reanimate as mohrgs.

If they remain disguised by the haunt (see below) when the PCs arrive, the mohrgs collect 1 dose of dark reaver powder poison from the bar for each PC entering the chamber. The undead are veiled by the haunt and pass themselves off as jovial Azlanti enjoying a grand party, offering the PCs powerful spirits laced with dark reaver powder. Once the PCs partake of the poison, they give it a few rounds to take effect. The mohrgs then begin to use their paralyzing touch on stricken PCs followed by attacking all at once.

ADVANCED MOHRGS (8)

CR 9

XP 6,400 each

hp 119 each (*Pathfinder RPG Bestiary* 294, 208)

Haunt: The death pact of the Compass staff members not only reanimated them as foul undead, but also created a unique haunt in this chamber. Acting as a permanent illusion that veils the undead occupants and the chamber, the haunt obscures the dead staff, allowing them to interact with creatures who enter.

CEASELESS REVELRY

CR 13

XP 12,800

NE persistent haunt (area D3)

Caster Level 11th

Notice Perception DC 35 (to see through the illusion; see below)

hp 49; **Trigger** proximity; **Reset** 1 day

Effect The entire room is affected by an illusory effect similar to *mirage arcana*, except that it also conceals the true appearance of the resident mohrgs. The effect overlays the undead with the images of illusory Azlanti, imitating the former staff of the facility. In addition to the eight undead creatures, the chamber also presents dozens of additional revelers. These Azlanti interact with newcomers, welcoming them to their "end-of-the-world festivities," though underlying the jovial tone is

an undercurrent of resentment, and attentive PCs might catch mention of references to "the elven coward who fled" or "the 'optimist' who vanished." A successful DC 35 Perception check allows a creature to see through the illusion, as does a successful DC 22 Will save if a creature interacts with one of the illusions. The illusion vanishes once a creature spots the true nature of the area, but only for that creature; others in the haunt still perceive the area, and the mohrgs, as their illusory forms.

Destruction Slaying the mohrgs in this chamber destroys the haunt.

D4. MEETING ROOM

The collapsed remains of a long wooden table sit in the center of the room. The table is in two pieces, a perfect slice bisecting it, while broken wooden chairs are scattered about. A door to the north provides access to the central corridor.

The Spindle Solution, attending staff, and rare guests would meet in this chamber to discuss the achievements of the organization. The central table is lined with the remnants of the Solution's last contentious meeting, as each member, save Jazradan, abandoned the others to enact a hasty survival scheme in the face of Earthfall. Rashimos ended the last conclave by severing the central desk in two with her blade. There is nothing else of note in this room.

D5. COMMUNICATIONS ARRAY

A mass of green crystal grows from the north wall of this chamber. Devices are arrayed against the edges of the crystal, each composed of precious metals. Lines of brass and silver crisscross the apparatuses, with pulses of violet and turquoise energy moving along them. The room's only exit lies to the south.

Harighal, the Thassilonian ambassador, was the last occupant of the chamber. He made one desperate attempt to communicate with his master before abandoning this wing and enacting his self-conversion into a mezzan. PCs examining the crystalline apparatus along the wall of the room can identify it as a communication device with a successful DC 25 Spellcraft or Use Magic Device check. Those who succeed at this check also realize that the crystals could be adjusted to create stable illusory connections with similar devices across the world. Sadly, all the other devices are currently inaccessible or inoperable by the Compass array, though PCs determining the nature of the array can tell the last point of contact was with a location named Citadel Arete, the palace from where Runelord Xanderghul ruled his domain of Cyrusian.

It's possible for PCs to repurpose the device in this chamber and send a projection of themselves to a desired location. Such an adjustment requires a successful DC 40 Use Magic Device check, which allows any creature operating the device to create an effect similar to *project image* (CL 20th). This image can then be relayed to a single location on Golarion that the operator is familiar with. It can be maintained for 1 minute, requiring an additional Use Magic Device check every minute thereafter, with the DC increasing by 5 each additional minute. Once the message is sent or the operator fails a Use Magic Device check, the device is permanently drained of energy and becomes useless.

The functionality of this device is intended for the PCs to make any emergency contact they need to at this point in the campaign. Most likely, the PCs will contact a major ally on the mainland of Avistan, warning of Ochymua's impending schemes. How this impacts the rest of the campaign is up to you, but could have significant ramifications if the PCs fail to stop Ochymua.

D6. LURISIAN'S CHAMBER (CR 12)

A simple wooden bed and a large lavender rug are the only pieces of note in this spacious room. A thick layer of dust covers everything, save a gemstone sitting atop the center of the rug. A single door is the only exit from the chamber.

The Spindle Solution's most outspoken member, Lurisian, used this simple personal space. A former adventurer, Lurisian spent time alongside the then-mortal Aroden and gained a strong appreciation of the good forces in the world. Less morally practical than her former companion but more willing to compromise, she eventually joined the Spindle Solution to assist in their outward goal of "bettering the human condition."

Creature: In the moments proceeding Earthfall, panic gripped the few survivors within the Compass. While other members of the Spindle Solution retreated to enact their own life-preserving (or life-ending) plans, Lurisian patiently meditated in her chamber. Sustained by her *clear spindle ioun stone*, she came to accept her people's end and her own mortality. But before death could claim her, Lurisian's mortal shell vanished in a burst of light. The woman's soul was reborn on the Positive Energy Plane as a lesser manasaputra. Since that time, Lurisian's spirit has sought further enlightenment by traveling the breadth of the Astral Plane, eventually ascending to the ranks of the manus.

Interacting with Lurisian's *clear spindle ioun stone* that lies abandoned on the carpet alerts the distant manasaputra to the PCs' actions. Seconds later, the stone glows with a luminous vibrancy as tendrils of pure light gently move toward each of the PCs. The PCs each feel a

moment of mental connection with a being that can only be described as an embodiment of pure good. Each PC can accept this contact, in which case Lurisian parses the character's thoughts in an instant, but Lurisian doesn't force her mental contact on an unwilling target. As long as one PC allows contact and is not of an evil alignment, then the manasaputra deviates from her studies on the Astral Plane to appear before the PCs.

Lurisian's appearance before the PCs is a brief affair. The manasaputra has long abandoned her former life, but the brief connection with her *ioun stone* rekindled a momentary passion for her deceased people. She feels no compulsion to question the PCs, as her mental contact gives her enough information to act on. Instead, she appears to the PCs with the following warning.

"Severed from this material place, I wander the stars beyond this universe in search of enlightenment. Your appearance in this place has momentarily pulled me from that most sacred of tasks, for I sense in you the import of your mission. What was wrought in this place cannot be unleashed, be it by the hands of Jazradan or the actions of the veiled masters."

As a creature long departed from the Material Plane, Lurisian rarely speaks in absolutes. Her statement above includes the one thing she remains passionate about: her desire to avoid another world-ending cataclysm. While she does not directly say that Jazradan will betray the PCs, viewing that as a betrayal of her mantra of nonintervention, Lurisian does emphasize that neither Jazradan or Ochymua should control the *Synchrony Device*.

Lurisian refuses to assist the PCs, but she explains her ascension from the Material Plane in the face of Earthfall, and she repeats her desire for the Azlanti people's influence to stop guiding the fate of Golarion's rising empires. If questioned about her knowledge of the facility, she gives a vague description of the other wings, but makes a point of mentioning the "malignant corruption" that has taken root in the application wing—a direct reference to Rashimos's demonic transformation (area F9).

You can use Lurisian to fill in any story gaps the PCs may be missing from their adventures, and as a way of delicately foreshadowing Jazradan's darker intentions for the *Synchrony Device*. Morally bankrupt or truly reprehensible PCs can certainly follow up on this encounter by attempting to forcibly recall Lurisian with spells like *planar binding* in order to interrogate the manasaputra. Otherwise, Lurisian departs shortly after her arrival. Following her disappearance, Lurisian's *clear spindle ioun stone* scatters into dust.

LURISIAN
XP 19,200

CR 12


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Manu manasaputra (*Pathfinder RPG Bestiary* 5 163)
hp 161

Story Award: Award the PCs 51,200 XP for successfully gaining Lurisian's attention and hearing her warning about the *Synchrony Device*.

D7. MAGIC ITEM VAULT

Glass display shelves line the walls and center of this rectangular stone room. Roughly half of them contain equipment, including a glistening sword with a golden hilt, a shield emblazoned with various triangular emblems, a porcelain figurine of a lion, an elaborate silver-and-gold helm, and a floating portal of utter blackness. A single door allows access to the display chamber.

This room acted as temporary housing for magical items under study. The current display includes a variety of magical arms, armor, and wondrous items. The empty cases were pilfered in the moments before Earthfall, while other cases were left alone, their contents deemed less useful by those pilfering the vault.

Treasure: The item cases contain various powerful magic items, including a +2 *keen thundering longsword*, a +3 *impervious*^{UE} *heavy steel shield*, a *figurine of wondrous power* (golden lions), a *helm of telepathy* modeled in the same fashion as the Ioun Imperative's helms, and a *portable hole*. The *portable hole* contains several dozen sets of Azlanti noble regalia, worth 6,000 gp, along with a *robe of powerlessness* nestled in the middle of the stack.

D8. ARCHIVES (CR 15 AND CR 16)


Colossal arrays of bookshelves rise sixty feet high, ending just a foot below the ceiling. These bookshelves are arranged in meticulous lines, stepladders of varying heights interspersed between, allowing access to the multitude of tomes contained in the area. This archive is easily a hundred feet long and just as wide, with only a single large doorway leading east.

This is the primary storage facility for the Spindle Solution's collected knowledge. Senior member Lurisian held responsibility for this portion of the facility and was diligent in her duties to protect the growing knowledge base of the organization. The various documents contained in this chamber are priceless, though they require extensive research to uncover.

Creature: When Lurisian ascended from the Material Plane, the Spindle Solution archives were left without a curator. In the intervening millennia, a new presence arrived to claim stewardship of the information within. The xacarba Axloral maintains vigil over the Spindle Solution's preserved records on behalf of his demonic patron, the demon lord Abraxas. The fiend takes the form of an elderly Azlanti man, introducing himself by name and informing the PCs of his role as "custodian of the archives."

Unless the PCs are particularly stealthy in their approach, Axloral uses his summon ability to try to call forth succubi assistants. These succubi take the form of attractive Azlanti women in professional attire who pass themselves off as librarians. Axloral does all the talking, offering the PCs uninterrupted access to the library. If the PCs promise to spread their knowledge to the mainland, Axloral and his summoned aides offer to assist them in their endeavors. Accepting such assistance allows the PCs to attempt a research check every 4 hours, effectively halving the time the PCs need to study within the library.

Discerning Axloral's true nature as a fiend doesn't change the xacarba's offer. Axloral wants the information in the Compass disseminated in



LURISIAN

order to increase his standing with his demonic lord. In particular, he wants to usurp Abraxas's favored agent, the marilith Alistraxia. He replies honestly that Abraxas wishes for this knowledge to spread across Golarion. He also knows that the *ioun stone* key to the Doomsday Stores is located among the various tomes and research notes, and can be convinced with a successful DC 45 Bluff or Diplomacy check to sweeten the deal by presenting the PCs with the artifact immediately. If this occurs, Abraxas takes personal note of the PCs activities and punishes them should they fail to spread the knowledge found within the archives.

AXLORAL

CR 15

XP 51,200

Xacarba (*Pathfinder RPG Bestiary* 2 288)

hp 210

Library: The Spindle Solution's archives are an immense repository of knowledge regarding Azlant prior to Earthfall and the activities of the Spindle Solution. PCs can unlock the secrets of this library using the research rules beginning on page 148 of *Pathfinder RPG Ultimate Intrigue*. Prior to researching the materials within the archives, the PCs will first need to interact with the resident librarian. Once an accord is reached with the custodian (see Creature on page 34) or the fiend is slain, the PCs have unrestricted access to the archives.

SPINDLE SOLUTION ARCHIVES

CR 16

XP 76,800

Complexity 40 (difficult)

Languages Azlanti, Thassilonian

Research Check Knowledge (arcana), Knowledge (dungeoneering), Knowledge (history), or Knowledge (religion); **Knowledge Bonus** +5

kp 48

RESEARCH THRESHOLDS

kp 45 The Spindle Solution is an offshoot of the Ioun Imperative, an Azlanti intelligence agency. Grand Arcanist Jazradan left a prominent position in the Ioun Imperative to found the Spindle Solution.

kp 25 Among the Spindle Solution's senior membership is Rashimos the Eastern Blade, who led Azlant's failed invasion of Arcadia. Ambassador Harighal of Thassilon serves Runelord Xanderghul and has pledged his support to the Spindle Solution in defeating the veiled masters. Lurisian, champion of the common Azlanti, maintains the organization's depositories of research material. Finally, the elf Varliss provides elven magical sciences to augment the Spindle Solution's efforts against the veiled masters.

kp 15 The clockworks of the Compass report to an overseer unit installed in the testing wing. This clockwork goliath is an immobile construct that retains information reports

filed by the clockwork defenders of the facility. Its destruction would cause discord among the stationed clockwork units within the Compass.

kp 5 Hidden among the documents of the library is a *radiant blue sphere ioun stone* (see the sidebar on page 36). In addition to acting as one of the three keys necessary to access the Doomsday Stores, this *ioun stone* also allows access to Lurisian's personal chambers (area D6).

kp 0 The *Synchrony Device* is a weapon held in the lower Doomsday Stores, capable of overlaying a portion of the Material Plane with a portion of another plane. Documentation here provides information on how to safely deactivate the device, granting a +10 circumstance bonus on skill checks to power down the weapon. The information also highlights that Jazradan's instructions to deactivate the weapon (see To the Doomsday Stores! on page 49) will result in the Grand Arcanist gaining full control of it via fail-safe protocols.

E. TESTING WING

The testing wing was dedicated to trying new or volatile concepts and provided several temporary staging areas for other endeavors of the Spindle Solution. Originally, each of its circular chambers could be converted to a contained testing facility for a given experiment. Now, the wing is home to the survivors of those experiments.

Reminiscent of later Azlanti architecture, the testing wing employs circles in its architecture. Two halls wrap around the periphery of the wing, with curved halls branching off to connect with circular chambers within. This layout lent itself to the volatile nature of the wing, as the Spindle Solution could close off access to various testing chambers in the event of an emergency.

When the PCs enter the testing wing, the mezzan conversion facility and Thassilonian vault (areas E2 and E3) are under extreme lockdown. The doors remain sealed and cannot be bypassed, even with magical assistance (similar to a *forbiddance* effect). Only the presence of an *amethyst crescent ioun stone* overrides this effect. In order to open these areas, the PCs need to enter area E9 to suspend the lockdown and open the doors.

Use the Testing Wing map on page 31 for areas E1–E9.

E1. PERIPHERY (CR 16)

This hall splits into two identical halls, curving to run along the edge of this section of the facility. Doorways branch off at regular intervals, opening into sharply curving hallways.

Creatures: Routine patrols of unique clockwork constructs, the Spindle Solution's defenders, move throughout this hall. Unlike common clockwork soldiers of ancient Azlant, these guardians are imprinted with a spark of sentience, reminiscent of the Azlanti

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RADIANT BLUE SPHERE IOUN STONE

A personal artifact used by Lurisian of the Spindle Solution, this unique *ioun stone* is an enhanced version of an *incandescent blue sphere ioun stone*.

RADIANT BLUE SPHERE IOUN STONE

MINOR
ARTIFACT

SLOT none

CL 12th

WEIGHT —

AURA strong varied

A *radiant blue sphere ioun stone* grants a +4 enhancement bonus to Wisdom while active.

DESTRUCTION

This stone can be destroyed like any other *ioun stone*, except it has AC 26, 50 hit points, and hardness 10.

techniques used to create the wyrwood race and other intelligent constructs like some clockwork servants. These soldiers come from the clockwork forge (area F7), and are a unique creation of the Spindle Solution, rarely seen outside the walls of the Compass.

While they command a modicum of free will, the Spindle Solution defenders don't deviate from their creators' orders to defend the Compass from intruders. As such, these constructs immediately attack any unauthorized creature they find in the halls. Unlike other clockworks, these soldiers are open to some negotiations, but a successful DC 45 Bluff or Diplomacy is required to convince them to stand down from their offensive posture. These constructs are also susceptible to mind-affecting effects—a trait that the Spindle Solution did not realize would render them vulnerable to threats from their veiled master foes.

SPINDLE SOLUTION DEFENDERS (4)

CR 12

XP 19,200 each

Clockwork soldier fighter 9 (*Pathfinder RPG Bestiary* 3 57)
N Medium construct (clockwork)

Init +8; **Senses** darkvision 60 ft., low-light vision;
Perception +18

DEFENSE

AC 22, touch 16, flat-footed 16 (+4 Dex, +2 dodge, +6 natural)
hp 139 each (17d10+46)

Fort +8, **Ref** +11, **Will** +6 (+2 vs. fear)

DR 5/adamantine; **Immune** construct traits

Weaknesses vulnerability to electricity
Offense **Speed** 30 ft.

Melee +1 *flaming burst halberd* +30/+25/+20/+15
(1d10+18/19–20/×3 plus 1d6 fire)

Special Attacks latch, weapon training (polearms +2, heavy blades +1)

STATISTICS

Str 30, **Dex** 18, **Con** —, **Int** 14, **Wis** 12, **Cha** 5

Base Atk +17; **CMB** +27 (+29 disarm, +31 trip); **CMD** 43 (45 vs. disarm or trip)

Feats Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Greater Trip, Improved Critical (halberd), Improved Initiative⁸, Improved Trip, Lightning Reflexes⁸, Power Attack, Staggering Critical, Step Up, Toughness, Vital Strike

Skills Acrobatics +21, Climb +30, Intimidate +17, Perception +18

Languages Azlanti, Thassilonian

SQ armor training 2, difficult to create, efficient winding, standby, swift reactions

Gear +1 *flaming burst halberd*, *vibrant purple prism ioun stone*

E2. MEZLAN PRODUCTION (CR 16)

Dangling a dozen feet above a rectangular stone slab in the center of the chamber is a second similarly shaped stone block. Each has an indent shaped like a humanoid body; together, they resemble an advanced molding press. Brass tubes weave among the chains connecting the dangling slab to the ceiling, and a rust-red liquid pools in the human indent of the floor-mounted counterpart. Two doors exit the room, one to the east and one to the west.

The Ioun Imperative was responsible for the creation of the unique oozes known as mezlans, sentient living beings that were converted into ooze-like infiltrators. While these intelligent oozes were created long before the creation of the Spindle Solution, the excessive cost of creating mezlans due to the rarity of the materials used prohibited the Ioun Imperative from using them in anything more than test phases. The research eventually filtered out of the Ioun Imperative's hands, ending up in distant Thassilon.

Harighal, a member of the Spindle Solution and ambassador from Thassilon, hastily converted this test chamber into a mezlan production site. The slab mold at the center of the chamber takes a humanoid body and injects it with a magical compound that initiates the change into a mezlan over a prolonged period. Harighal used the last of the Spindle Solution's reserves of skymetal—specifically the rare liquid metal djezet, which was even less common prior to Earthfall—to create two test subjects before converting himself.

Creatures: Crafted in this very chamber, the two experimental mezlans meander about. They take the appearance they had in life: Azlanti scientists in plain research robes, one male and one female. The process caused the subjects irreversible mental trauma, and the intervening 10,000 years of being trapped in the facility didn't help; they immediately attack any creatures

entering the chamber. One of the mezlans uses its spell battery to cast *chain lighting*, while the other casts *freezing sphere* and holds the charge. They cast *mage armor* if the PCs retreat, expecting them to return soon after. The mezlans (incorrectly) believe themselves to be trapped in this chamber and refuse to leave.

The two mezlans fight to the death, but scream out insults in Thassilonian, calling the PCs pawns of the veiled masters and claiming that Xanderghul will mete out vengeance against the veiled masters and their servants.

MEZLANS (2) **CR 14**
XP 38,400 each
hp 195 each (*Pathfinder RPG Bestiary* 6 186)

Treasure: While the production device lacks the necessary amounts of djezet to create a new mezlan, the pooling remnants are still of use to spellcasters. The slab contains enough residual djezet for 20 doses. A dose of djezet increases the effective level of a spell by 1, as if it were being modified by the Heighten Spell feat. In order to function as an additional material component, the spellcaster must expend a number of doses of djezet equal to the spell's level—additional djezet used beyond this amount does nothing. Djezet costs 200 gp per dose.

E3. RAVAGED VAULT

Scorch marks and piles of burnt matter decorate the floor of this otherwise barren chamber. Two exits lead out of the circular room, each connecting to small curving hallways.

Once a vault of powerful relics from Thassilon, this chamber is now a pile of electricity-scorched ruin.

Treasure: A successful DC 30 Perception check is enough to discover a single surviving item: a *golem manual* (clockwork golem) rests under one of the piles of destroyed material. The manual is coated in electricity-resistant magic, which allowed it to survive the damage dealt by the rampaging mezlans.

E4. HARIGHAL'S CHAMBER (CR 17)

An immense throne stands to the east in this circular chamber. A series of steps leads up almost ten feet to the elevated seat of power. Rugs of vibrant violet cover the floor, while the walls are draped with impressive tapestries. The wall-mounted art pieces revolve around a single imperious symbol. Two doors allow access to the chamber, each opposite the throne.

With a successful DC 30 Knowledge (History) or Linguistics check, a PC properly identifies the rune on the tapestries as the Thassilonian rune of pride.

The garish appearance of this chamber is the result of powerful illusory magic. Illusion magic similar to a *permanent image* (CL 20th) overlays everything except the throne, which is a crudely shaped stone affair. Defeating Harighal ends these illusions, restoring the chamber to its normal barren state.

Creature: Harighal, ambassador from the Thassilonian realm of Cyrusian, senior member of the Spindle Solution and once a powerful wizard, resides in this chamber. He knew it could be centuries or millennia before he could escape the ravages of Earthfall, so he underwent the conversion process to become a mezlan. The conversion went astonishingly well, and Harighal was even able to retain some of his wizardly training.

As the PCs enter the chamber, Harighal stirs, recognizing the deactivation of the lockdown on this section of the facility. He's curious to converse with newcomers, but wary of threats. Harighal casts *mislead* once the door opens, maneuvering to the side of the chamber, while his illusory double, taking on his former pristine Azlanti likeness, converses with the PCs from his throne. He seeks to learn as much as he can about the new world before dispensing with pleasantries and engaging the PCs in combat.

HARIGHAL **CR 17**
XP 102,400

Wizard male mezlan (*Pathfinder RPG Monster Codex* 249, *Pathfinder RPG Bestiary* 6 186)

N Medium ooze (shapechanger)

Init +11; **Senses** blindsight 120 ft.; Perception +20

DEFENSE

AC 38, touch 18, flat-footed 30 (+4 armor, +7 Dex, +1 dodge, +12 natural, +4 shield)

hp 195 (17d8+119); regeneration 5 (acid)

Fort +12, **Ref** +14, **Will** +11

Immune ooze traits; **SR** 25

OFFENSE

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

Melee morphic weapon +22 (2d8+10)

Special Attacks sneak attack +3d6, store spells (*mage armor*, *scintillating pattern*, *shield*)

Arcane School Spell-Like Abilities

At will—invisibility field (15 rounds/day)

7/day—blinding ray

Wizard Spells Prepared (CL 17th; concentration +21)

6th—*mislead* (DC 20)

5th—*nightmare* (DC 19), *shadow evocation* (DC 19)

4th—*phantasmal killer* (DC 18), *illusory wall* (DC 18)

TACTICS

Before Combat Prior to the PCs' arrival, Harighal casts *mage armor* and *shield* to significantly increase his AC, and then casts *mislead*.

During Combat Once discussions are complete, Harighal

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opens combat with *scintillating pattern*. His tactics change depending on what creatures are affected by the patterns.

Morale Harighal's enormous ego prevents him from surrendering, and he fights to the death in hopes of restoring true pride to the world.

Base Statistics Without *mage armor* and *shield*, Harighal's statistics are AC 30, touch 18, flat-footed 22.

STATISTICS

Str 30, **Dex** 25, **Con** 24, **Int** 19, **Wis** 18, **Cha** 17

Base Atk +12; **CMB** +22; **CMD** 40

Feats Alertness, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Stealthy

Skills Acrobatics +15 (+19 when jumping), Bluff +14,

Climb +26, Disguise +25, Escape Artist +9, Knowledge (arcana) +17, Linguistics +13, Perception +20, Sense Motive +20, Spellcraft +17, Stealth +25, Swim +18;

Racial Modifiers +12 Disguise, +4 Linguistics, +4 Stealth
Languages Aklo, Azlanti, Common, Elven, Giant, Halfling, Shoanti, Thassilonian, Varisian; versatile speech

SQ arcane bond (*vivacious rose prism ioun stone*), extended illusions (7 rounds), morphic body, no breath, skill pool

Gear *vivacious rose prism ioun stone*

Development: The *vivacious rose prism ioun stone* is visible among the steaming remains of Harighal's defeated form. This powerful stone is necessary to unlock passage to the Doomsday Stores, and its acquisition should be the primary goal of the PCs in visiting this wing of the Compass.

E5. MINDSWAP TRAP (CR 17)

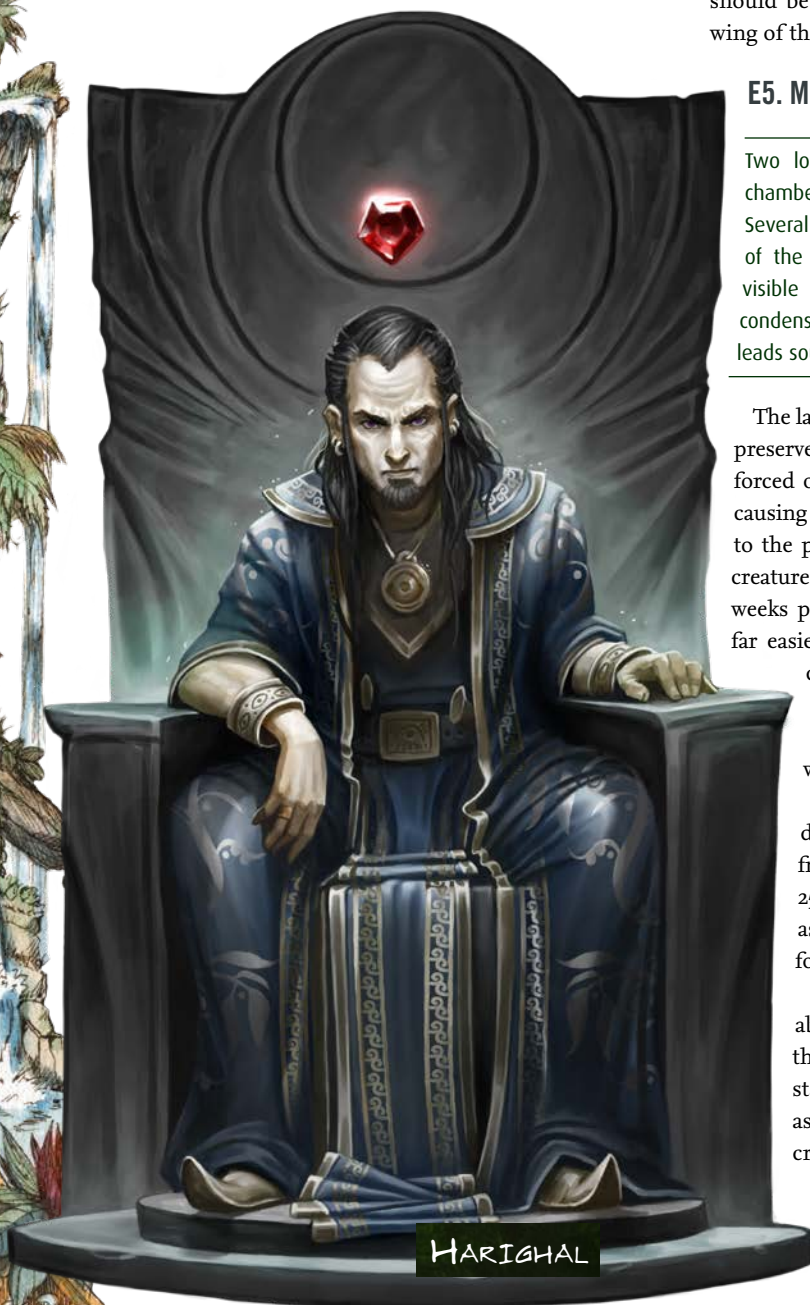
Two long tables stand in the center of this circular chamber, covered with various metallic implements. Several hemispherical glass bubbles line the outer wall of the room. A shadowy form larger than a horse is visible beyond the largest bubble's considerably dense condensation. One exit opens to the northwest and one leads southwest.

The largest bubble in the chamber contains the cold-preserved corpse of an aboleth. The bubble can be forced open with a successful DC 20 Strength check, causing the cold air to spill out and allowing access to the preserved corpse. Searching for Ochymua, the creature made its way up the Kelveth River in the weeks prior to Earthfall. The Spindle Solution had a far easier time capturing this lesser creature than it did capturing the veiled master, and risked bringing the aboleth to the Compass. They had only started to research the aboleth's anatomy when Earthfall struck.

Arrayed along the tables are various probing devices, used to test reactions and take samples from the incapacitated aboleth. A successful DC 25 Heal check reveals the nature of these devices as variants of modern examination tools used for performing physical tests on a subject.

Trap: Azlanti preservation magic kept the aboleth's corpse in a frozen form of stasis, but the creature's mind endured in a tormented state. It clings to the idea of escape, manifesting as a unique trap targeting the first living creature that opens the bubble.

The target is subject to the aboleth's consciousness wriggling its way into its mind. Over the next 8 hours, the aboleth's



mind ingests the target creature's memories. At any point after it completes this absorption, the aboleth can assert dominance over the affected creature, controlling it as though the target were affected by *dominate monster* (no saving throw) for up to 10 minutes at a time. The aboleth mind can impose itself in this manner once every 24 hours. This effect can be removed only with a *limited wish*, *miracle*, or *wish*.

A creature that succeeds at its saving throw becomes aware of the aboleth's last effort to escape its dead body, followed by a stillness heralding the creature's final death.

ABERRANT MINDSWAP **CR 17**
XP 102,400

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

EFFECTS

Trigger location; **Reset** none

Effect the aboleth's consciousness enters the target's mind; see text (Will DC 26 negates)


Treasure: A PC who succeeds at a DC 25 Perception check spots the twinkle of a ring on one of the aboleth's tentacles that radiates moderate enchantment magic. This is a cursed *ring of truth*^{UE}, applied by Spindle Solution scientists during their interrogation of the creature.

E6. PLANAR GATEWAY (CR 15)

An elevated panel overlooks a two-foot depression in the center of this circular chamber's floor. The edges of the depression are lined with arcane runes inscribed in a distinctively elven style. The two exits in this room are both along the western wall.

The Spindle Solution used this chamber to experiment with traveling to alternate planes of existence, under Varliss's guidance. A device similar to a *cubic gate* and marked with the holy symbol of Onos, God of Many Doors (see page 72 of *Pathfinder Adventure Path* #123) is embedded within the dais at the far end of the chamber, connected to four separate planes. Many devices designed for traveling the planes bore symbols of Onos, as it holds extraplanar travels among its areas of concern. The current exit points keyed into the device are the Blistering Labyrinth on the Plane of Earth, the City of Brass on the Plane of Fire, the Spire of the Axiom Forge on Axis, and the demonic lands of Nesh in the Abyss.

A successful DC 35 Spellcraft or Use Magic Device check is sufficient for a character to activate the device, while a PC who succeeds at a DC 30 Knowledge (planes) check indicates the four locations currently programmed into the device. Activating the device creates a stable portal within the depression of the chamber. Unlike normal planar transportation effects, the Spindle



VIVACIOUS ROSE PRISM IOUN STONE

A personal artifact used by Harighal of the Spindle Solution, this unique *ioun stone* is an enhanced version of a *dusty rose prism ioun stone*.

VIVACIOUS ROSE PRISM IOUN STONE		MINOR ARTIFACT
SLOT none	CL 12th	WEIGHT —
AURA strong varied		

While in use, a *vivacious rose prism ioun stone* grants a +2 insight bonus to AC.

DESTRUCTION
This stone can be destroyed like any other <i>ioun stone</i> , except it has AC 26, 50 hit points, and hardness 10.

Solution includes a fail-safe in this device, automatically transporting a creature back to the chamber after 1 hour spent in the destination plane. There is no return portal in the location where the PCs arrive, and they must wait 1 hour before the effects of the device pull them back to the gateway room in the Compass—of course, they have no way of knowing about this contingency in the device.

Creatures: Recognizing the threat of staff tampering with or attempting a mass exodus through the planar gateway, Jazradan tasked two defenders with ensuring no creature activated the device. This duo of iron golems stands motionless at the back of the chamber, behind the activation dais. They attack any creatures in the chamber who attempt to study the dais or the portal's periphery, or anyone who remains in the room for more than 1 minute.

IRON GOLEMS (2) **CR 13**
XP 25,600 each
hp 129 each (*Pathfinder RPG Bestiary* 163)

Development: Adventures using the planar gateway are beyond the scope of this adventure, but at least two of the locations—the Axiom Forge in Axis and the City of Brass in the Plane of Fire—are major planar metropolises. The PCs could easily use this device to travel to those planes and make additional equipment purchases and engage in other trade. If they travel to one of these two locations, they arrive in an open square near a church of Onos that serves as a planar embassy. Remember that the PCs only have 1 hour in their destination before being transported back to the Compass. If you feel this element would disrupt the flow of the adventure, the gateway may be inoperable at your discretion.

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E7. OBSERVATION

Two halls lead into this circular room. A broad central pillar rises from floor to ceiling, embedded with stone booths that each hold a wooden chair, making this room appear to be nothing more than a circular hallway ringing the booths. Each booth features an iridescent half-sphere embedded in the wall of the pillar, roughly at eye level for a creature sitting in the chairs.

The Spindle Solution kept several security staff members in this chamber when important tests were underway. Each booth contains a sphere of crystal similar to a *crystal ball* that monitors one of the rooms in this wing, another of Varliss's creations. These crystals provide a scrying effect, allowing remote viewing of the various test chambers in this wing. Only some of the crystals survived Earthfall, so only areas **E3**, **E5**, **E6**, **E8**, and **E9** can be viewed from this chamber. The remaining crystals show obvious signs of damage and cannot be repaired.

Other alcoves embedded in the pillar allow remote viewing of other places in the empire. Only three of these are operational now. One peers over Spindlelock on Ancorato, one simply looks onto the sea, and the third is submerged and looks upon the ruined seafloor.

E8. OPERATIONAL CONTROL (CR 18)

Coils of thick wiring connect to an apparatus at the center of the room. To the west, two doors exit from the chamber, separated by a ten-foot gap.

Creature: An immense clockwork creation stands in the center of the chamber. This creature was designed by the Spindle Solution to serve as a clockwork overseer in the testing wing of the Compass. More a processing engine than a living construct, the clockwork controller is embedded in the floor of the chamber and is unable to move. This lack of mobility was necessary, as the Spindle Solution used the extra space to turn the enormous clockwork into a creature that could regulate the flow of clockwork commands and reports throughout the complex.

Originally, the controller was a sentient clockwork, similar to the clockwork soldiers wandering the compound. Millennia of reports and activity eroded its mind, rendering the controller into a stupor. Long ago it deleted its own sentience in order to make space for the myriad reports that still come in but have never been claimed or processed. It still operates on preprogrammed commands, and attacks any creature entering the area.

CLOCKWORK CONTROLLER
XP 153,600

CR 18

N Gargantuan construct (clockwork)

Init +5; **Senses** darkvision 60 ft., low-light vision;
Perception +0

DEFENSE

AC 33, touch 9, flat-footed 30 (+1 Dex, +2 dodge, +24 natural, -4 size)

hp 225 (30d10+60)

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

DR 15/adamantine; **Immune** construct traits

Weaknesses vulnerability to electricity

OFFENSE

Speed 0 ft. (can't move)

Melee 4 slams +33 (3d6+7)

Ranged energy jet +27 touch (6d6)

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

Special Attacks energy jet, self-destruction

STATISTICS

Str 24, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +30; **CMB** +41; **CMD** 54 (can't be tripped)

Feats Improved Initiative⁸, Lightning Reflexes⁸

SQ difficult to create, swift reactions, winding

SPECIAL ABILITIES

Energy Jet (Su) The clockwork controller has a built-in defense system in case any unauthorized creature attempts to extract unauthorized data, subvert its programming, or tinker with its controls. Once per round as a standard action, the clockwork controller can fire a jet of energy at a single target within 60 feet as a ranged touch attack. This attack deals 6d6 points of damage, and the clockwork controller can choose from the following damage types each time it fires the energy jet: cold, electricity, fire, force, or sonic.

Self-Destruction (Su) When its hit points are reduced to 0, the clockwork controller begins shuddering and sparks run along its seams. One round after it is destroyed, the clockwork controller explodes in a violent burst that deals 12d6 points of slashing damage and 12d6 points of fire damage in a 20-foot radius. Creatures in the area can attempt a DC 25 Reflex save to halve this damage. The save DC is Constitution-based.

Development: The destruction of the clockwork controller is problematic for the remaining clockworks inhabiting the Compass. Once the clockwork controller is destroyed, all creatures in the Compass with the clockwork subtype take a -2 penalty on attack rolls, weapon damage rolls, and saving throws due to the flood of errors returning from their attempts to update the clockwork controller.

E9. ENERGY COLLIDER (CR 16)

Eight glass cylinders stretch from floor to ceiling in this room, surrounding a single massive cylinder, easily twenty feet

wide, filled with a violet sphere of rippling liquid. Each of the smaller cylinders holds a brightly colored liquid. To the east, two doors allow access to the room, while a console of crystal and metal lines the west wall.

Energy collection was paramount to the operations of the Compass. Much of the facility's power comes from kinetic generators on the edge of the pit in the center of the concealed lake and latent magical enchantments, but the Spindle Solution experimented with different methods of controlling the flow of energy. This chamber is one such example, where the cylinders collect magical residue from within the facility and channel it into the central receptacle.

The metallic console to the west controls the various lockdown states of the testing chambers. A PC can see the layout of the wing reproduced on the panel, with crystals denoting each room. All of the chambers are green, with the exception of area **E2** and **E3**, which are instead red. Touching a gem changes the coloration from green to red, or vice versa. This imposes an immediate lockdown of the chamber. This lockdown prevents the doors from opening and wards the area against any sort of teleportation magic.

Creature: A plasma ooze floats within the glass cylinder at the heart of the room. It's dormant, kept in a calmed state by the facility's controls. Deactivating any of the wing's lockdowns sends a current of energy through the cylinder, awakening the dormant ooze. A character who succeeds at a DC 30 Perception check notices slight ripples on the sphere's violet surface; 1 round later, the plasma ooze attacks with its plasma rays, targeting a different enemy with each ray. The blasts shatter the glass cylinder, and as the glass tumbles, the ooze activates its magnetic pulse.

PLASMA OOZE **CR 16**
XP 76,800
hp 241 (*Pathfinder RPG Bestiary 3* 220)

F. APPLICATION WING

The application wing of the Compass performed longer-term tests and the ongoing operation of previously tested theories. In addition to this, this wing is where the Spindle Solution set up facilities necessary to their ongoing efforts against the veiled master threat, such as the clockwork forge.

General Rashimos waited out Earthfall within this wing while other members of the Spindle Solution sought their own means of escaping the calamity. Though her *clear spindle ioun stone* sustained her, Rashimos eventually realized her nation and people had been utterly devastated by the algholthus' cataclysmic actions. The implications drove her to

madness, but Rashimos ultimately found succor with a demonic patron: Ibdurengian. Pledging herself to the demon lord, Rashimos underwent a millennia-long transformation that culminated in a burst of raw power, which damaged much of the wing and resulted in extreme flooding.

Unless otherwise noted, every area in the application wing is entirely filled with water.

F1. APPLICATION ENTRY HALL (CR 15)

This hallway extends for eighty feet, with two sets of descending staircases, one on the east end and the other to the west. Dark, murky water engulfs the mouth of a set of stairs. Immense statues of one-eyed giants line the approach, each staring impassively forward.

This area once acted as the entrance to the application wing. Rashimos's transformation caused flooding in the entirety of the wing. The easternmost section of this hall is under 10 feet of water, while the section to the west is filled to the ceiling with water.

Creatures: Indentured cyclops laborers were a heavily relied-upon resource in the construction of the Compass. The animated husks of four cyclopes, known as gholdakos, now guard the entrance to the submerged wing. Their reanimation was the result of the Spindle Solution's experimentation on the cyclopes' pendant for prophecy.

Two gholdakos stand against the walls of the chamber, caked in a fine layer of ash which makes them resemble statues. They use Stealth to remain hidden as statues, gaining an additional +10 circumstance bonus due to their ash covering. The water is initially still, but if something disturbs it, the resulting ripples or wake could wash some of the ash from the gholdakos, revealing their true nature. Once detected, or when the PCs pass their position, they attack.

The two remaining gholdakos reside under the water and advance once their brethren attack. They make repeated use of their blinding breath ability to disorient their enemies. The gholdakos all repeat the same sentence: "No Admittance" in rasping Azlanti.

ADVANCED GHOLDAKOS (4) **CR 11**
XP 12,800 each
hp 157 each (*Pathfinder RPG Bestiary 4* 288, 125)

F2. FRONT HALL

This immense hall branches off into three areas. A brass-etched sign over each door displays the respective titles of each connected chamber in ancient Azlanti: "Weapon Testing," "Biological Appliance," and "Detection Training."

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F3. WEAPON TESTING (CR 16)

Stone plinths rise from the floor of this chamber in two rows. Each is bare, save one near the wall opposite the only door. A glass casing covers the top, protecting the contents from the outside water. Within the glass is what appears to be a pristine, metal-embedded heavy crossbow of intricate design.

Spindle Solution staff performed trials with experimental weapons in this chamber, after the creation of each weapon was perfected in the testing wing. This room once contained an array of illusory targets, as well as preservative fields for each of the weapons, kept sealed away to prevent accidents. In the aftermath of Earthfall, the few surviving staff members of the Compass that were uninvolved in the plans of the Spindle Solution's leadership decided to ransack this chamber for weapons before venturing to the surface. Now, only a single weapon remains in this chamber.

Trap: While the fleeing staff members claimed what they could to brave the world above, they ended up leaving one item in its case: the *cerebrum drill* (see the sidebar on page 43). The experimental weapon was under direct scrutiny from Jazradan and Rashimos, and it was known to be magically protected. The defensive field around the case originally released a nonlethal electrical jolt against anyone who tampered with it. Now, the presence of water in the chamber and the erratic, lingering magic has had an unexpected effect with the magic, increasing its damaging potential.

A creature attempting to remove the glass casing surrounding the *cerebrum drill* immediately triggers the trap, becoming the primary target.

ELECTRIFIED DEFENSE FIELD

CR 16

Type magic; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger touch; Reset none

Effect spell effect (maximized *chain lightning*, 90 electricity damage, Reflex DC 25 half); multiple targets (up to 15 secondary targets within 30 ft. of primary target, 45 electricity damage, Reflex DC 25 half)

Treasure: The main point of interest in the chamber is the *cerebrum drill*, which can easily be picked up once the glass is removed. After Earthfall, the Spindle Solution had no reason to reacquire this weapon, as no follow-up attack by the alghollthus ever happened. This untested anti-alghollthu weapon has remained on its pedestal ever since, awaiting testing and use against its designated foes.

F4. BIOLOGICAL APPLIANCE (CR 14)

Shattered hunks of glass, metal, and waterlogged wood lie

scattered across the floor, drifting to and fro in this chamber's hazy water. The stone walls were once lined with shelving, most of which is now wrecked, but clearly served to support the debris. Among the destroyed items are several intact vials containing various different colors of liquid. One door leads out of the room to the east.

The researchers of the complex utilized this chamber to monitor the application of various alchemical compounds on organic plant life. When Rashimos's transformation shook this part of the facility, the stored alchemical compounds, including the ongoing work on creating a gray goo, were shattered on the floor. The goo consumed the former plant life but has left the rest of the debris unabsorbed.

Creature: While the wing's flooding ravaged most of the equipment in this chamber, a sentient creature lurks in the water—a dispersed gray goo. This ooze is made up of magically sentient motes of charged skymetal, rather than the robotic nanites present in other gray goos. Designed to enrich Azlanti crops and assist in the Spindle Solution's outward reputation as an organization dedicated to bettering humanity, the gray goo ended up forgotten in a container after the events of Earthfall. When the application wing flooded, the goo remained dormant and dispersed into the water, resulting in a thin gray haze that floats in the room. The arrival of living creatures triggers the ooze, which immediately sets out to consume the intruders.

GRAY GOO

CR 14

XP 38,400

hp 123 (*Pathfinder RPG Bestiary* 5 130)

Treasure: Floating near the floor among the chamber's debris are several sealed oils and potions. Included in the floating stash are four *potions of cure serious wounds*, a *potion of displacement*, a *potion of heroism*, two *potions of remove disease*, and a *preserving flask*^{UE} (6th level, currently contains *heal*).

F5. DETECTION TRAINING (CR 17)

This room expands into an impressive vista of an underwater city. Hundreds of resplendently dressed human figures walk the streets in great gaggles. Spires of impressive architecture soar high above the humans walking the streets. The entire scene is made unnerving by the presence of water, from floor to sky, which the meandering crowds seem unobstructed by.

The Spindle Solution began several training programs for the detection of veiled masters after apprehending Ochymua. This chamber represents one such testing site. Using powerful illusory magic (provided by Harighal), the chamber creates mock-ups of urban Azlanti locales.

Anyone able to bypass the illusory images, whether with a successful Will save or through an effect like *true seeing*, sees the chamber as an empty stone room with two exits, one to the east and one to the west.

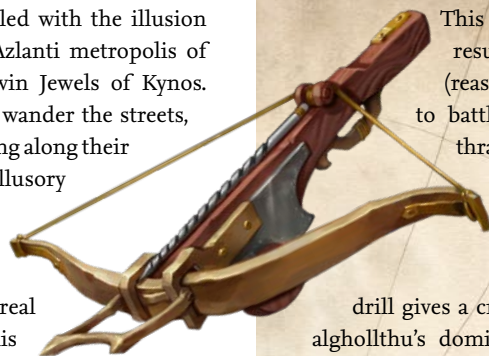
Trap: The entire chamber is filled with the illusion of what was once the sprawling Azlanti metropolis of Kalas-Ti and Shaval-Kehn, the Twin Jewels of Kynos. Hundreds of false Azlanti citizens wander the streets, almost shoulder to shoulder, bustling along their preprogrammed paths. These illusory copies remain ignorant of the flooded nature of the chamber, walking around completely unaffected to the change in the real environment of the chamber. This effect makes it appear as if the entire cityscape is underwater on a sunny day.

Rather than using the map of the room for this encounter, describe wide streets of a cosmopolitan city filled with passersby of all types. The transition from flooded dungeon to a vast cityscape should feel odd and disorienting to the PCs, but realizing that they are still dealing with being underwater should be a strong clue that something isn't quite as it seems in this chamber.

Several of the illusory Azlanti are programmed as veiled master duplicates, originally designed to deliver a nonlethal shocking touch upon approach. The damage to the facility and nearby demonic influence has subverted this magic, making the illusory veiled masters instead deliver powerful effects that act as *energy drain*.

There are a total of four illusory veiled masters in human form, among the figures presented in the greater illusion, and each illusion of a veiled master approaches a different intruder. As they are merely part of the greater illusion, the veiled master illusions cannot be differentiated from nonhostile figments with effects like *true seeing*. All the figments appear to be of a similar nature, meaning a creature seeking to identify them must perceive subtle differences in the figments. With a successful DC 35 Perception check or DC 30 Sense Motive check, a PC can distinguish the illusory veiled master approaching her from the other Azlanti figments. The DC increases by 5 for a PC attempting to discern a veiled master approaching another character.

Attacking one of the false veiled masters immediately dispels the figment. Area of effect spells don't dispel the illusions, as they're programmed to react only to effects that target an individual creature. An undetected veiled master approaching a creature makes a touch attack (+17 bonus on the attack roll), in an attempt to deliver an *energy drain* effect (DC 24, CL 20th). Once the veiled master delivers an attack, it briefly transforms into its aberrant true form before vanishing.



CEREBRUM DRILL

This impressive crossbow was the result of the Spindle Solution's (reasonable) estimation of needing to battle the alghollthus and their thralls alike. Researchers wasted little time in creating a nonlethal method of breaking the veiled masters' domination. The cerebrum

drill gives a creature a chance to escape an alghollthu's domination, assuming the target survives the brain-boring bolt.

CEREBRUM DRILL		PRICE 82,000 GP
SLOT none	CL 15th	WEIGHT 8 lbs.
AURA strong abjuration and enchantment		

This +3 *aberration-bane conserving*^{UE} heavy crossbow is crafted with a darkwood body and embedded with brass, gold, and silver inlays. A creature struck by a bolt from this crossbow is affected by *calm emotions* (Will DC 16). On a confirmed critical hit, the save DC for this effect increases by 4.

Up to three times per day as a swift action, the wielder can modify a loaded bolt into a brain-boring shot. These shots are not replenished by the *conserving* property of the weapon and are destroyed on impact or miss.

Brain-Boring Shot: The bolt is magically capped with a reinforced metal head. When the bolt hits, it automatically strikes somewhere near the target's brain (this attack has no effect against a target without a brain). The bolt head detaches and bores into the target's flesh, dealing an additional 6d6 points of damage before dissolving. This damage is not multiplied on a critical hit. If the target is affected by an ongoing mind-affecting effect, it can immediately attempt a new Will save to remove the effect. If the brain-boring shot was a confirmed critical hit, the target gains a +4 circumstance bonus on its Will save.

CONSTRUCTION REQUIREMENTS	COST 41,175 GP
Craft Magic Arms and Armor, <i>break enchantment</i> , <i>calm emotions</i> , <i>mind fog</i>	

ILLUSORY TRAINING

CR 17

Type magic; **Perception** DC 35 (see above); **Disable Device** DC 40

EFFECTS

Trigger spell; **Reset** 8 hours (*energy drain* only, illusion is permanent unless dispelled or the trap is disabled)


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Effect spell effect (permanent *mirage arcana*, Will DC 21 negates; targeted *energy drain*, Fortitude DC 24, see above); multiple targets (up to 4 targets)

F6. REAR HALL (CR 16)

An entirely submerged hall, roughly trapezoidal, stretches well over a hundred feet wide. Its angled north and south walls are metal grates rather than the stone of the rest of the facility. A short hallway in the southwest holds a large metal door, while a twin hallway in the northwest leads to what looks to be a ruined hallway. Facing the central exit to the east is an elevated pulpit, connected to twin staircases and resembling a balcony over the voluminous room.

This grand hall is another major connection hub to additional areas of the application wing. In days past, the Spindle Solution used this sizable space to speak to its membership, workers, and other guests in large addresses. Now the entire area remains submerged and devoid of any major traffic.

Creatures: The inevitable Quatronicus stands atop this chamber's speaking platform. Not an aquatic creature, Quatronicus wears a *ring of freedom of movement* that allows unrestricted movement in the submerged chamber and a *necklace of adaptation* so it can breathe underwater. It identifies itself immediately to any PCs entering the chamber, having dutifully waited here for thousands of years—time being nothing to an outsider.

Quatronicus is a yarahkut, a type of inevitable dedicated to preventing technologies from ending up in the hands of those deemed reckless or not ready to comprehend the power of such technologies. In this instance, Quatronicus discovered the Compass and claimed it as its jurisdiction. It understands the site will one day be rediscovered and used to advance societies across Golarion but has determined the appropriate time has not yet come.

When the PCs arrive, Quatronicus immediately questions their motives in exploring the facility. If they explain their desire to stop Ochymua, the inevitable is willing to allow their continued exploration so long as they agree to one condition: the PCs must not take any of the items they discover in the Compass—including *ioun stone* keys, magical arms and armor, or other items—out of the facility. To enforce this, Quatronicus demands that one PC must be the target of a *lesser geas* to adhere to this agreement and bring the party before the inevitable prior to leaving the Compass. Alternatively, a successful DC 40 Bluff or Diplomacy check is sufficient to convince the inevitable to forgo combat and allow the PCs to proceed. Failure to comply with its request or to succeed at an appropriate skill check causes the yarahkut to attack.

While likely outmatched by the powerful PCs, a duo of clockwork leviathans is stored in the adjacent side chambers of the hall. The metal grated walls holding them back already have the broken condition, and Quatronicus uses its dismantling gaze at the start of any hostilities to break open these side chambers, which destroys the grates and allows the leviathans to emerge and join in attacking the PCs. The leviathans perceive Quatronicus as a construct and ignore the inevitable in combat.

CLOCKWORK LEVIATHANS (2)

CR 12

XP 19,200 each

hp 128 each (*Pathfinder RPG Bestiary* 3 55)

QUATRONICUS

CR 14

XP 38,400

Yarahkut inevitable (*Pathfinder Adventure Path* #90: *The Divinity Drive* 84)

LN Large outsider (extraplanar, inevitable, lawful)

Init +6; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, *true seeing*; Perception +18

Aura malfunctioning (100 ft.)

DEFENSE

AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, -1 size)

hp 187 (15d10+105); regeneration 10 (chaotic)

Fort +14, **Ref** +11, **Will** +14

Defensive Abilities all-around vision, constructed; **SR** 25

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +21 (2d6+7), 2 slams +21 (1d6+7), 2 wings +21 (1d6+7)

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

Special Attacks dismantling gaze (100 ft., DC 21, 1/round), rend (2 wings, 2d6+10), wings

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*arcane sight*, *true seeing*

At will—*chill metal* (DC 16), *heat metal* (DC 16)

3/day—*locate object*, *modify memory* (DC 18), *rusting grasp*, *wall of force*

1/day—*disintegrate* (DC 20), *feeblemind* (DC 19), *mark of justice*

1/week—*lesser geas* (DC 18)

STATISTICS

Str 24, **Dex** 23, **Con** 20, **Int** 13, **Wis** 20, **Cha** 19

Base Atk +15; **CMB** +23 (+27 disarm, steal); **CMD** 39 (41 vs. disarm or steal)

Feats Combat Expertise, Combat Reflexes, Flyby Attack, Greater Disarm, Greater Steal^{APG}, Improved Disarm, Improved Steal^{APG}, Quick Steal^{UC}

Skills Diplomacy +16, Disable Device +14, Fly +16, Intimidate +16, Knowledge (engineering) +15, Knowledge (planes) +10, Perception +18, Sense Motive +16, Sleight of Hand +20, Survival +14, Use Magic Device +14

Languages truespeech

Gear *necklace of adaptation, ring of freedom of movement*

SPECIAL ABILITIES

Dismantling Gaze (Su) Once per round as a swift action, a yarahkut can concentrate its gaze on any item within 100 feet and damage that item. An attended item must succeed at a DC 21 Fortitude save or lose half its hit points and gain the broken condition. Items that already have the broken condition and fail this save are destroyed. Items that successfully save against this effect are immune to that yarahkut's dismantling gaze for 24 hours. Unattended nonmagical items don't receive a saving throw. The save DC is Charisma-based.

Malfunctioning Aura (Su) A yarahkut radiates a disruptive aura that is harmful to ranged weapons within 100 feet. Mechanical projectile weapons—such as crossbows, firearms, siege weapons, and many technological weapons—have a 20% chance of not firing on each attack made within the aura's area. If a weapon in this aura has a misfire value, its misfire value increases by 2.

Wings (Ex) A yarahkut's wings are primary attacks.

F7. CLOCKWORK FORGE (CR 17)

Eight alcoves line two sides of this room, some sealed off with metal lids and others standing open. A central platform almost twenty feet wide stands at the chamber's center, an array of mechanical appendages surrounding its periphery. The ticking and whirring sounds of clockwork mechanisms are audible all throughout the area, muffled by the water and stirring up almost imperceptible eddies.

This forge contains eight human-sized recesses along the walls, each sized for a Spindle Solution defender. When such a clockwork creature enters the open alcove, a sliding metal sheet closes and the bay spins 180 degrees into a confined space filled with repairing apparatuses. A clockwork creature in one of these coffins effectively gains fast healing 2 but cannot take any actions while being repaired. A clockwork creature is ejected once fully repaired.

This chamber's central platform is similar to the interior of the repair bays, save that it performs maintenance on larger clockworks—such as the resident clockwork dragon—without providing any concealment.

A PC can discern the function of the devices in this room with a successful DC 35 Knowledge (arcana or engineering) check. On a successful check, the character also knows that this area could have once been used with different tools to create new clockworks.

The clockwork forge can be sabotaged with a successful DC 45 Disable Device check. Once the forge is disabled, the clockworks in the facility can no longer be automatically repaired, allowing the PCs to completely defeat the clockwork guardians without risk of them returning.

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QUATRONICUS



Creatures: A single, immense clockwork guards the forge of its kin—a clockwork dragon. The metallic dragon is programmed to attack any creature entering the chamber, with the exception of members of the Spindle Solution or anyone presenting the *amethyst crescent ioun stone*. Against unauthorized intruders, the dragon unleashes its rust breath (which is fully functional in the water) in the attempt to erode the equipment of its foes, before closing into melee combat.

Two Spindle Solution defenders are undergoing repair in two of the bays. They emerge from their chamber if the clockwork dragon is reduced below 100 hit points. Keep in mind that the Spindle Solution defenders receive 2 hit points each round from their repair sequence, so if the fight with the clockwork dragon runs long, the PCs might end up fighting these additional clockworks later, in which case their current hit points are higher. If any other clockwork constructs fled from previous encounters with the PCs in the complex, they are here and can emerge from the bays during this encounter.

DAMAGED SPINDLE SOLUTION DEFENDERS (2) CR 12

XP 19,200 each

hp 140 each (currently 95; see page 36)

Weaknesses Confused for 1d3 rounds upon emerging from the repair bay

Gear +1 flaming burst halberd

RUST-BREATHING CLOCKWORK DRAGON CR 16

XP 76,800

hp 177 (*Pathfinder RPG Bestiary 4* 30)

Special Attacks breath weapon (rust breath: 60-foot line, Reflex DC 22 to avoid, usable every 1d4 rounds)

F8. SHATTERED LAB (CR 17)

The water filling this area is colder than in other parts of the complex, but not dangerously so. The cracked stone walls here resemble a cavern more than a constructed chamber, though evidence that this was once a worked chamber like the rest of the Compass is apparent. One larger crack snakes into the cavernous wall to the west, eventually curving out of sight. Chunks of shattered glass, stone, and twisted pieces of scrap metal lie scattered along the floor.

The shattered wreckage of this area once encompassed two distinct chambers of the wing. The nearby detonation of Rashimos's demonic rebirth broke through both chambers, effectively converting the area into a single cavernous room. One of the original chambers was dedicated to the application of enhancing the humanoid form with direct manipulation, making effects like *enlarge person* or *haste* permanent in a subject. The other chamber tested the reverse effects on aquatic

life—a relatively recent addition to the research schedule within the Compass, given that the Spindle Solution learned of the aquatic nature of the alghollthus only in the waning days of Azlant.

Creatures: A peculiar melding of sciences occurred during the destruction of the two rooms, creating a unique variety of aquatic life. The aquatic test subjects in one chamber were exposed to various enhancing magical effects, effectively uplifting them in unexpected ways. Three such aberrant life-forms still exist in the conjoined chamber. Similar to the galvos from which they arose, these beings command additional abilities and increased size. They attack any living creature entering the chamber, rushing out as a swarm of electrified eels before taking a somewhat humanoid shape in combat.

MUTANT GALVO MONSTROSITIES (3) CR 14

XP 38,400 each

Variant galvo (*Pathfinder RPG Bestiary 4* 120)

NE Large magical beast (aquatic)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 29, touch 14, flat-footed 24 (+4 Dex, +1 dodge, +15 natural, –1 size)

hp 230 each (20d10+120)

Fort +17, **Ref** +16, **Will** +7

Defensive Abilities swarmlike; **DR** 10/slashing;

Immune electricity

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +26 (1d8+7 plus 2d6 electricity), 2 slams +26 (2d6+7 plus 2d6 electricity)

Ranged eel dart +23 touch (1d6+7 plus 1d6 electricity)

Space 10 ft.; **Reach** 10 ft. (15 ft. with slam)

Special Attacks discharge (20-ft. radius, 15d6 electricity, Reflex DC 25 half)

STATISTICS

Str 25, **Dex** 18, **Con** 20, **Int** 7, **Wis** 12, **Cha** 8

Base Atk +20; **CMB** +28; **CMD** 43 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Natural Attack (slam), Point-Blank Shot, Power Attack, Precise Shot, Toughness, Vital Strike, Weapon Finesse

Skills Perception +15, Stealth +11, Swim +19

Languages Aquan (can't speak)

SQ amphibious, compression, varied attack

SPECIAL ABILITIES

Discharge (Su) Once per day as a full-round action, a mutant galvo can discharge a burst of electricity in a 20-foot radius centered on itself that deals 15d6 points of electricity damage. A creature that succeeds at a DC 25 Reflex save reduces this damage by half. The save DC is Constitution-based.

F9. CONVERTED COVE (CR 18)

Thick growths of crimson coral line the walls of this cavernous area. Several clumps of the same substance rise from the floor, like dulled spikes or stalagmites. The arrangement of the coral growths on the floor is roughly rectangular, giving the area the semblance of an arena. An exposed opening several dozen feet wide is visible along the back end of the cavern. Beyond the opening, the water seems to churn in constant motion.

Rashimos, a former general of Azlant's armies, underwent an ill-fated transformation to a demonic servant in this place. The change took place over millennia, and its conclusion devastated much of the wing. As the epicenter of the transformation, this chamber was partially transformed into a mockery of the Slithering Pools, the demon lord Ibdurengian's demonic realm in the Abyss. The coral arena at the center of the area is a sympathetic construct, made by the dreams of Rashimos, who always enjoyed the blood sport arenas in Azlant's major metropolitan centers. The back of the cavern leads through turbulent water to a series of tight caverns that eventually open into the depths of the Arcadian Ocean (beyond the scope of this adventure).

Creatures: As the PCs enter the cove, Rashimos greets the PCs in Azlanti, her voice echoing from the chamber walls.

"I am General Rashimos, known as the Eastern Blade. I stood at the front of Azlant's march on Arcadia, slaying the unenlightened and standing atop the heaped dead on the Shraedar Peninsula. My blade has sipped the blood of Thassilon's armies and carved the flesh of veiled masters. With the death of my empire, I pledge myself to a more deserving patron, a patron whose silence demands your blood. I say this, so you know the name of she who ends your story."

No longer Azlanti or even human, Rashimos barely resembles her former self. She has glamorous scaled skin and a growth of braided hair resembling coral formations, with only the iconic Azlanti facial structure showing through. Her eyes are a stark red, continually weeping crimson tears into the water around her. She wields her personal blade, *Empire's Fall*, a bastard sword forged from *throneglass*, which she acquired years after Earthfall shattered the Imperial Palace in the City of Golden Gates. The blade was similarly altered during Rashimos's transformation: it now brims with unholy demonic energy and acts as an

unholy symbol of her deity. A sparkling blue rhomboid ioun stone, one of three keys necessary to enter the Doomsday Stores, gently rotates around her alluring coral-wrapped head.

Rashimos eagerly awaits the arrival of interlopers to test her skills against. Ibdurengian promised to provide her with legions of demonic servants to lead against the remnants of human civilization—remnants Rashimos views as having failed her against the veiled masters. In her former life, Rashimos was a dedicated military commander of the Azlanti empire. Her renowned zeal led to an impressive invasion of

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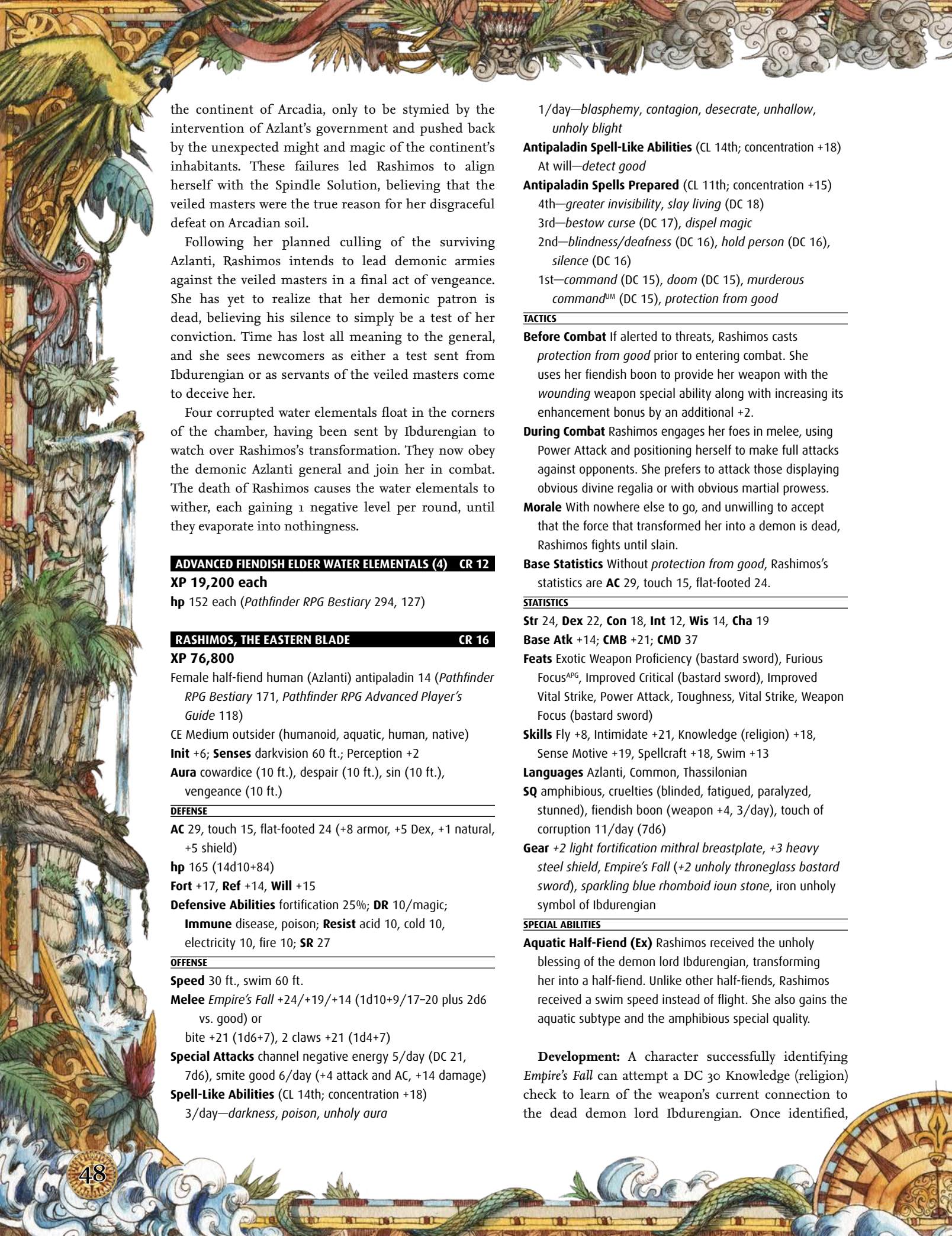
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MUTANT GALVO MONSTROSITY



the continent of Arcadia, only to be stymied by the intervention of Azlant's government and pushed back by the unexpected might and magic of the continent's inhabitants. These failures led Rashimos to align herself with the Spindle Solution, believing that the veiled masters were the true reason for her disgraceful defeat on Arcadian soil.

Following her planned culling of the surviving Azlanti, Rashimos intends to lead demonic armies against the veiled masters in a final act of vengeance. She has yet to realize that her demonic patron is dead, believing his silence to simply be a test of her conviction. Time has lost all meaning to the general, and she sees newcomers as either a test sent from Ibdurengian or as servants of the veiled masters come to deceive her.

Four corrupted water elementals float in the corners of the chamber, having been sent by Ibdurengian to watch over Rashimos's transformation. They now obey the demonic Azlanti general and join her in combat. The death of Rashimos causes the water elementals to wither, each gaining 1 negative level per round, until they evaporate into nothingness.

ADVANCED FIENDISH ELDER WATER ELEMENTALS (4) CR 12 **XP 19,200 each**

hp 152 each (*Pathfinder RPG Bestiary* 294, 127)

RASHIMOS, THE EASTERN BLADE CR 16 **XP 76,800**

Female half-fiend human (Azlanti) antipaladin 14 (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium outsider (humanoid, aquatic, human, native)

Init +6; **Senses** darkvision 60 ft.; Perception +2

Aura cowardice (10 ft.), despair (10 ft.), sin (10 ft.), vengeance (10 ft.)

DEFENSE

AC 29, touch 15, flat-footed 24 (+8 armor, +5 Dex, +1 natural, +5 shield)

hp 165 (14d10+84)

Fort +17, **Ref** +14, **Will** +15

Defensive Abilities fortification 25%; **DR** 10/magic;

Immune disease, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., swim 60 ft.

Melee *Empire's Fall* +24/+19/+14 (1d10+9/17-20 plus 2d6 vs. good) or

bite +21 (1d6+7), 2 claws +21 (1d4+7)

Special Attacks channel negative energy 5/day (DC 21, 7d6), smite good 6/day (+4 attack and AC, +14 damage)

Spell-Like Abilities (CL 14th; concentration +18)
3/day—darkness, poison, unholy aura

1/day—blasphemy, contagion, desecrate, unhallow, unholy blight

Antipaladin Spell-Like Abilities (CL 14th; concentration +18)

At will—detect good

Antipaladin Spells Prepared (CL 11th; concentration +15)

4th—greater invisibility, slay living (DC 18)

3rd—bestow curse (DC 17), dispel magic

2nd—blindness/deafness (DC 16), hold person (DC 16), silence (DC 16)

1st—command (DC 15), doom (DC 15), murderous command^{UM} (DC 15), protection from good

TACTICS

Before Combat If alerted to threats, Rashimos casts *protection from good* prior to entering combat. She uses her fiendish boon to provide her weapon with the *wounding* weapon special ability along with increasing its enhancement bonus by an additional +2.

During Combat Rashimos engages her foes in melee, using Power Attack and positioning herself to make full attacks against opponents. She prefers to attack those displaying obvious divine regalia or with obvious martial prowess.

Morale With nowhere else to go, and unwilling to accept that the force that transformed her into a demon is dead, Rashimos fights until slain.

Base Statistics Without *protection from good*, Rashimos's statistics are **AC** 29, touch 15, flat-footed 24.

STATISTICS

Str 24, **Dex** 22, **Con** 18, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +14; **CMB** +21; **CMD** 37

Feats Exotic Weapon Proficiency (bastard sword), Furious Focus^{APG}, Improved Critical (bastard sword), Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (bastard sword)

Skills Fly +8, Intimidate +21, Knowledge (religion) +18, Sense Motive +19, Spellcraft +18, Swim +13

Languages Azlanti, Common, Thassilonian

SQ amphibious, cruelties (blinded, fatigued, paralyzed, stunned), fiendish boon (weapon +4, 3/day), touch of corruption 11/day (7d6)

Gear +2 light fortification mithral breastplate, +3 heavy steel shield, *Empire's Fall* (+2 unholy thronelass bastard sword), sparkling blue rhomboid ioun stone, iron unholy symbol of Ibdurengian

SPECIAL ABILITIES

Aquatic Half-Fiend (Ex) Rashimos received the unholy blessing of the demon lord Ibdurengian, transforming her into a half-fiend. Unlike other half-fiends, Rashimos received a swim speed instead of flight. She also gains the aquatic subtype and the amphibious special quality.

Development: A character successfully identifying *Empire's Fall* can attempt a DC 30 Knowledge (religion) check to learn of the weapon's current connection to the dead demon lord Ibdurengian. Once identified,

the weapon can be redeemed in a 24-hour-long ritual, requiring 20,000 gp worth of incense and powdered diamonds. Upon the completion of this ritual, the weapon is restored to its previous incarnation: a +3 *keen vicious throneglass bastard sword*.

TO THE DOOMSDAY STORES!

Once the PCs have acquired the necessary *ioun stone* keys from the various wings of the Compass, they can proceed to the final section of the facility: the Doomsday Stores.

To reach the Doomsday Stores, a single creature must have each of the three *ioun stone* keys in her possession while interacting with the central plinth in the Convergence Hall (area C). As long as she carries the keys, the character instinctively knows she can redirect the transportation array to access the facility's depths, rather than just connecting to the surface entrance. Once the Doomsday Stores are accessed with the *ioun stones*, the lockdown effect on the transportation array is overridden—the *ioun stone* keys are no longer necessary to reach this location again.

Jazradan's Advice: Prior to the PCs departure to the Doomsday Stores, the spectral form of Jazradan appears. As long as the PCs haven't previously fought the undead arcanist, he offers the PCs a set of instructions for disabling the *Synchrony Device*. While not an outright lie, the instructions cause the *Synchrony Device* to revert to the arcanist's control. A character who succeeds at a Sense Motive check opposed by Jazradan's Bluff check (Jazradan gains an additional +10 circumstance bonus on his check due to the fact that he's not speaking a direct falsehood) notes that the arcanist isn't being entirely forthright with the PCs.

The results of the PCs following Jazradan's instructions for disabling the *Synchrony Device* are further described in the description for area G6.

PART 4: ONE SECOND TO MIDNIGHT

As the PCs arrive in the Doomsday Stores, Ochymua is on the cusp of completing its plan to repurpose one of the Spindle Solution's most potent weapons: the *Synchrony Device*.

As a sort of "planar bomb," the *Synchrony Device* was designed to create extraplanar tension on the Material Plane. Rather than unleash an explosion, the weapon was designed to overlay a portion of a targeted plane over several square miles. This means a place could be covered in perpetual fire by overlaying the Plane of Fire, or have the life essence drained from it when connected to the

THRONEGLASS

The Imperial Palace in Azlant was a fabulous building that featured classic Azlanti architecture, including a famous skylight made of a single sheet of magically treated glass as durable as steel. Though the green-tinted substance was sturdy, it was still no match for the onslaught of Earthfall. As the meteors tore the continent to pieces, a direct hit razed the building, shattering the skylight. Years later, as survivors surveyed the damage, they discovered that the material had retained its durability and some manufactured the green shards into weapons, calling the material *throneglass*.

The Knights of the Ioun Star were the most proficient in turning these remnants into potent weapons, especially after they unlocked and understood *throneglass's* abilities. The material is typically forged into melee weapons, though it theoretically could be used for other functions.

Throneglass is a special material as strong as steel that also provides the bearer with protection against an opponent's psychic abilities. When a creature wielding a melee weapon made of *throneglass* succeeds at a saving throw against a psychic or mind-affecting effect from a creature, the weapon stores some of that energy and holds it for a future attack. A *throneglass* weapon can store this energy for a number of rounds equal to the level of the spell, or half the creature's CR if the effect wasn't a spell or spell-like ability. If the weapon hits a creature while still holding this energy, it suffuses the target with a disruptive field for 1 round. On a critical hit, the disruptive field effect instead lasts for a number of rounds equal to the weapon's critical multiplier. While affected by this field, a target must succeed at a concentration check (DC = 15 + twice the spell's level) to cast any spell or spell-like ability (in addition to any other required concentration checks). If the check is failed, the affected creature's spell or spell-like ability is wasted. A Small or Medium weapon made of *throneglass* costs an additional 13,000 gp.

Negative Energy Plane. The Spindle Solution's intent was to determine a suitably inhospitable plane, set the device to activate after a timed interval, and teleport it into a major alghollthu settlement so that it would overlay the chosen plane across the settlement. However, the device was never fully tested. Unbeknownst to its creators, the *Synchrony Device* causes planar feedback so that when activated, it will unleash a devastating explosion, followed with unpredictable results of drawing in portions of a plane or some of its denizens after the initial detonation.

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Ochymua discovered the dormant device and has spent its time preparing it for a new task: activating it on the mainland of Avistan. Now attuned to the Plane of Water, the device's activation will have a dual effect of drowning hundreds of thousands, while rendering a vast area of the mainland accessible to an amphibious army. Ochymua's armies stand poised to follow up on such a devastating first strike unless the PCs manage to stop the final activation of the *Synchrony Device*.

G. DOOMSDAY STORES

The Doomsday Stores of the Compass facility reside in a special level, lower than the main level but connected in a manner similar to the surface and the primary installation. This section of the facility consists of several additional locations, each housing other doomsday weapons developed by the Spindle Solution. The ongoing lockdown restricts the current area to just one such weapon: the *Synchrony Device*.

Ochymua has placed a number of symbol spell traps throughout this part of the Compass. This reduces availability of those spells to the veiled master, and the traps don't provide any additional experience points beyond what the PCs receive from defeating Ochymua.

Climactic Encounter: As soon as the PCs enter the Doomsday Stores, they trigger the final encounter of "Beyond the Veiled Past." Battling the clockworks in the entry chamber is a brief prelude to the final fight, but also serves to warn Ochymua of the PCs' presence.

Be sure to read the entirety of this part of the adventure, and pay attention to the tactics of the aboleth engineers (area G3), Ochymua (area G6), and Jazradan (see The Grand Arcanist on page 55). Make note of the activation sequence of the *Synchrony Device*, as well as the presence of Ochymua's various symbol traps throughout the area.

Use the map on page 52 for areas G1–G6.

G1. ENTRY CHAMBER (CR 14)

An octagonal depression rests in the center of this larger octagonal stone chamber. Each of the walls, save one, is sealed over with a slab of a material that resembles obsidian.

The unobstructed passage out of the chamber is a long corridor that leads into a far larger area beyond.

This area is the central arrival platform for the Doomsday Stores.

The depression holds the same platform that connects to the Convergence Hall, allowing for a return further up in the Compass facility.

The eight exits usually open to the various projects of the Spindle Solution, but due to the ongoing lockdown caused by the activation of the *Synchrony Device*, obsidian-like blocks seal seven of the doors. The blocks are merely visual indicators; each of the seven other chambers is sealed into its own hidden demiplane as the lockdown continues.

Creatures: A pair of clockwork Spindle Solution defenders stands guard near the entrance to the *Synchrony*

RASHIMOS

Device chamber. Ochymua reprogrammed both of these defenders, effectively turning them into an advanced warning system. The defenders attack any intruders, fighting until destroyed. While working on the *Synchrony Device*, Ochymua establishes routine contact with these soldiers. The clockworks' presence should pose little threat to the PCs, but they warn Ochymua of the PCs' arrival, as their programming is keyed into the complex machine that controls the *Synchrony Device*. Once made aware of the intruders in the Doomsday Stores, Ochymua prepares its defenses.

SPINDLE SOLUTION DEFENDERS (2) CR 12

XP 19,200 each

hp 139 each (see page 36)

Gear +1 flaming halberd, dark blue rhomboid ioun stone

G2. SYNCHRONY ARTERIAL

This hall extends onward, ending after forty feet in a metal bridge spanning an expanse of water. A blue glow emanates from the floor in front of the bridge.

Trap: The floor of this hall is lined with a *symbol of persuasion* left by Ochymua. It's positioned right before the steps leading to the fluidic barrier (area G3). The symbol instructs those affected to jump into the water. Ochymua left this symbol to entice creatures into the rapid torrent of the barrier, forcing them to battle the aboleth engineers waiting within.

OCHYMUA'S SYMBOL OF PERSUASION CR —

Type magic; Perception DC 31; Disable Device DC 33

EFFECTS

Trigger spell; Reset none

Effect spell effect (*symbol of persuasion*, Will DC 27 negates); multiple targets (all targets within 60 feet)

G3. OUTER FLUIDIC BARRIER (CR 17)

This chamber is the hollow inside of a massive sphere, almost two hundred feet in diameter. The outer forty feet of the sphere is entirely filled with water. The water is in constant motion, moving in a clockwise rotation, urged along by palm-sized metal vents along the outer wall. An inner wall of clearly magical force contains the water. No solid matter obstructs vision to the device at the chamber's center. A bridge crosses the divide, with the water somehow flowing around it, leaving it with a twenty-foot ceiling of open air.

Recognizing the inherent dangers of meddling with powerful conjuration magic, the Spindle Solution created a mundane fail-safe to safeguard the activation of the *Synchrony Device*. Magical fields similar to a *wall*

SPARKLING BLUE RHOMBOID IOUN STONE

A personal artifact used by Rashimos of the Spindle Solution, this unique *ioun stone* is an enhanced version of a *pale blue rhomboid ioun stone*.

SPARKLING BLUE RHOMBOID IOUN STONE

MINOR
ARTIFACT

SLOT none

CL 12th

WEIGHT —

AURA strong varied

A *sparkling blue rhomboid ioun stone* grants a +4 enhancement bonus to Strength while in use.

DESTRUCTION

This stone can be destroyed like any other *ioun stone*, except it has AC 26, 50 hit points, and hardness 10.

of force (CL 20th) keep the water in place, but don't hold back any other matter. Creatures, as well equipment and spells, can freely enter and leave the water. The waters in this area can be released (see area G6) to flood the remainder of the area. The venting assists in keeping the water from stagnating, as well as gives it a push to better flood the device should the inner barrier be disabled.

Creatures: Two powerful aboleth advisors, paragons of their species, wander the waterways of the fluidic barrier. Consultants to Ochymua, these aboleth eagerly joined the veiled master in coming to the Compass to study the Spindle Solution's numerous experiments. They've given all the input they can on adjusting the *Synchrony Device's* settings and now enjoy the convenience of the water as Ochymua makes the final alterations and prepares to launch the weapon.

When confronted with intruders, the aboleth engineers immediately attack. Should the PCs avoid the barrier, the aboleths assist Ochymua by casting spells from within the barrier. If the barrier is lowered, the aboleths take advantage of their new freedom in swimming around the battlefield to better assist their master.

ABOLETH ENGINEERS (2) CR 15

XP 51,200 each

Advanced aboleth wizard 11 (*Pathfinder RPG Bestiary* 294, 8)

LE Huge aberration (aquatic)

Init +9; Senses darkvision 60 ft.; Perception +30

Aura mucus cloud (5 ft., DC 23)

DEFENSE

AC 34, touch 17, flat-footed 28 (+3 deflection, +5 Dex, +1 dodge, +13 natural, +4 shield, -2 size)

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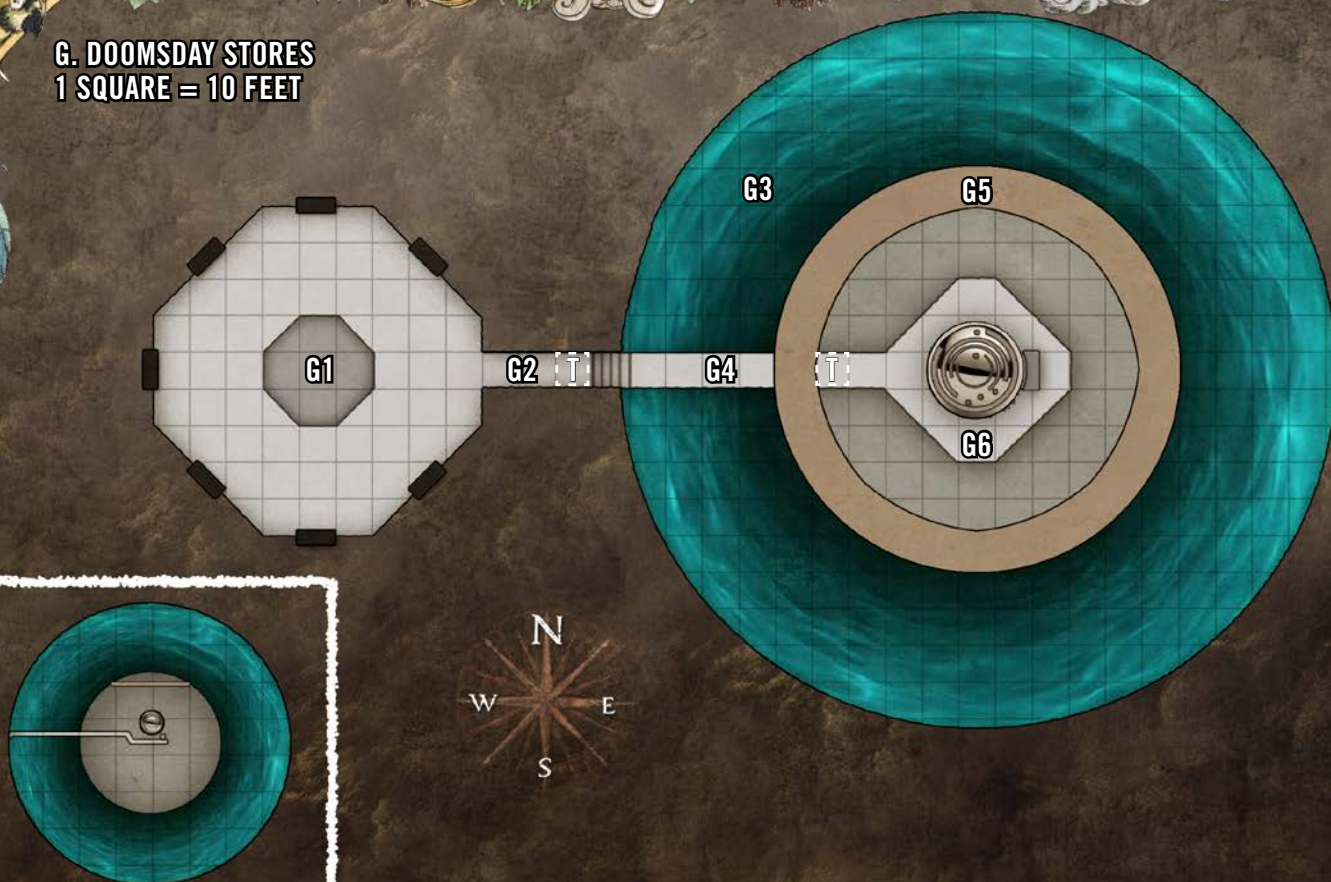
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G. DOOMSDAY STORES
1 SQUARE = 10 FEET



hp 256 each (19 HD; 11d6+8d8+182)

Fort +14, **Ref** +12, **Will** +23

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +16 (1d6+6 plus slime)

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

Special Attacks hand of the apprentice (11/day)

Spell-Like Abilities (CL 16th; concentration +22)

At will—*hypnotic pattern* (DC 18), *illusory wall* (DC 20), *mirage arcana* (DC 21), *persistent image* (DC 21), *programmed image* (DC 22), *project image* (DC 23), *veil* (DC 22)

3/day—*dominate monster* (DC 27)

Wizard Spells Prepared (CL 11th; concentration +19)

6th—*chain lightning* (DC 25), *disintegrate* (DC 24), *greater dispel magic*

5th—*feeblemind* (DC 25), *icy prison*^{UM} (DC 24), *mind fog* (DC 25)

4th—*dimension door*, *enervation*, *fire shield*, *greater invisibility*, *stoneskin*

3rd—*displacement*, *fireball* (DC 22), *haste*, *hold person* (DC 23), *protection from energy*, *slow* (DC 21)

2nd—*fog cloud*, *glitterdust* (DC 20), *kinetic reverberation*^{UC} (DC 20), *mirror image*, *resist energy*, *see invisibility*

1st—*magic missile* (2), *protection from good*, *ray of enfeeblement* (DC 19), *shield*, *shocking grasp*

0 (at will)—*detect magic*, *mending*, *open/close* (DC 18), *read magic*

TACTICS

Before Combat If warned, Ochymua alerts these aboleth engineers to the PCs' arrival. They cast *shield*, *stoneskin*, *kinetic reverberation*, and *mirror image*, in that order.

During Combat The aboleth engineers use various spells to take PCs out of combat. Each engineer clenches a *rod of lesser quicken metamagic* in one of its tentacles.

Morale With the vision of a restored aboleth empire so close, the aboleth engineers fight until slain.

Base Statistics Without *shield*, the aboleths' statistics are **AC** 30, touch 17, flat-footed 24.

STATISTICS

Str 22, **Dex** 20, **Con** 28, **Int** 26, **Wis** 26, **Cha** 23

Base Atk +11; **CMB** +19; **CMD** 38 (can't be tripped)

Feats Dodge, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (enchantment, evocation), Spell Penetration, Still Spell, Weapon Focus (tentacle)

Skills Acrobatics +15 (+7 to jump), Appraise +30,

Bluff +24, Escape Artist +26, Intimidate +28, Knowledge (arcana, engineering, planes) +30, Knowledge (history, local) +22, Perception +30, Spellcraft +30, Swim +25

Languages Aboleth, Aklo, Aquan, Azlanti, Common, Dwarven, Elven, Orvian, Thassilonian, Undercommon

SQ arcane bond (*amulet of spell mastery*), metamagic mastery (2/day)

Combat Gear *lesser quicken metamagic rod*, *scroll of horrid wilting*, *scroll of prismatic spray*; **Other Gear** *amulet of spell mastery^{UE}*, *headband of mental superiority* +2, *ring of protection* +3, *spellbook*

Traps: The effects of three of Ochymua's most powerful symbol spells line the outer walls of the fluidic barrier. The symbols are set to not affect the aboleth engineers, and the aboleths know to take advantage of their placement in the chamber.

OCHYMUA'S SYMBOL OF STUNNING

CR —

Type magic; **Perception** DC 32; **Disable Device** DC 34

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*symbol of stunning*, Will DC 28 negates); multiple targets (all targets within 60 feet)

G4. PRIMARY WALKWAY

A case of stairs descends to a thirty-foot walkway leading to a larger platform of smooth stone.

This stone walkway leads all the way to the edges of the *Synchrony Device*. The surrounding space is otherwise the open interior of a sphere. The fall from the side of the ramp is roughly 40 feet, after which a falling creature passes through the magical barrier and into the water lining the sphere (see *Falling into Water* on page 443 of the *Pathfinder RPG Core Rulebook*).

Creatures traveling down this path can easily spot the humanoid form of Ochymua—likely a *projected image* if the veiled master has been alerted to the PCs presence—in area G6.

Trap: Ochymua inscribed a *symbol of slowing* at the end of the walkway here, just before the periphery of the *Synchrony Device* (area G6).

OCHYMUA'S SYMBOL OF SLOWING

CR —

Type magic; **Perception** DC 29; **Disable Device** DC 31

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*symbol of slowing^{UM}*, Will DC 24 negates); multiple targets (all targets within 60 feet)

G5. UPPER GANTRY

A circular stone walkway lines the upper reaches of this great spherical area. A set of metal posts acts as guardrails to the elevated gantry, some sixty feet above the platform below.

A stone walkway encircles the upper reaches of the greater spherical chamber housing the *Synchrony Device*. In the event that the chamber is flooded, the water surges all the way up to the base of this walkway. This effectively makes this area a nonsubmerged area for creatures to reach in the event of the chamber being flooded during combat.

G6. SYNCHRONY CONTROL (CR 19+)

A multilayered sphere of silver metal ringed with brass spins and shifts in the air. A metallic walkway encircles the device, which floats without support in the center of the great spherical chamber housing it. Every few seconds, the bands that make up the layers of the sphere shift, revealing intricate arcane runes, as well as concentrically smaller spheres of platinum, gold, and other exotic metals lined with brass. An array of metallic and crystalline devices rests on a dais that lies at the base of the walkway.

This area holds both the *Synchrony Device* and the control panel used by the Spindle Solution to program the device. A railing prevents falling from the walkway, though being forcibly thrust over the edge causes a creature to plummet 60 feet to the surface of the water lining the spherical chamber that houses the device. A creature pushed into the *Synchrony Device* takes 10d6 points of bludgeoning and slashing damage from the constant motion of the device's concentric bands.

Synchrony Device: The device is an immense, magically shielded weapon. It's virtually impossible for a creature to destroy the device via physical means, but there are other options available to the PCs to disable or sabotage it.

Creatures can use the devices on the dais to change the *Synchrony Device's* programming. Creatures interacting with this control dais must succeed at a DC 35 Knowledge (arcana or planes) check or a DC 40 Spellcraft check to understand the basic connection between the platform and the *Synchrony Device*. If successful, the creature learns of two options to disable the device (in addition to the instructions Jazradan provided for deactivating the device): activating the

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chamber's fail-safe protocol and powering down the *Synchrony Device*.

Spending 2 rounds manipulating the control dais followed by a successful DC 30 Disable Device check triggers the flooding fail-safe, which disables the barriers that contain the fluidic barrier waters (area G3) and immediately floods the chamber. Extra water is pumped in through the outer walls, submerging the chamber to just below the gantry floors (area G5). Once this occurs, the *Synchrony Device* immediately powers down, as it was

designed to cease functioning while within an aquatic environment—a safety measure built into the device by its Azlanti creators who were afraid alghollthu agents might steal it.

Alternatively, to power down the device, a creature must spend 3 full rounds interacting with the control dais and succeed at a DC 40 Disable Device check. Interruptions, such as taking damage or leaving the console for any reason, increase the DC of this check by 10. Failing this check causes the device to initiate various protections that prevent further tampering; see Countdown below for more information on this outcome. Once disabled in this manner, the *Synchrony Device* cannot be repowered without a lengthy activation sequence requiring several hours of work.

A PC using Jazradan's instructions to disable the *Synchrony Device* must spend 3 full rounds interacting with the controls as described above, but she does not need to attempt a skill check. However, this routine doesn't actually power down the device; the effects are described in *The Grand Arcanist* on page 55.

Countdown: The PCs have 2 minutes (20 rounds) from the start of combat until the *Synchrony Device* activates. Ochymua triggers this countdown with a telepathic command; the PCs should note the increasing speed of the *Synchrony Device*'s rotations as the combat progresses. The only way to stop the countdown is for the PCs to disable the device, either by powering it down or flooding the chamber. Should the PCs fail the Disable Device check to power down the device, the countdown restarts to 2 minutes

with a lockout measure that prevents further attempts (though the heroes can still attempt to flood the chamber). If the PCs perform Jazradan's suggested adjustments, the countdown restarts to 2 minutes under the control of the ghostly arcanist.

Unbeknownst to either Ochymua or Jazradan, regardless of which side triggers the doomsday weapon, the untested device's activation will detonate with catastrophic and unpredictable results; see Detonation below should the countdown of the *Synchrony Device* conclude.

ABOLETH ENGINEER

Creatures: The final encounter of this adventure is complex, involving multiple foes each using advanced tactics. Ochymua (see The Veiled Master below) and its two aboleth allies (area G3) are the primary foes of this conflict, battling any creatures attempting to stop the activation of the *Synchrony Device*. However, Grand Arcanist Jazradan is unwilling to stand by while the conflict plays out; his role is detailed in The Grand Arcanist below.

Jazradan and Ochymua represent opposite sides of the alghollthu-Azlanti conflict, and each refuses to let the other survive: they attack one another if both are present on the battlefield. Both also see the PCs as interfering with their plans, though, and as such neither focuses on the other to the exclusion of the PCs in combat. Jazradan ultimately holds the upper hand in such fights, as he can rely on his rejuvenation ability to survive even if slain.

Should the PCs fail to prevent the activation of the *Synchrony Device*, they face further challenges, as detailed in the Detonation section below, but even such drastic consequences are insufficient to stop the ancient forces of Ochymua and Jazradan from battling one another.

The Veiled Master: The veiled master Ochymua finishes its final preparations on the *Synchrony Device* as the PCs enter the chamber. Likely alerted to the PCs' intrusion, the veiled master prepares for combat as detailed in the Tactics section of its stat block, with the addition of creating an illusory image of a gender-neutral robed Azlanti at the control console. Ochymua casts *greater invisibility* and floats behind the *Synchrony Device*, out of the PCs' sight. It then talks to the PCs through the illusion.

Ochymua has no respect for humanoid life and sees the PCs as little more than upstart savages who've trespassed on its latest endeavor. It refers to the PCs as such, even explaining its plan to use the *Synchrony Device* to wreak havoc on humankind and enslave any survivors in order to restart the experiment with humanity—this time with far more caution. Ochymua gives the PCs one chance to leave; failing that offer's acceptance, the veiled master uses its *scroll of time stop* to begin the final encounter. Once Ochymua engages the PCs, the aboleth architects from area G3 immediately lend their aid.

Ochymua's defeat by the PCs and the disabling of the *Synchrony Device* mark the end of the adventure. Achieving these goals is a monumental task and may require the heroes battling more than the veiled master and its aboleth servants. For more information on how to proceed with such options, see The Grand Arcanist section below and the Detonation section on page 56).

HELM OF GOVERNANCE

The *helm of governance* is a unique magical helmet constructed at Jazradan's behest. Similar helms are spread throughout Azlant, once employed by high-ranking members of the Ioun Imperative as a means of hiding their identity from the people of the empire. The original models are known in modern times as Decemvirate helms (*Pathfinder Campaign Setting: Artifacts & Legends* 58) and serve an entirely different purpose.

This particular helmet improves upon the basic design, incorporating several unique spell-like abilities available to the wearer upon command.

HELM OF GOVERNANCE

MINOR ARTIFACT

SLOT head

CL 20th

WEIGHT 3 lbs.

AURA strong abjuration

This helm masks the wearer's face and functions as a *helm of telepathy* combined with an *amulet of proof against detection and location*. The wearer can cast *disguise self* at will and benefits from *discern lies* and *true seeing* at all times. The helm provides complete protection from all gaze attacks and all forms of mental control. The helm also interfaces with illusory effects, allowing the wearer to see and hear through certain illusions as though those illusions acted as scrying sensors. The helm is currently attuned to numerous projection pads depicting Jazradan's programmed image, scattered throughout the ruins of Azlant.

Once per day as a swift action, the wearer of the *helm of governance* can utter the Azlanti word for "stop," which causes a *time stop* effect. Similarly, up to three times per day as a swift action, the wearer can say "insufficient" in Azlanti, which targets a creature within 300 feet with *greater dispel magic*.

DESTRUCTION

The helm is forever tied to its wearer, even unto death. Only by killing the helm's owner, Grand Arcanist Jazradan, can this artifact be destroyed.

OCHYMUA

CR 19

XP 204,800

hp 283 (see page 62)

The Grand Arcanist: Further complicating the battle against the veiled master is the presence of Jazradan—assuming the PCs didn't banish the undead spirit and he hasn't yet rejuvenated. The arcanist joins the fight against Ochymua as soon as the PCs perform his

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A STOLEN PHYLACTERY

Auberon's phylactery is a unique *ioun stone* he created on his path to lichdom. While the stone is powerful in its own right, Auberon treasures it more than anything, as it is the vessel for his soul. Ochymua stole the *jaundiced skull ioun stone* from Auberon while in the Omen Dominion (see *Pathfinder Adventure Path #125: Tower of the Drowned Dead*), and has kept it on his person as an indicator should the lich be slain, though he refrains from using it. The veiled master intends to imprison the lich as soon as his body begins rejuvenating, unaware of the stone's complete powers.

JAUNDICED SKULL IOUN STONE

MINOR ARTIFACT

SLOT none	CL 16th	WEIGHT —
AURA strong abjuration		

In addition to serving as a vessel for Auberon's soul, the *jaundiced skull ioun stone* is a potent artifact with two protections against detection. First, when active, the *ioun stone* is invisible as it orbits the bearer's head. Secondly, the *jaundiced skull ioun stone* is immune to divination effects.

If a lich activates this *ioun stone*, it can use its paralyzing touch as a ranged touch attack to a distance of 60 feet. In addition, if the lich whose soul is stored within the *jaundiced skull ioun stone* is slain and someone else takes possession of the artifact, the rate at which the lich rejuvenates is accelerated, as the *ioun stone* begins sapping the life force from its current bearer. The stone's bearer quickly rots, taking 1 point of Constitution drain initially and every hour thereafter while it is activated unless the bearer succeeds at a DC 25 Fortitude save. The creature bearing the *ioun stone* receives a new saving throw each time it would be subjected to Constitution drain. As long as the *ioun stone* has dealt at least 1 point of Constitution drain, the deterioration assists in the reformation of the lich's body, reducing the time required for rejuvenation to 1d10 hours instead of the normal 1d10 days.

DESTRUCTION

The *jaundiced skull ioun stone* can be destroyed only after the destruction of the lich whose soul it holds and before the lich has rejuvenated. During this time, the *ioun stone* must be subjected to a *consecrate* spell and then be smashed to pieces. The *jaundiced skull ioun stone* has AC 26, 50 hit points, and hardness 10.

recommended adjustments to the *Synchrony Device*. He also appears if the PCs instead opt to flood the chamber or manage to power down the device, but in this case his primary targets are the PCs.

Once Jazradan appears, he discards any pretense of allying with the PCs. He is intent on reactivating the *Synchrony Device* to fulfill its intended purpose: the destruction of the alghollthus. If the PCs' actions granted Jazradan control of the device, then the countdown continues, though it now targets the Braid, a location in the Arcadian Ocean that allows passage to the alghollthu-controlled Sightless Sea in the Darklands. While such a goal may seem in line with the PCs' motivations, both antagonists know that activating the weapon will reignite the war between the alghollthus and humanity and plunge Golarion into a prolonged war—a fact that Ochymua is keen to telepathically point out to the PCs.

JAZRADAN

CR 18

XP 153,600

hp 234 (see page 60)

Detonation: The *Synchrony Device* was never fully tested, so its activation is a gamble for both Jazradan and Ochymua. The exact ramifications of the device's activation are left up to you as the GM, especially as the device's successful detonation on the mainland or against the alghollthus could have far reaching repercussions (see pages 66–67 of the Continuing the Campaign article for more information on the effects of the device's devastating detonation).

Regardless of the worldwide consequences of the *Synchrony Device's* activation, the ramifications in the immediate vicinity are swift and devastating. The sudden teleportation of the planar-altering device shatters the space where it once floated. Vibrant violet tears in reality begin to open in the area over the course of the following round. Creatures interacting with these tears take 20d6 points of force damage as their bodies are disjointed between several different planes. This explosion is muted while confined to this chamber, and would be much more massive if detonated elsewhere.

One round later, the metaphysical rips in the fabric of the plane erupt in a massive explosion. Every creature within 300 feet of where the *Synchrony Device* once stood takes 20d6 points of bludgeoning damage and 20d6 points of sonic damage (Reflex DC 38 half). This explosion also strains the thinned planar barriers, resulting in a breach; a hekatonkheires titan breaks onto the Material Plane. The titan is a colossal abomination, banished into a realm between planes by the gods. The Azlanti never considered the



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theoretical existence of these places between planes during their meddling with planar boundaries, and their ignorant arrogance now causes the appearance of a nigh-unstoppable force.

The hekatonkheires attacks all creatures within the *Synchrony Device* chamber, be they PCs, algholthus, or the ghost of a dead Azlanti. It does not stop until all creatures are slain, at which point it begins a ponderous ascent to the surface, shattering the Compass facility in its wake. Unless defeated, the titanic force unleashed by the *Synchrony Device* reaps untold damage across the shattered continent of Azlant, and likely beyond.

HEKATONKHEIRES

CR 24

XP 1,228,800

hp 516 (*Pathfinder RPG Bestiary* 3 268)

Development: Once the heroes defeat the two mortal enemies (and the titan, if the device is successfully activated), the adventure is officially concluded. The PCs have managed to defeat two of the most powerful destined figures from ages past, and they have secured their colony's existence among the ruins of Azlant—unless other dangers lie in wait lurking deep beneath the waves.

CONCLUDING THE ADVENTURE

Stopping Ochymua's machinations is a massive accomplishment. Depending on the events of the campaign, the PCs' actions may be lauded throughout Avistan, or they may be known only to a select few individuals. Still, the settlement of Talmandor's Bounty is now relatively safe from reprisal and is likely to become the first (and most prosperous) of a resurgent colonizing effort. What role the PCs have to play in settlement of Azlant is up to them, but a transition into retirement is a logical conclusion if the campaign ends here.

For those seeking to continue their adventures in the ruins of Azlant, numerous threats abound. The remaining doomsday weapons of the Spindle Solution require investigation, their respective chambers accessible after the activation or disabling of the *Synchrony Device*. If the *Synchrony Device* was successfully activated, regardless of the target, war is likely a forgone conclusion between the nations of Avistan and the algholthus. All this and more is explored in *Continuing the Campaign* on pages 64–69.

GARDENER

Before the destruction of Azlant, Gardener tended the gardens of the Spindle Solution's aboveground research campus. Thousands of years later, the wyrwood dutifully continues its task despite the surrounding destruction.

GARDENER

CR 14

XP 38,400

Wyrwood druid 15 (*Pathfinder RPG Bestiary* 4 280)

NG Small construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 25, touch 15, flat-footed 22 (+8 armor, +3 Dex, +1 insight, +2 natural, +1 size)

hp 111 (15d8+40); fast healing 2

Fort +9, **Ref** +11, **Will** +13; +4 vs. fey and plant-targeted effects, +4 vs. negative energy and death effects

Immune construct traits

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *merciful scythe* +15/+10/+5 (1d6+4 nonlethal/x4 plus 1d6 nonlethal)

Special Attacks wild shape 6/day

Domain Spell-Like Abilities (CL 15th; concentration +19) 15/day—lightning lord (15 bolts/day)

Druid Spells Prepared (CL 15th; concentration +19)

8th—*sunburst*^o (DC 22), *word of recall*

7th—*control weather*^o, *fire storm* (DC 21), *sunbeam* (DC 21)

6th—*control winds*^o (DC 20), *greater dispel magic*, *stone tell*, *wall of stone*

5th—*commune with nature*, *ice storm*^o, *insect plague*, *stoneskin*, *wall of thorns*

4th—*air walk*, *blight*^o (DC 18), *command plants* (DC 18), *freedom of movement*, *rusting grasp*, *thorn body*^{APG}

3rd—*call lightning*^o (DC 17), *daylight*, *neutralize poison*, *protection from energy*, *stone shape*, *wind wall*

2nd—*fog cloud*^o, *gust of wind* (DC 16), *hold animal* (DC 16), *resist energy*, *warp wood* (DC 16), *wood shape* (DC 16)

1st—*entangle* (DC 15), *goodberry*^o, *obscuring mist*, *pass without trace*, *produce flame*, *speak with animals*

0 (at will)—*detect magic*, *detect poison*, *light*, *mending*

D domain spell; **Domain** Weather (Seasons subdomain)

TACTICS

During Combat Gardener isn't used to combat and attempts to incapacitate opponents rather than kill them.

Morale The wyrwood flees combat if it takes more than 30 points of damage.

STATISTICS

Str 14, **Dex** 18, **Con** —, **Int** 12, **Wis** 19, **Cha** 10

Base Atk +11; **CMB** +12; **CMD** 27

Feats Augment Summoning, Extend Spell, Lightning Reflexes, Moonlight Summons^{UM}, Natural Spell, Spell Focus (conjunction), Toughness, Wild Speech^{UM}

Skills Acrobatics +1 (–3 when jumping), Climb +10, Handle Animal +11, Heal +16, Knowledge (geography) +10, Knowledge (nature) +20, Perception +16, Spellcraft +18, Survival +16

Languages Azlanti, Druidic, Elven

SQ a thousand faces, animating heart, embedded ioun stones, nature bond (Weather domain [Seasons^{APG} subdomain]), nature sense, timeless body, trackless step, untouched by the seasons, wild empathy +15, woodland stride

Combat Gear *potion of displacement*, *potion of shield of faith*; **Other Gear** +2 ironwood breastplate, +1 *merciful scythe*, *amulet of natural armor* +2, *amethyst crescent ioun stone*, *clear spindle ioun stone*, *deep red sphere ioun stone*, *dusty rose prism ioun stone*, *incandescent blue sphere ioun stone*

SPECIAL ABILITIES

Animating Heart Every functioning wyrwood is animated by an *ioun stone*, but Gardener's animating force is a unique *amethyst crescent ioun stone* (see the sidebar on page 23). This *ioun stone* cannot be seen and is inaccessible, save for actually opening Gardener's dead remains. The stone keeps Gardener alive and grants the construct fast healing 2.

Embedded Ioun Stones (Ex) Gardener's various *ioun stones* are embedded within its body. This prevents the *ioun stones* from being sundered or otherwise stolen unless Gardener is slain.

Gardener is a wyrwood: a living construct crafted at the height of the Azlanti empire and powered by an *ioun stone* that serves as its animating heart. Most wyrwoods were constructed as a servant caste at the disposal of powerful Azlanti wizards and nobles, and in modern times, the majority of wyrwoods inhabit the distant continent of Arcadia.

The purpose behind Gardener's creation was shrouded in secrecy and known only to the Spindle Solution's leader, Grand Arcanist Jazradan. The truth is that Gardener was constructed to house the world's only known *amethyst crescent ioun stone*, which acts as Gardener's life-giving core. Gardener is oblivious to the powerful *ioun stone* that animates it. The wyrwood's simplistic name is derived from the task the construct proved most suitable to perform: tending the gardens of the Spindle Solution's surface operations above the Compass.

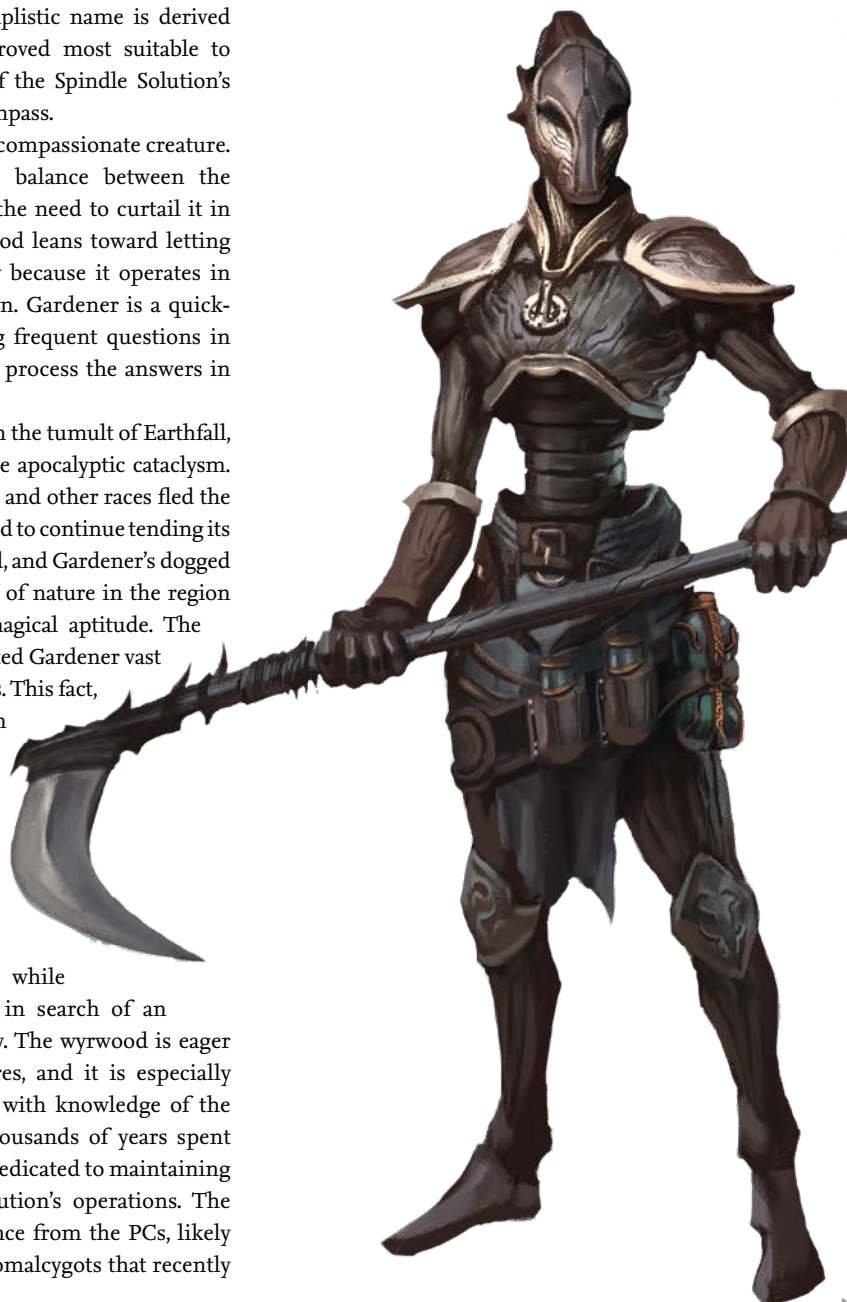
For a construct, Gardener is a compassionate creature. It understands the precarious balance between the rampant growth of nature and the need to curtail it in areas of civilization. The wyrwood leans toward letting nature take its course, but only because it operates in an area now bereft of civilization. Gardener is a quick-talking conversationalist, asking frequent questions in a short amount of time, only to process the answers in periods of long silence.

All but forgotten by Jazradan in the tumult of Earthfall, Gardener managed to survive the apocalyptic cataclysm. As the Azlanti perished around it and other races fled the region, Gardener remained behind to continue tending its entrusted lands. Millennia passed, and Gardener's dogged dedication to renewing the hold of nature in the region gave the wyrwood incredible magical aptitude. The connection with nature has granted Gardener vast power within the Tangled Morass. This fact, combined with the surviving *ioun* tower's alleviation of the need for drink or food, ensures that few predators remain within the area to threaten Gardener.

CAMPAIGN ROLE

The PCs likely find Gardener while exploring the Tangled Morass in search of an entrance to the Compass facility. The wyrwood is eager to converse with living creatures, and it is especially surprised to find living beings with knowledge of the Spindle Solution. Even after thousands of years spent mostly in solitude, Gardener is dedicated to maintaining the secrecy of the Spindle Solution's operations. The wyrwood requires some assistance from the PCs, likely taking the form of slaying the somalcygots that recently entered the Tangled Morass.

Gardener is well suited for filling the PCs in with some of the information they may be missing about the Spindle Solution or the Azlanti empire. The construct is familiar with much of Azlant's history, and it knows that the *Ioun Imperative* was the intelligence branch of the empire and that the Spindle Solution was a division of that organization focused on the betterment of humanity. It knows nothing of the Spindle Solution's covert operations or the research undertaken within the Compass facility. Gardener is familiar with the local terrain and knows about the Drain and the entrance to the Compass facility, but the wyrwood has never dared explore the facility out of respect for its (presumably) dead master, Jazradan.



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JAZRADAN

A powerful arcanist, Jazradan was the leader of the Spindle Solution. His hate for the alghollthu who destroyed his people is without bounds: even in death, he will stop at nothing to eradicate the alghollthus and their ilk.

JAZRADAN

CR 18

XP 153,600

Male human (Azlanti) ghost arcanist 16 (*Pathfinder RPG Bestiary* 144, *Pathfinder RPG Advanced Class Guide* 8)
LE Medium undead (augmented humanoid, human, incorporeal)
Init +8; **Senses** darkvision 60 ft., *discern lies*, *true seeing*; Perception +30

DEFENSE

AC 29, touch 24, flat-footed 25 (+5 armor, +10 deflection, +4 Dex)

hp 234 (16d6+176)

Fort +19, **Ref** +13, **Will** +17

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** gaze, magical control, undead traits; **SR** 18

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +12 (17d6)

Special Attacks arcane reservoir (8/19), arcanist exploits (bloodline development [destined], dimensional slide, greater spell resistance, potent magic, quick study, redirect spell, see magic, spell resistance), consume spells, corrupting gaze (DC 28), malevolence (DC 28), telekinesis (DC 28)

Bloodline Spell-Like Abilities (CL 16th; concentration +24)
13/day—touch of destiny (+1)

Arcanist Spell-Like Abilities (CL 16th; concentration +24)
At will—*detect magic*

Arcanist Spells Prepared (CL 16th; concentration +24)
8th (3/day)—*greater possession*^{OA} (DC 26), *temporal stasis* (DC 28)
7th (5/day)—*mage's sword*, *reverse gravity*
6th (5/day)—*disintegrate* (DC 28), *greater dispel magic*, *wall of iron*
5th (5/day)—*cone of cold* (DC 23), *smug narcissism*^{UM} (DC 23), *suffocation*^{APG} (DC 23), *waves of fatigue*
4th (6/day)—*black tentacles*, *dimensional anchor*, *mindwipe*^{OA} (DC 22), *wall of ice* (DC 22)

3rd (6/day)—*dispel magic*, *fireball* (DC 21), *force punch*^{UM} (DC 21), *slow* (DC 23)

2nd (6/day)—*glitterdust* (DC 20), *mirror image*, *scorching ray*, *spectral hand*, *web* (DC 20)

1st (6/day)—*mage armor*, *magic missile*, *shield*, *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *light*, *mage hand*, *message*, *open/close* (DC 20), *prestidigitation*, *read magic*

Bloodline destined

TACTICS

Before Combat Jazradan casts *mirror image* and *shield* if given advance warning of combat. If caught unprepared, he uses the *time stop* effect of his helm to prepare.

During Combat In combat, Jazradan focuses on long-lasting debilitation. He attempts to use *greater possession* against weak-willed targets. He summons a *mage's sword* to deal damage while casting *disintegration* against nonspellcasters and *greater possession* against weak-willed targets. Jazradan takes special joy in outpacing enemy spellcasters, using his redirect spell arcanist exploit to show his mastery.

Morale Jazradan has no fear of death and fights until defeated, using his rejuvenation ability to return.

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 26, **Wis** 17, **Cha** 31

Base Atk +8; **CMB** +12; **CMD** 32

Feats Empower Spell, Expanded Preparation^{ACG}, Greater Spell Focus (transmutation), Improved Initiative, Piercing Spell^{UM}, Quicken Spell, Spell Focus (transmutation), Spell Penetration, Spell Perfection^{APG} (*disintegrate*)

Skills Bluff +18, Diplomacy +18, Fly +12, Intimidate +29, Knowledge (arcana, history, local, planes) +27, Knowledge (dungeoneering, engineering) +19, Perception +30, Sense Motive +14, Spellcraft +27, Stealth +23, Use Magic Device +29; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Aboleth, Abyssal, Azlanti, Celestial, Elven, Ghol-Gan, Infernal, Thassilonian

SQ ghost trappings

Combat Gear *helm of governance* (see the sidebar on page 55), *robe of the archmagi* (black); **Other Gear** *headband of mental prowess* +4 (Int, Cha), spellbook, spell component pouch

SPECIAL ABILITIES

Ghostly Trappings (Su) As a ghost, Jazradan clings to the extravagant regalia of Azlanti rulership that he wore in life. Jazradan is always considered to be equipped with a headband of mental prowess +4 (Int, Cha), *robes of the archmagi* (black), a *helm of governance*, and a spellbook and spell component pouch, despite his current existence as a ghost.

Inherent Bonuses While alive, Jazradan used *wish* spells to increase his ability scores. He has a +4 inherent bonus to his Charisma and Intelligence scores and a +3 inherent bonus to his Dexterity and Wisdom scores. This increases his Challenge Rating by 1.

Rejuvenation (Su) Jazradan's spirit refuses to accept the fall of Azlant. In order to put Jazradan to rest, the veiled master Ochymua must be slain, after which the shattered continent must be scoured of all projection pads still delivering Jazradan's final message to the people of dead Azlant. Only then can Jazradan's soul be put to rest, finally accepting the fate of lost Azlant.

Pharasmin oracles hailed Jazradan's birth as an auspicious moment for the Azlanti empire. They proclaimed Jazradan would have a legacy lasting thousands of years, in which he would act as a guardian of the empire's ideals in faraway times. With such a pronouncement, none were surprised when Jazradan grew up to be a potent spellcaster and natural leader.

The destined Azlanti was the youngest member ever to be admitted into the upper echelons of the Ioun Imperative. However, while working for the intelligence agency, he grew to despise the bureaucracy within the Ioun Imperative, and despite his prominent position, he abandoned much of his political capital and formed a subsidiary think-tank organization: the Spindle Solution.

Outwardly, the Spindle Solution tackled ecological and social issues facing the

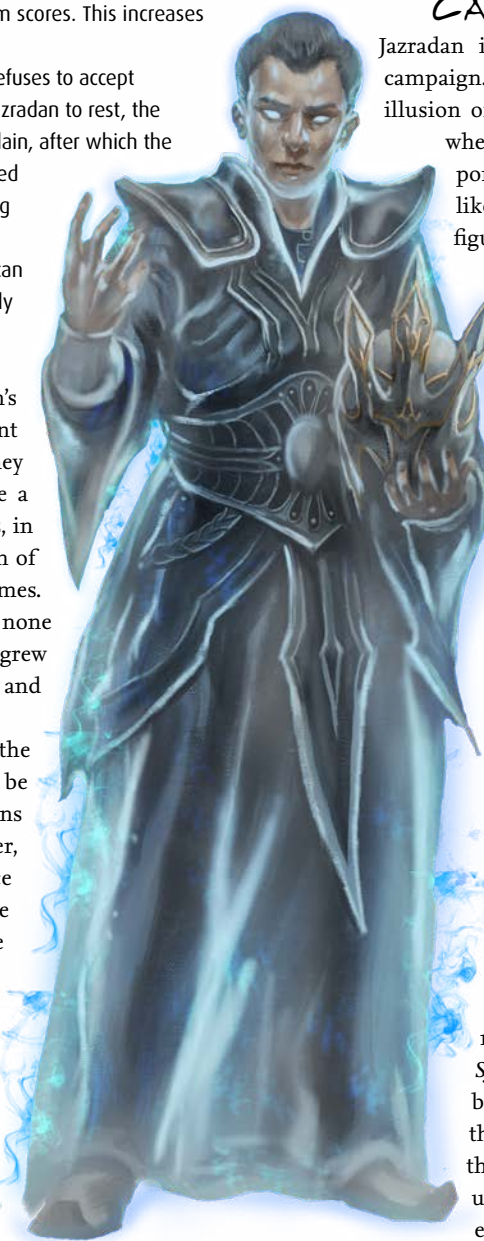
humans of Azlant. Beneath this facade, it battled what Jazradan had perceived to be a greater threat: the ominous veiled masters. Jazradan's crusade against the creatures he barely understood stemmed from his stifled advancement after his quick rise within the Ioun Imperative. Jazradan believed his sudden cessation in advancement was the result of not being a thrall to whatever the veiled masters represented. While he was correct, Jazradan always believed the veiled masters to simply be another hidden organization within the upper echelons of the empire. The Spindle Solution's eventual discovery of the truth behind the veiled master threat ultimately changed the face of the planet forever.

CAMPAIGN ROLE

Jazradan is a complicated figure in this campaign. The PCs have a chance to see an illusion of him on the island of Ancorato when they first begin exploring this portion of shattered Azlant, but they likely glean only that the illusory figure is just one person of authority from the lost culture. Later, in the ruins of Ankyhathyrta in *Pathfinder* #122: *Into the Shattered Continent*, the PCs encounter another illusory communication hub—one that Jazradan can see and hear through. Due to this, Jazradan may be well aware of the PCs by the time they make it to the Compass.

Jazradan provides a deceptive foil to the PCs' actions. The Azlanti ghost hates the alghollthus—and Ochymua in particular. He would do anything within his power to destroy the veiled master (and its kind), even if it means sacrificing the rest of humanity to do so. The thousands of years since the cataclysm of Earthfall has only cemented the arcanist's hatred.

Jazradan gives the PCs a method to wrest control of the *Synchrony Device* from Ochymua, but that means control shifts to the ghost and away from the PCs. If things go poorly, the PCs could end up fighting not just one powerful enemy, but both.



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OCHYMUA

Already thousands of years old when the squabbling humans who would one day build the empire of Azlant rose to power, Ochymua was instrumental in manipulating the empire to fall victim to the alghollthus' machinations.

OCHYMUA

CR 19

XP 204,800

Veiled master sorcerer 5 (*Pathfinder RPG Bestiary* 6 270)

LE Large aberration (aquatic, shapechanger)

Init +12; **Senses** darkvision 120 ft.; Perception +29

Aura mucus cloud (30 ft., DC 27)

DEFENSE

AC 32, touch 21, flat-footed 24 (+4 deflection, +8 Dex, +11 natural, -1 size)

hp 283 (21 HD; 5d6+16d8+194)

Fort +15, **Ref** +16, **Will** +19

Defensive Abilities fated (+1); **Immune** electricity, mind-affecting effects; **Resist** cold 20; **SR** 25

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +18 (2d6+5 plus consume memory and slime), 2 claws +18 (1d6+5 plus slime), 4 tentacles +13 touch (2d6 electricity plus thoughtlance)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles and claws)

Special Attacks delayed suggestion

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*mage armor*

At will—*detect thoughts* (DC 22), *dominate person* (DC 26), *hypnotic pattern* (DC 22), *illusory wall* (DC 24), *mirage arcana* (DC 25), *persistent image* (DC 25), *programmed image* (DC 26), *project image* (DC 27), *veil* (DC 26)

3/day—*quickened dominate person* (DC 26), *dominate monster* (DC 30), *geas/quest* (DC 27), *mass suggestion* (DC 27)

Bloodline Spell-Like Abilities (CL 17th; concentration +27)

13/day—*touch of destiny* (+2)

Sorcerer Spells Known (CL 17th; concentration +27)

8th (5/day)—*maze*, *moment of prescience*

7th (7/day)—*prismatic spray* (DC 27), *spell turning*, *symbol of stunning* (DC 29)

6th (8/day)—*enemy hammer*^{APG} (DC 26), *symbol of fear* (DC 27), *symbol of persuasion* (DC 28)

5th (8/day)—*fickle winds*^{UM}, *greater oneiric*

horror^{OA} (DC 25), *symbol of pain* (DC 26), *teleport*

4th (8/day)—*dimensional anchor*, *enervation*, *greater invisibility*, *symbol of slowing*^{UM} (DC 25)

3rd (8/day)—*explosive runes*, *fly*, *haste*, *protection from energy*

2nd (9/day)—*blindness/deafness* (DC 22), *blur*, *mirror image*, *resist energy*, *scorching ray*, *symbol of mirroring*^{UM} (DC 22)

1st (9/day)—*alarm*, *charm person* (DC 22), *comprehend languages*, *magic missile*, *shield*, *silent image* (DC 21)

0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 21), *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 20)

Bloodline destined

TACTICS

Before Combat Ochymua starts its day by casting *moment of prescience*. In preparation for combat, it casts *fickle winds*, *fly*, *haste*, *mirror image*, and *shield*. If alerted to the PCs, Ochymua also casts *protection from energy*, *resist energy*, and *spell turning*, keyed to elements and spells it knows the PCs are fond of employing in combat.

During Combat The veiled master starts combat by employing its *scroll of time stop*, using the extra rounds to cast any spells listed in Before Combat that it was unable to cast in advance. It then sets up illusions of itself or other prominent NPCs to further confound enemies when time resumes. Ochymua attempts to dominate impressionable foes, turning them against their allies, while delaying martial foes with *maze*.

Morale Ochymua yearns to see its people restored and humanity laid low. If reduced below 200 hit points, Ochymua attempts to cast *quickened dominate person* against a divine caster, commanding the enslaved target to heal it. It fights until reduced to 40 hit points or fewer, at which point it retreats using *teleport* to the entrance of the Doomsday Stores to regroup.

STATISTICS

Str 20, **Dex** 26, **Con** 28, **Int** 27, **Wis** 21, **Cha** 30

Base Atk +14; **CMB** +20; **CMD** 42

Feats Arcane Strike, Bouncing Spell^{APG}, Combat Casting, Combat Expertise, Eschew Materials^B, Extend Spell, Improved Initiative, Lightning Reflexes, Persistent Spell^{APG}, Quicken Spell, Quicken Spell-Like Ability (*dominate person*), Spell Focus (enchantment)

Skills Acrobatics +8 (+0 when jumping), Bluff +29, Knowledge (arcana, history) +32, Knowledge (local, nature) +29, Perception +29, Sense Motive +26, Spellcraft +32, Stealth +28, Swim +37, Use Magic Device +34

Languages Aboleth, Abyssal, Aklo, Aquan, Azlanti, Draconic, Elven, Thassilonian, Undercommon; telepathy 300 ft.

SQ bloodline arcana, change shape (any Small or Medium form; *greater polymorph*), runemastery, swift transformation

Combat Gear *scroll of time stop*; **Other Gear** *headband of mental prowess* +4 (Int, Cha), *ring of freedom of movement*, *ring of protection* +4

The veiled master Ochymua was once high in the hierarchy of the alghollthus on Golarion, commanding legions of ulat-kini and innumerable broods of aboleth servants. It designed much of the alghollthus' strategy surrounding the infiltration and pacification of the Azlanti people, always guiding the human empire to one step short of utter dominance over Golarion.

As more and more Azlanti recognized the whispered threat of the veiled masters, Ochymua stepped in to ensure that humanity remained unaware of the true danger guiding their society. The veiled master all but assured the prolonged success of its species' manipulations when it infiltrated and subverted Azlant's primary intelligence institution, the Ioun Imperative.

Unable to believe that humanity would ever cast off the reins of alghollthu control, Ochymua still participated in a fail-safe plan: a strategy that would come to be known as the Earthfall. Though it personally engineered several key portions of the alghollthus' plan to shatter the Azlanti empire, so complete was its arrogance in the control it exerted over Azlant that Ochymua never believed the plan would actually be enacted.

Ochymua ingratiated itself among the powerful within Shaval-Kehn and Kalas-Ti, eventually earning an audience with the Spindle Solution's leadership. The audience was a trap, and Ochymua soon found itself confronted by some of Azlant's most powerful shadow leaders. In the ensuing conflict, the Spindle Solution trapped Ochymua and subjected the veiled master to several tests. But before anything conclusive could be determined, the alghollthus enacted their retributive strike against the Azlanti, condemning the world to the cataclysm of Earthfall.

CAMPAIGN ROLE

Stuck in magical stasis, Ochymua survived the fall of the Azlanti empire and the decline of the alghollthus. Awakened just before the start of this campaign, Ochymua has spent much of its time learning what had transpired in the millennia between its capture and the present day. The veiled master was likely made aware of the PCs by one of its many agents, and it has studied the party throughout the Adventure Path.

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CONTINUING THE CAMPAIGN

We thought we knew what the aboleths were, what they wanted, and what horrors they were capable of unleashing. We were wrong. We were so very wrong. The alghollthus—the true name of the species aboleths are but a small subset of—are both more ancient and more sinister than we could have ever imagined. They claim to have been here before we even walked the planet. How could we have fathomed the true depths of their genius and vision? We are linear creatures with finite lives and they are, in many ways, infinite. They are undying creatures who claim to remember everything that each of their kind experienced. I know fear now; I know my pathetic place in the universe. I know now because I have seen a glimpse of the alghollthus' true plan. I've seen their masterwork laid bare, and humanity is but a disease ready to be eradicated.

—Transcription of retrocognitive hypnotherapy treatment for Clide Worren, Darakole Sanitarium, Vyre, 4705 AR

The actions of the veiled master Ochymua are an aberration among modern alghollthus. Ochymua's plan was born of an older age, a time when the alghollthus' fortunes were not what they are now, when history was conspiring against them and their creations rose up in rebellion. Ochymua has good reason to fear and distrust the alghollthus of the modern day, for it realizes that among the alghollthus it is an outlier and, worse yet, a variable in the long-reaching master plans of the alghollthu species. Ochymua's defeat does not go unnoticed by the greater alghollthu population, but this veiled master's passing is not mourned. Rather, in the psychic hives of lightless depths, the alghollthus quiver in anticipation and frustration. Ochymua revealed too much of their existence to the world, and by doing so set into motion a series of events that could rapidly spiral out of control.

Following the events of "Beyond the Veiled Past," a great many threads begin to unravel as the repercussions of Ochymua's actions cross the world. Should the PCs survive the final battle, they now have a massive treasure trove of information pertaining to the alghollthus as well as an arsenal of doomsday devices—many unstable and untested—which could spell ruin for Golarion. The knowledge alone that is contained within the Compass could spell certain doom to the alghollthus should the PCs gain access to it, and the mere threat of greater revelations about their existence spurs the alghollthus into action.

Additionally, it is possible that the unthinkable happened, and either Ochymua's or Jazradan's plan succeeded and the *Synchrony Device* was activated against the victor's enemies. In this event, the world itself is thrown into chaos and enters a war from which it may never recover.

GUARDING THE DEVICE

Should the PCs successfully prevent the *Synchrony Device* from detonating, they are presented with numerous challenges. First and foremost is the doomsday weapon itself. While the device can be powered down and temporarily disabled (see pages 53–54), destroying or permanently disabling it proves much more difficult. This places the PCs in a position as protectors of one of the single most devastating weapons of mass destruction ever created. Due to the catastrophic powers of the *Synchrony Device*, there is no truly safe place to detonate the weapon without some repercussions. See below for information on how to handle the PCs' attempts to safely detonate the artifact.

While the *Synchrony Device* can technically be moved, the extant defenses and fail-safes built around it in the Compass are likely more effective than any the PCs could orchestrate, leaving them in the unenviable position

of either personally standing watch over the device or entrusting it to another group or power that they deem trustworthy (such as the inevitable Quatronicus; see page 44). The Spindle Solution's defenses surrounding the *Synchrony Device* foil most means of determining its existence or location via divination magic, but the more individuals that are allowed to know about the *Synchrony Device*, the harder it will be to keep it out of enemy hands. Consider having the PCs use the rumor rules subsystem presented in *Pathfinder Campaign Setting: Inner Sea Intrigue* to combat rumors and word-of-mouth regarding their deeds, so as to create a conspiracy to hide the existence of the *Synchrony Device*.

Below are some individuals and organizations that may come looking for the *Synchrony Device*, should they learn of it.

Alghollthus: The alghollthus are the first and foremost group eager to discover the *Synchrony Device*. While Ochymua kept most other alghollthus in the dark about its plans and the device—other than some of those directly connected to the omnipath Quocwel's psychic mesh—Ochymua's death does not go unnoticed. After weeks or months of divinations and spying, other alghollthus discover the truth of the *Synchrony Device* and send a strike team not only to claim the device, but to destroy the Compass in its entirety. See The Alghollthu Agenda on page 68 for more information.

Cult of Rovagug: The unearthing of a doomsday device of such cataclysmic proportions sends ripples through the cosmos. While most inhabitants of Golarion are unaware of the doom upon all worlds slumbering beneath the Arcadian Ocean, cultists of Rovagug experience vivid and prophetic fever-dreams divining not only the location, but the nature of the *Synchrony Device*. From distant Casmaron, a servant of Rovagug named **Caller of Ruins** (CE female human warpriest^{ACG} 17) begins a pilgrimage across half the world, collecting an ever-growing army of fanatical worshipers dubbed the Awakeners to lay claim to the *Synchrony Device*. Caller of Ruins plans to activate the *Synchrony Device*, targeting the Dead Vault that imprisons the Rough Beast in an attempt to breach the otherwise impenetrable prison.

The Unwavering Path: Few organizations recognize the potential for chaos that the *Synchrony Device* represents more than the Axis-based Unwavering Path. This organization, led by zealous axiomites and inevitables, is a militant arm of the Godmind of Axis. These planar entities utilize powerful time-manipulating inevitables called aavaruts (*Pathfinder Society Scenario* #8–25: *Unleashing the Untouchable*) to calculate potential future outcomes and execute contingencies in response to them. With the discovery of the *Synchrony Device*, the Unwavering Path sets into

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motion plans to prevent it from ever falling into the wrong hands. While they are not fast enough to thwart Ochymua directly, they send **Anodias** (LN axiomite^{B2} oracle^{APG} 20) along with a contingent of Unwavering Path fanatics to find and isolate the *Synchrony Device*. If possible, they sequester it in a place beyond time itself where it can do no harm and “redact” anyone with knowledge of the device from history.

THE SYNCHRONY DEVICE

The ancient technological artifact at the heart of “Beyond the Veiled Past” is among the most powerful weapons ever created. Capable of channeling the extraplanar essence of the Inner Planes onto the Material Plane, the *Synchrony Device* can have a variety of effects, depending on which plane it is attuned to and where it is set to detonate.

SYNCHRONY DEVICE		MAJOR ARTIFACT
SLOT none	CL 21st	WEIGHT 16,800 lbs.
AURA overwhelming conjuration		

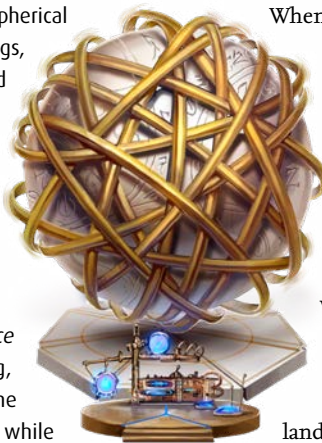
The *Synchrony Device* is a large, spherical mass of intertwining, spinning rings, each covered in complex runes and sigils. Designed by the Spindle Solution prior to Earthfall as a weapon of mass destruction, the device currently rests in a secure research facility known as the Compass. For more information on the device’s location, see page 50.

Activating the *Synchrony Device* involves manipulating the confusing, and often unlabeled, controls on the control dais beneath the device while attempting a variety of Knowledge and Disable Device checks, all of which have a minimum DC of 35. When doing so, the user sets the device’s target, selecting any location eligible as the target of a *greater teleport* spell, and the plane to which the device is to be attuned from the following options: Negative Energy Plane, Plane of Air, Plane of Earth, Plane of Fire, Plane of Water, and Positive Energy Plane.

When it detonates, the device creates a 500-mile-radius burst, the effects of which depend on which plane it was attuned to when activated (as detailed below). The effects of the device are instantaneous unless otherwise noted.

DESTRUCTION

The *Synchrony Device* must be carefully disassembled and each ring destroyed individually before the following ring is removed until reaching the device’s abyssium core, which must be contained and disposed of separately. Activating the device also destroys it.



NEGATIVE ENERGY PLANE

When attuned to the Negative Energy Plane, the *Synchrony Device* fills its area of effect with raw negative energy, dealing 20d6 points of negative energy damage to all living creatures each round for 1 day. Any creature killed in this way is raised as a zombie 2d6 minutes after its death. Creatures with 7 or more Hit Dice may instead become other types of undead, at the GM’s discretion.

PLANE OF AIR

A violent, concussive explosion issues from the *Synchrony Device* when it detonates while attuned to the Plane of Air. This burst deals 20d6 points of bludgeoning damage, deals double damage against objects, and bypasses objects’ hardness. For 1d6 weeks after detonation, the entire area of effect is filled with powerful winds, ranging in intensity from severe to hurricane force (*Pathfinder RPG Core Rulebook* 439), with occasional tornadoes spinning out from this mass, at the GM’s discretion.

PLANE OF EARTH

When the *Synchrony Device* is attuned to the Plane of Earth, the entire area of effect is instantaneously filled with solid stone upon detonation, except where earth or stone already exists. The sheer weight of this much earth crushes everything beneath or within it, save for creatures with the earth glide special ability or a burrow speed capable of burrowing through solid stone. Even then, all air within the area of effect is replaced with earth, smothering any creature that might survive the ordeal unless it can find a new source of air before it suffocates. If the *Synchrony Device* is detonated in water, the displaced water may flood land not directly in the area of effect (see Jazradan’s Plan on page 67). At the GM’s discretion, this may additionally cause large-scale earthquakes or volcanic activity.

PLANE OF FIRE

Roaring flames fill the area of effect of the *Synchrony Device* when it is attuned to the Plane of Fire. These flames deal 20d6 points of fire damage each round for 1 day, thoroughly immolating all creatures and structures within the burst. Additionally, any water within the area of effect is instantly vaporized and all oxygen is consumed, causing creatures with fire immunity that still need to breathe to suffocate.

PLANE OF WATER

Attuning the *Synchrony Device* to the Plane of Water summons a veritable ocean centered on the point of detonation. This water floods the entire area of effect, drowning nonaquatic creatures, and potentially

reshaping the landscape. Because water flows, and it is not restricted by the bounds of the device's target area, this effect may cause landslides, severe flooding, tsunamis, and other disasters far beyond the initial target. Changing sea levels, creating new lakes or inland seas, and rerouting rivers are all possible as effects of the excess water.

POSITIVE ENERGY PLANE

Infusing the Material Plane with the overwhelming essence of the Positive Energy Plane may seem like the least destructive use of the *Synchrony Device*, but it comes with dire consequences many users may not consider. All undead in the area of effect take 20d6 points of positive energy damage per round for 1 day. All living creatures in the area of effect gain fast healing 5 as a special ability and gain 5 additional temporary hit points each round. These temporary hit points fade 1d20 rounds after a creature leaves the area of effect or the effects of the detonation expire. Each round during which a creature has temporary hit points above its total hit points, it must succeed at a DC 20 Fortitude saving throw or explode in a riot of radiant energy, which kills it.

IF THE PCs FAIL

Much of this article assumes the PCs are successful in preventing the *Synchrony Device* from detonating, but if they are not, and either Jazradan or Ochymua succeeds in detonating it as planned, the repercussions for Golarion are catastrophic.

JAZRADAN'S PLAN

The target of Jazradan's wrath, and by his extension the wrath of all the people of Azlant, is not a single town or city but rather a supernatural phenomenon known as the Braid. The Braid is a column of cyclonic water connecting the Arcadian Ocean with the Orvian realm of the Sightless Sea. The bulk of all alghollthu activity on Golarion is located within the Sightless Sea, and Jazradan believes that by destroying the Braid he can not only deal a mortal blow to alghollthu society, but also seal the survivors in the Darklands for millennia. The ghost thus detonates the device in the thin band of earth between the Inverted Sea and the floor of the Arcadian Ocean, overlaying a massive sphere of solid stone over the bottom of both seas. This destroys the Braid and seals the myriad tunnels through the planet's crust connecting the two bodies of water, but also causes unforeseen effects. First, no longer held aloft by the magic of the Braid, the water of the Inverted Sea falls into the Sightless Sea below, flooding parts of Denebrum, Doga-Delloth, and Ilvarandin, and wiping out all munavri settlements in the Vault. Second, the

THE COMPASS'S SECRETS

The *Synchrony Device* is not the only weapon of mass destruction housed in the Compass, as the Spindle Solution had multiple avenues of research in the works at the time of Azlant's destruction. Many parties of PCs are likely to further explore the facility, potentially launching a new series of adventures as they attempt to use some of the other devices or, upon learning of their destructive powers, destroy or sequester them to prevent them from falling into the hands of evildoers.

These hidden weapons are all unfinished prototypes, or have otherwise been damaged by time, and using any of them runs the risk of unleashing unexpected results even stranger than the mechanisms' intended uses. Among the myriad devices awaiting discovery are a biological weapon that spreads a mind-controlling telepathic plague, a mechanism that can devolve advanced life-forms into more atavistic counterparts, and an attempt to harness alghollthu glyph magic. Rudimentary and incomplete as it is, this final contraption can only approximate Earthfall, reaching only so far as Golarion's moon, with the potential to destroy the satellite if not wielded with extreme precision.

instantaneous raising of the ocean floor above the Braid causes massive tsunamis in the Arcadian Ocean, wreaking havoc on the islands of Azlant and the western coast of Avistan and northern Garund.

OCHYMUA'S PLAN

Ochymua is undoubtedly the greater of two evils, and the veiled master's plan for the *Synchrony Device* is far more destructive to humanity than Jazradan's plan. Angered at humanity for surviving Earthfall, Ochymua is even more enraged that the alghollthuss' plan brought the *Starstone* from the sky, enabling humanity to, of all things, create new divinities. Recognizing that targeting Azlant would put itself in harm's way and would do little to undo humanity's advances over the last 10 millennia, Ochymua sets its target as the new center of humanity on Golarion—the city of Absalom. The veiled master detonates the *Synchrony Device* 100 feet in front of the *Starstone Cathedral*, channeling the Plane of Air to destroy the city and much of coastal Andoran, Osirion, Qadira, and Taldor. While it hopes to also destroy the *Starstone* in the process, even the power of the *Synchrony Device* is not enough to obliterate the mystical relic, though finding it amid the ruination proves a mythic test on par with the Test of the *Starstone*.

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THE ALGHOLLTHU AGENDA

Whether or not the *Synchrony Device* is detonated, Ochymua's distant omnipath ally within the Sightless Sea remains an extant threat.

Unlike most omnipaths, who serve as powerful but subservient tools of the veiled masters—the true masterminds of the alghollthu species—Quocwel fosters its own ambitions and orchestrates a complex network of veiled masters over whom it has exerted subtle control for millennia.

Following Ochymua's death, Quocwel puts into motion plans to immediately lay claim to the *Synchrony Device* for itself. Quocwel is one of the most ancient of the alghollthus surviving in the modern era: it witnessed firsthand the advent of serpentfolk on Golarion, among other ancient events predating even the Age of Serpents. Quocwel's patience is exceeded only by its reach and influence, monitoring and aligning the goals of veiled masters across the world. Quocwel realizes the threat that the *Synchrony Device* represents to all creatures only once it witnesses Ochymua's preliminary activation of the device.

With the Compass unearthed after so many millennia and now in the hands of surface dwellers, Quocwel will bring the fullest extent of its power to bear to ensure that the *Synchrony Device* and any other doomsday weapons left in the Compass do not dare threaten the alghollthus' long-reaching plans.

Due to its telepathic mesh, Quocwel has a wealth of tools to help in its endeavor. The omnipath has hundreds of creatures in its telepathic mesh, and it can send some of its greatest agents to hunt down the PCs and claim the *Synchrony Device* for its own nefarious plans. It has no desire to go after the technomagic artifact in person if it can use these agents. If any of the creatures in its telepathic mesh refuse to enact its plans, the omnipath can possess the creature and ride its body in pursuit of its goals. It can also share the senses of up to six creatures in its telepathic mesh, giving the alghollthu a network of eyes and ears and allowing it to effectively see different places at the same time.

As a way to probe the Compass and test the PCs, Quocwel arranges for the kidnapping of one of the PCs' allies. This can be a childhood friend, a close family member, one of the fellow colonists from Talmandor's Bounty that the PCs befriended, or anyone else that the PCs would be eager to trust. Once the target is acquired, the omnipath sees that the individual is dominated by an alghollthu and added to its telepathic mesh. This is done not only so it can communicate with its new agent but also to make the victim more pliable and a target for possession. Quocwel then sends the agent to the Compass (if the PCs are still there guarding the device) to infiltrate the facility.

If subtle infiltration fails, the omnipath grows more aggressive with its plans. It reaches out to powerful leaders in its telepathic mesh, ordering them to gather their armies and march on the remains of Kalas-Ti. Skilled and influential am-ulat-kini generals send out the call for their skum soldiers to gather and prepare for an invasion. Ruthless ugothol spymasters answer the call as well, bringing with them armies of faceless stalkers. Some ugothol leaders remain in their disguises as leaders of Avistani military organizations and try to manipulate the governments they seemingly serve in order to use those resources to invade the Compass. The most likely candidate for this is Andoran. An ugothol could infiltrate the Bountiful Venture Company and use its influence to convince the Andoren government to send out squads of Eagle Knights to "assist" Talmandor's Bounty, only to get redirected once at sea.

To help bolster these forces, the omnipath also activates hundreds of gillmen sleeper agents and directs them to the ruins of Kalas-Ti. Many of these gillmen agents come from Absalom, though others join the growing forces from all over Golarion.

In addition to these forces, Quocwel can use its abilities to rally cloaklers, deep walkers, and mimics to assist in the invasion. After seeing the PCs defeat the armies of merfolk, skum, and ugothols in Talmandor's Bounty, Talasantri, and the ruins of Kalas-Ti, Quocwel understands the might the PCs have and doesn't risk failure in defeating them, seizing the *Synchrony Device*, and destroying the Compass in the process.

QUOCWEL

CR 24/MR 2

XP 1,228,800

Invincible advanced omnipath (*Pathfinder RPG Mythic Adventures* 224, *Pathfinder RPG Bestiary* 6 288, 204)
LE Gargantuan aberration (aquatic)

Init +14; **Senses** darkvision 60 ft., *detect magic*;
Perception +39

DEFENSE

AC 38, touch 16, flat-footed 28 (+4 armor, +10 Dex, +18 natural, –4 size)

hp 488 (27d8+367); fast healing 10

Fort +23, **Ref** +21, **Will** +20; second save

Defensive Abilities block attacks; **DR** 10/epic; **Immune** electricity, mind-affecting effects; **Resist** acid 15, cold 20, fire 15; **SR** 29

OFFENSE

Speed 15 ft., swim 100 ft.

Melee tail slap +26 (3d6+6 plus slime), triple-jawed bite +29 (3d6+12/19–20 plus slime)

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

Special Attacks mucus cloud, slime, thought barrage

Spell-Like Abilities (CL 20th; concentration +29)

Constant—detect magic, mage armor, tongues
 At will—detect thoughts (DC 21), dominate person (DC 24)
 3/day—arcane eye, dominate monster (DC 28), geas/
 quest (DC 25), mind fog (DC 24), mirage arcana
 (DC 24), quickened dominate person (DC 24)
 1/day—astral projection, veil (DC 25)

Psychic Spells Known (CL 15th; concentration +27)

7th (6/day)—ego whip ^{VOA} (DC 29), greater teleport
 6th (8/day)—legend lore, mind thrust ^{VOA} (DC 28),
 permanent image (DC 28)
 5th (8/day)—erase impressions^{OA} (DC 27), modify
 memory (DC 27), object possession^{OA}, retrocognition^{OA}
 4th (9/day)—detect scrying, mindprobe^{OA} (DC 26),
 overwhelming presence^{UM} (DC 26), riding possession^{OA}
 (DC 26)
 3rd (9/day)—mindlocked messenger^{ACG}, synaptic pulse^{OA}
 (DC 25), synesthesia^{OA} (DC 25), telekinetic maneuver^{OA}
 2nd (9/day)—adoration^{UC}, anonymous interaction^{ACG}
 (DC 24), anticipate thoughts^{OA} (DC 24), confess^{APG}
 (DC 24), misdirection
 1st (9/day)—sow thought^{ARG} (DC 23), thought echo^{OA},
 unwitting ally^{APG} (DC 23),
 ventriloquism (DC 23), vocal
 alteration^{UM} (DC 23)
 0 (at will)—arcane mark,
 detect psychic
 significance^{OA}, grave
 words^{OA}, know
 direction, message,

open/close (DC 22), prestidigitation, read magic,
 telekinetic projectile^{OA}

STATISTICS

Str 34, **Dex** 31, **Con** 34, **Int** 34, **Wis** 21, **Cha** 28

Base Atk +20; **CMB** +36; **CMD** 56

Feats Combat Casting, Combat Reflexes, Great Fortitude,
 Hidden Presence^{OA}, Improved Critical (bite), Improved
 Initiative, Intrusive Presence^{OA}, Lightning Reflexes,
 Manipulative Presence^{OA}, Multiattack, Power Attack,
 Quicken Spell-Like Ability (*dominate person*), Toughness,
 Weapon Focus (bite)

Skills Acrobatics +10 (+2 when jumping), Bluff +40,
 Diplomacy +40, Disguise +40, Intimidate +43, Knowledge
 (arcana) +46, Knowledge (dungeoneering) +40,
 Knowledge (engineering) +30, Knowledge
 (geography) +30, Knowledge (history) +46, Knowledge
 (local) +40, Knowledge (nature) +30, Knowledge (nobility)
 +30, Knowledge (planes) +40, Knowledge (religion) +30,
 Perception +39, Sense Motive +36, Spellcraft +46, Stealth
 +28, Swim +40, Use Magic Device +40

Languages Aboleth, Aklo, Aquan, Azlanti, Common, Elven,
 Infernal, Undercommon; telepathy 300 ft.; *tongues*

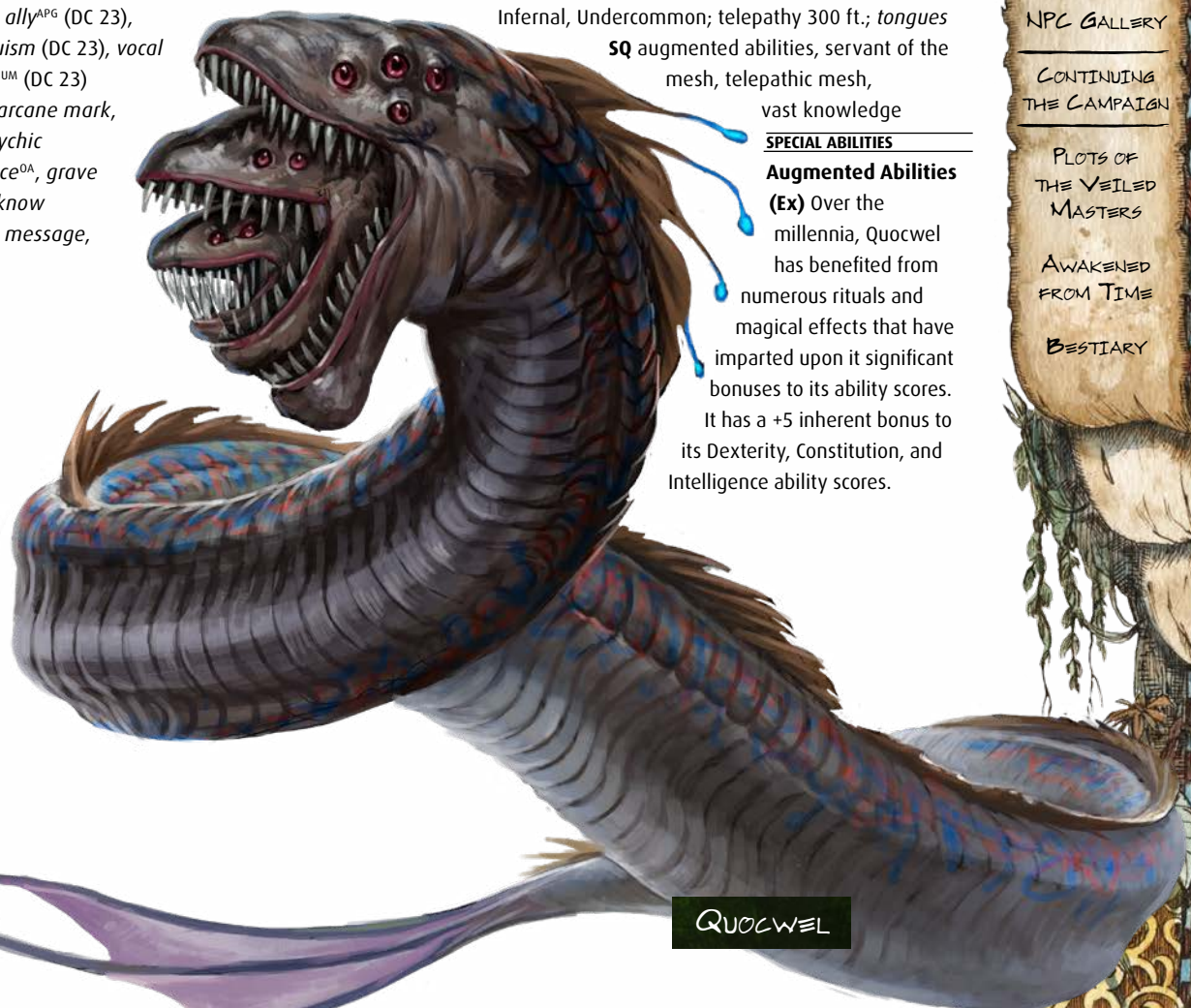
SQ augmented abilities, servant of the
 mesh, telepathic mesh,
 vast knowledge

SPECIAL ABILITIES

Augmented Abilities

(Ex) Over the

millennia, Quocwel
 has benefited from
 numerous rituals and
 magical effects that have
 imparted upon it significant
 bonuses to its ability scores.
 It has a +5 inherent bonus to
 its Dexterity, Constitution, and
 Intelligence ability scores.



QUOCWEL

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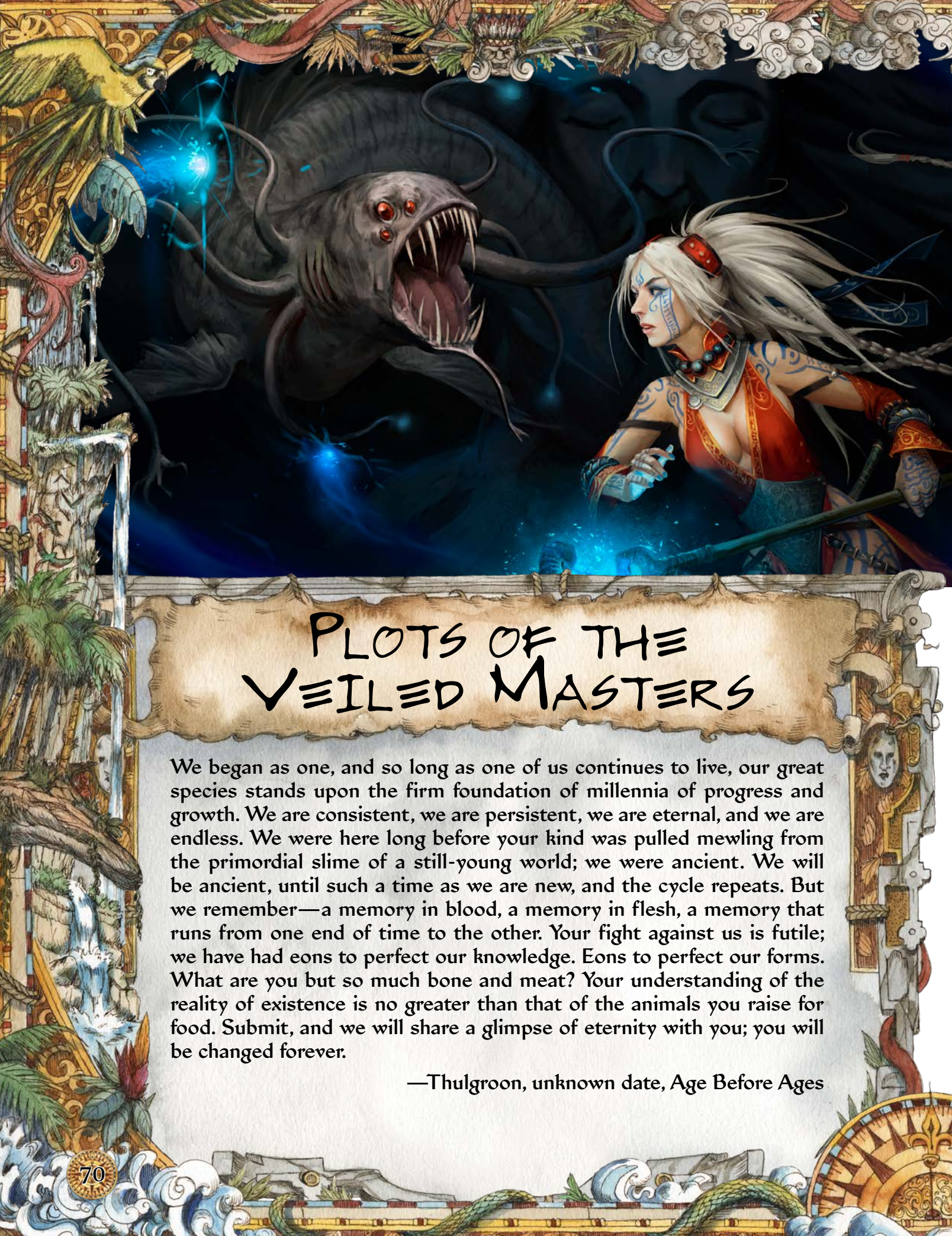
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PLOTS OF THE VEILED MASTERS

We began as one, and so long as one of us continues to live, our great species stands upon the firm foundation of millennia of progress and growth. We are consistent, we are persistent, we are eternal, and we are endless. We were here long before your kind was pulled mewling from the primordial slime of a still-young world; we were ancient. We will be ancient, until such a time as we are new, and the cycle repeats. But we remember—a memory in blood, a memory in flesh, a memory that runs from one end of time to the other. Your fight against us is futile; we have had eons to perfect our knowledge. Eons to perfect our forms. What are you but so much bone and meat? Your understanding of the reality of existence is no greater than that of the animals you raise for food. Submit, and we will share a glimpse of eternity with you; you will be changed forever.

—Thulgroon, unknown date, Age Before Ages



Veiled masters are a little-known subspecies of alghollthu. They are psychic, shape-shifting creatures of piscine form capable of consuming the identities of those they impersonate; this allows a veiled master to operate in relative secrecy for generations, adopting new guises suitable to its agenda as it goes. It was veiled masters who manipulated tribes of humanity scattered across the continent of Azlant into one of the most powerful empires the world has ever seen, and it was veiled masters who brought Azlant to its knees and then to ruin.

The ancient Azlanti had an awareness of veiled masters, but their interpretation of the true threat was misplaced. To the Azlanti, “veiled masters” was a phrase used with conspiratorial overtones. When events didn’t come to pass in expected ways or a person felt they were being treated unfairly in business ventures, the “veiled masters” were behind it. Though this sort of thing was uttered all the time, few agreed who these shadowy puppet masters were in truth. Many suspected a cabal of powerful arcanists, while others believed that the emperor had secret agents placed throughout the empire acting as these “veiled masters.” Even those in the highest tiers of power in the Azlanti empire were blind to the truth of the veiled masters until just before the fall of Azlanti civilization, and with their death knowledge of the alghollthu masterminds died as well.

Though the existence of veiled masters is little known within the Inner Sea, conspiracy theories abound among learned circles with regards to who might truly be a veiled master. Suspected veiled masters range from high-profile individuals such as Lord Gyr of Absalom, the gold dragon Mengkare of Hermea, key members of the Pathfinder Society’s Decemvirate, the Aspis Prophet, or even the living god Razmir himself. None of these theories, however, hold any real merit (so much as anyone has discovered). The veiled masters are more insidious in their work, and they are less willing to take on the identity of a widely scrutinized public figure, though nothing prevents them from manipulating these individuals from positions of security and trust.

While omnipaths tend to be more powerful, it is veiled masters who are the ostensible leaders of alghollthu society, second only to the confluence of the Mhalssthu, a gestalt psychic conference of interplanetary alghollthu leadership (*Pathfinder Adventure Path* #121 70). Though some notable exceptions to this rule exist, such as the ancient omnipath Quocwel (see page 68), veiled masters by and large govern the alghollthus undisputed. Even in the presence of forces such as Quocwel, veiled masters maintain sufficient autonomy to perform their own twisted agendas.

Typically, veiled masters insinuate themselves into targeted societies under common disguises. They then

use mind-affecting magic and mundane coercion to navigate through social and structural hierarchies until they have achieved a place of influence that does not face much direct scrutiny. Veiled masters gravitate toward advisory positions such as scholars, teachers, viziers, and other direct aides to powerful figures. In these positions, a veiled master can directly manipulate decision makers and instate puppet leadership loyal (knowingly or not) to the veiled master’s agenda. Anyone who comes too close to discovering this secret is killed and replaced by a creature such as a faceless stalker, though veiled masters are typically careful not to have too many shape-shifting allies in one place at a time so as to avoid detection.

What veiled masters do once they have attained a position of authority or power varies as much by the individual as it does among other species. Though many veiled masters coordinate their efforts in the pursuit of an agenda that benefits all of alghollthu-kind, the definition of what benefits the alghollthus and in what ways is not uniform. Internecine fighting among alghollthus is less common than among humanoids, but they are not a monolithic species and often clash with regards to long-term plans. Even with their extended genetic memory, alghollthus disagree on interpretations of historic events. As such, even when working together—such as in the same omnipath’s mesh—veiled masters may outwardly appear to work toward the same goal but secretly maintain their own individual agendas that deviate from the agreed-upon course of action. Small deviations such as these within the enormity of delicately laid plans may well have resulted in Earthfall’s failure to wipe out humanity and the *Starstone* nearly wiping out the alghollthus on Golarion.

The following pages present four veiled masters, each working in or beneath the Inner Sea region to forward individual schemes that form a comprehensive whole of the larger, unknowable alghollthu plot for Golarion. Those rare humanoids aware of this legendary master plan of the alghollthus fear it may constitute the creatures’ efforts to enact a more surgical excision of humanity than the failed Earthfall incident. Each veiled master commands dominion over a large portion of Golarion and scores of allied creatures such as chuul, faceless stalkers, and skum.

Should even one of these veiled masters succeed in its machinations, it could spell doom for enormous portions of the Inner Sea and beyond, with thousands succumbing to the sway of alghollthu masters or falling victim to the ensuing chaos and destruction. Such a transformation would not occur overnight but would instead take place over decades, if not over centuries, perhaps giving the people of Golarion’s surface time to quash the alghollthus’ sinister plans.

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OLORDAERA

For roughly 200 years, the city of Katapesh harbored the veiled master Olordaera under a number of disguises before the cunning alghollthu settled on its current arrangement. Olordaera now walks the streets in the guise of the Pactbroker Hasbim ibn Sayyid (*Pathfinder Campaign Setting: Dark Markets, A Guide to Katapesh* 29), whom Olordaera killed and replaced weeks after the Pactbroker's appointment to his role. As Hasbim, Olordaera has possession of a *charm of aluum control* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 298), granting command over the powerful aluum

golems scattered throughout Katapesh. Additionally, Olordaera has managed to turn the Pactmaster Jinvar (*Dark Markets* 46) to its side through nonmagical means of coercion and manipulation.

Olordaera's second persona is not a guise but rather the complex illusion Voxuvika, young progeny of the great red wyrm Urkarax. Urkarax did exist 6,000 years ago but disappeared without a trace long before Olordaera's arrival, and the wyrm exists only as an illusion now. Those looking too deeply into Voxuvika's identity are intended to discover the existence of Urkarax, and few are willing to investigate further after discovering that Voxuvika is the child of a great wyrm red dragon.

Agenda: Jinvar believes that Hasbim is secretly a servant of the red dragon Urkarax and, through a mutually beneficial arrangement between the two, is giving arcane secrets to the Pactmaster. Jinvar is using the rune magic gifted by Olordaera to begin a covert coup against the other Pactmasters and believes that completing the half-finished *mesh repeater* (see pages 20–21) under Katapesh will cement his undisputed rule, potentially allowing it to connect to other *mesh repeaters* on other worlds.

The completion of the *mesh repeater* is only a small fraction of Olordaera's greater schemes, however, as the veiled master's true aims are fixed squarely on the stars. Over the years since its arrival in Katapesh, Olordaera infiltrated (and eliminated) a cult of Night Heralds (*Pathfinder Campaign Setting: Occult Mysteries* 30) and learned tremendous secrets of the dreaded Dominion of the Black. Olordaera recognizes what the long-term threat the Dominion (and their eventual return) means for Golarion and is working quickly to recover and analyze a *countdown clock* in order to accurately assess the date of the Dominion's return.

Allies: Olordaera not only holds the ear of Pactmaster Jinvar but also commands the services of the dreaded interplanar bounty hunter **Qiloc** (LE xill ranger 12) and finds an unlikely ally in **Lorcdalie** (LG flumph^{B3} oracle^{APG} 10), who shares Olordaera's desire to defeat the Dominion of the Black but is woefully unaware of the veiled master's true nature.

Enemies: In spite of Olordaera's cunning and subterfuge, a significant enemy hampers its activities in Katapesh. **Shimon-Je** (NG female gnoll warpriest^{ACG} of Sivanah 13) stumbled upon the truth of Hasbim ibn Sayyid's death and, via *true seeing*, discovered Olordaera's identity. Unfortunately, Shimon-Je is a much reviled figure within Katapesh as a known abolitionist and repeat escapee of Katapesh's dungeons. Shimon-Je must be discreet in searching for allies, for if word of her discovery were to make it back to Olordaera, it would spell her certain doom.



HASBIM IBN SAYYID

THULGROON

Magnimar is built on the bones of lost Thassilon. From the monolithic impossibility of the Irespan to the countless Thassilonian ruins dotting both the surrounding landscape and the subterranean ruins below the city's streets, the modern society of Magnimar was born from the carcass of fallen Thassilon. Though the corpse of Thassilon may be millennia cold, it is nonetheless infested with scavengers of a bygone era. The veiled master Thulgroon is perhaps the most vile and insidious of all parasites chewing its way through the remains of once-mighty Thassilon, and in turn modern-day Varisia.

Thulgroon is a survivor of Earthfall and the fall of Thassilon, enduring the cataclysm that befell coastal Varisia by sequestering itself miles below the city in the Darklands. During this time, Thulgroon forged a powerful alliance with the dreaded shriezyx (*Pathfinder Campaign Setting: Magnimar, City of Monuments* 6c), a breed of monstrous spiders created through fleshwarping by Thassilonian wizards. Due to the shriezyx's immunity to mind-affecting effects, Thulgroon's command of the spiders is entirely based on reciprocal benefit and taking advantage of the voracious creatures' animal-like intelligence. It also ensures that Thulgroon's closest servants cannot be magically coerced or have secrets of the veiled master's operations gleaned from them.

Centuries after Earthfall, Thulgroon began kidnapping and enslaving local Varisian inhabitants of the Magnimarian coast, gradually building a network of spies and allies. Over time, Thulgroon's connections extended far beyond the occasional captive Varisian, and as Magnimar was settled and rebuilt, key members of the city's elite became subservient to the veiled master's whims. Now, Thulgroon has built an impressive lair within the deepest Thassilonian ruins below Magnimar, connected to the Irespan pilings, effectively creating an immense undercity under its complete control.

Agenda: Thulgroon labors, lazily, at finishing the work it and its kin started over 10,000 years ago. While the veiled master has not fully set aside the larger plot, it has adopted a new endeavor that has increasingly taken its time and attention away from its ancestral agenda. Thulgroon's goal is both alien and anathema to algholthus: attaining godhood. Thulgroon's isolation led to a belief that the fanatical atheism of its people played a role in their downfall. That isn't to say that Thulgroon believes algholthus need to look up to a unifying deific power, but rather that by commanding such a power the algholthus could come to understand the secrets of the cosmos which gods command, and thereby hold dominion over the divinities as well.

Thulgroon's route to divinity defies most common conventions. Through considerable research, the veiled master has ruled out spontaneous ascension as unreliable

and the Test of the *Starstone* as impractical. However, by studying the minds of the faithful and observing historical experiences, Thulgroon found inspiration in the form of Irori's own personal ascension through self-perfection. Thulgroon believes that the secret to divinity lies within the Eternal Ember and the genesis of the algholthus. To that end, Thulgroon has reopened the flesh forges of the original Thassilonian wizards that birthed the shriezyx and set to finding a path to divinity through genetic manipulation of the Eternal Ember. Deep below Magnimar, innumerable experiments crafted by Thulgroon's agenda writhe and hiss, cursed to an eternal half-life. These unfinished and failed experiments remain constant reminders of the veiled master's unfinished work and the many years of study remaining. All of Thulgroon's personal research is kept compartmentalized from the remainder of the algholthus out of fear of reprisal for apocryphal studies. Thulgroon believes that permission will be perfunctory once it achieves true divinity and mastery over the Eternal Ember.

Allies: Thulgroon counts thousands of shriezyx as allies, but it has uplifted one to serve as shepherd of its flock. **Akorsavatha** (LE shriezyx mesmerist^{OA} 15) is Thulgroon's closest ally, uplifted from the base shriezyx stock 700 years ago following the first breakthrough in the veiled master's research. Akorsavatha never ventures to the surface and serves as Thulgroon's intermediary with the lesser shriezyx. Thanks to Thulgroon's mastery of fleshwarping, Akorsavatha has mental faculties that outstrip even humans' and allow it to telepathically communicate with others of its kind. Thulgroon has also uplifted a brutish creature named **Ouvoor** (LE fleshwarped chuul fighter 10; *Pathfinder RPG Horror Adventures* 250), who serves as commander of Thulgroon's small clutch of chuul servants. Along with Ouvoor is Thulgroon's spymaster, **Sicuro** (NE faceless stalker^{B2} rogue 13), who serves as Thulgroon's direct eyes and ears on the surface.

Enemies: For all of Thulgroon's secrecy, its presence has not gone entirely unnoticed. A small cabal of mystery cultists devoted to the empyreal lord Kroina learned of Thulgroon's presence 2 years ago by providence while following up on an unrelated inquiry. The cabal's Shoanti leader, **Ehawi Sees-All-Words** (LG female human cleric of Kroina 10), has devoted every waking moment since that time to uncovering all she can about Thulgroon's true identity. The cabal, collectively called the Bonds of the Chained Eyes, knows Thulgroon is an algholthu operating under Magnimar that commands dominated servants and a monstrous army, but it mistakenly believes that Thulgroon is merely an aboleth. Ehawi understands the need for both discretion and allies in defeating this nemesis, but as of yet she has not found prospective candidates who are both trustworthy and capable of bearing such a secret burden.

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URULUURA

The veiled master Uruluura rules uncontested in the Darklands city of Delvingulf on the shores of the Dying Sea in Sekamina. Over the last 73 years, Uruluura has gradually turned the city's council of drow matrons to its side with gifts of glyph magic and fleshwarping secrets. Uruluura's operation is nearly invisible on the surface, and it has delicately maintained this web of manipulation and control even in the face of suspicions from Zirnakaynin. The matrons know full well the power and identity of the entity they serve and actively conspire to keep Uruluura's presence a secret from outsiders.

Agenda: Uruluura completed work on a *mesh repeater* 4 years ago, and the device has rested, untested and unused, in a dedicated chamber directly below the Obsidian Palace in Delvingulf's heart. Though the device is completed, Uruluura has not shared that development with its fellow alghollthus. The veiled master fears that activating the *mesh repeater* will draw too much attention to Delvingulf, especially from the munavris of the Sightless Sea, who have the capability to resist the repeater's power and mount an offensive against the city.

Uruluura's primary obsession is the artifice of the enigmatic xiomorns. The majority of Uruluura's research is dedicated to exploring Orv to recover more of their technology, particularly *orvgates* (*Pathfinder Module: The Emerald Spire Superdungeon* 148). Uruluura plans to use this technology (and knowledge of devices such as elven *aiudara* and Riddleport's Cyphergate) to create a window that can see into the future while also allowing for remote psychic control. Uruluura believes the xiomorns were the closest to developing compatible technology in their pursuit of escaping the yithians (see page 77 of *Pathfinder Adventure Path* #120 for more information).

Should Uruluura accomplish its goal, it fully intends to combine the *mesh repeater* with its viewing portal to extend an alghollthu presence across history, creating an empire that reaches from one end of time to the other.

Allies: The council of matrons is Uruluura's staunchest ally that knowingly supports the veiled master. The most prominent matrons are **Xalathala Invinaar** (CE female drow rogue 10), **Kaelosie Aedil** (CE female drow bard 11), **Nirova Elsegell** (NE female drow mesmerist^{OA} 8), and **Ciwin Pliesiea** (CE female drow promethean^{OA} alchemist^{APG} 15). As a gifted alchemist, Ciwin has benefited from Uruluura's direct instructions on fleshwarping and has developed a shocking prototype of a fleshwarped munavri.

Enemies: Every day, rumors of alghollthu activity in Delvingulf draw the attention of Zirnakaynin. The first batch of drow inquisitors that visited Delvingulf were turned away by the canny intrigues of the council of matrons, but a deeper investigation could prove disastrous. Worse, a creature outside of Delvingulf named **Whispers of the Stone** (CN cerebriic fungus^{B3} medium^{OA} 10) has recently discovered Uruluura's presence. Whispers of the Stone came into conflict with Uruluura when the veiled master intruded in a cave system the fungus held dominion over, and now the cerebriic fungus and its vegpepygmy allies are threatening to mount an assault on Delvingulf. Should the drow of Zirnakaynin learn this truth, it could spell disaster for the veiled master's plot.

CIWIN PLIESIEA

YUILDOROC

The atheist nation of Rahadoun is a fertile ground for the alghollthu agenda, further divorcing humanity from its relationship with the divine. Even though Rahadoun seems to fit perfectly into the greater alghollthu agenda, the alghollthus played no part in the country's founding or even its formative years. The veiled master Yuildoroc settled in the city of Manaket on Rahadoun's northern coast in 4622 AR, eventually replacing and consuming the identity of Jalur Sabaal, a member of Manaket's famed Occularium. As part of the Occularium, Yuildoroc is positioned at the heart of one of the greatest arcane institutions in Garund and subtly directs the research performed there, much as it did during the time of Azlant.

Yuildoroc's time in the Occularium also expanded the veiled master's understanding of the Outer Planes—a region held in little regard by most alghollthus—and the inhabitants thereof. Yuildoroc's studies honed in on the asuras, destructive outsiders that harbor an eternal grudge against the gods. As Jalur Sabaal, Yuildoroc teaches classes on binding and summoning outsiders, while secretly nurturing a powerful alliance with these ancient and terrifying entities.

Agenda: Yuildoroc conducts its business in catacombs far below the Occularium. These catacombs, once part of an Azlanti research station into clockwork innovation, lie forgotten even to the inhabitants of Manaket. Many of the Azlanti artifacts once housed in this secret facility remain functional, including an expansive collection of clockwork spies (*Pathfinder RPG Bestiary* 3 58) and clockwork assassins (*Pathfinder RPG Bestiary* 6 59). Yuildoroc uses these resources sparingly, unwilling to draw too much attention to its lair.

After the death of Aroden and the century of turmoil that befell Golarion, Yuildoroc became obsessed with discovering a means to replicate that event and actively slay deities that threaten the alghollthu agenda. Toward that end, Yuildoroc used its resources at the Occularium to contact the asura rana Rahu the Sun Eater, forging a pact with this malicious entity by promising a means to directly strike out at the gods responsible for the creation of asura-kind.

Allies: While asuras rarely seek to build, preferring destruction, Rahu glimpsed the long-term potential of an alghollthu alliance through communion with Yuildoroc. As a show of goodwill, Rahu sent two dozen tripurasura asuras (*Bestiary* 3 26) to Manaket along with a powerful aghasura (*Bestiary* 3 23) named Shuvahavorath. The tripurasuras, capable of changing shape into Small-sized humanoids, infiltrated Manaket as halflings, gnomes, and other common races. These shapeshifting asuras act as Yuildoroc's eyes and ears on the surface world beyond the Occularium.

Yuildoroc's allies do not consist of asuras alone, though. As an instructor at the Occularium, Yuildoroc has groomed a cabal of talented arcanists and wizards with the promise of teaching them the means to ensure a perpetually secular Rahadoun through magic capable of combating the divine. The upper echelon of this cabal is further indoctrinated by learning Yuildoroc's true nature. These extremely talented spellcasters depart the Occularium indefinitely to join Yuildoroc in the ancient Azlanti facility deep below Manaket to directly progress the alghollthu agenda. The brilliant Garundi **Shavana Lajani** (CE female human wizard 13) is Yuildoroc's chosen and is personally tutored in glyph magic by the veiled master.

Enemies: When Yuildoroc first stole into the Azlanti ruin beneath the Occularium, the facility was not uninhabited. The site was home to two unlikely creatures: **Iharon** (NG male human prana ghost psychic^{OA} 8; *Pathfinder Campaign Setting: Occult Bestiary* 40) and **Ouclorna** (N unique advanced clockwork leviathan^{B3}). Iharon was a part of the Spindle Solution who captured an aboleth named Ouclorna and was able to transfer an exact replica of the aboleth's memories into a clockwork leviathan. The process left Ouclorna fractured and dissociative, but it retained full recollection of its alghollthu genetic memory. Iharon's life and experiments were both prematurely ended by Earthfall and the facility's destruction.

Iharon's dedication to his work kept his spirit active, toiling over millennia to design an intricate clockwork brain capable of interfacing with the immense volumes of knowledge Ouclorna once had. Iharon's multiple iterations of this prototype grew to consume not only his immortal soul but also the facility he labors within. While Ouclorna's new clockwork body is based on a clockwork leviathan, it is no longer capable of true locomotion, as it is connected to a sprawling clockwork complex of mechanical switches, effectively creating an analog computer.

When Yuildoroc discovered Iharon and this chamber, the two came into immediate conflict, with the veiled master coming out the victor. Yuildoroc imprisoned Iharon in a *forcecage* and set about attempting to understand the psychic's machinations with Ouclorna. Iharon has proven to be resilient to Yuildoroc's mental control, though not immune. When the veiled master has been able to dominate Iharon for days at a time, the ghost has revealed innumerable secrets of the alghollthus no outsider was meant to understand. Though tempted to destroy Ouclorna, Yuildoroc has not yet followed through with the task. The veiled master is fascinated by the abominable machine Iharon created and hopes that it can control Iharon by further breaking the living archive's will.

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AWAKENED FROM TIME

They tell me of dwarves and orcs that have left the depths of the earth and live in kingdoms beneath the sky. They speak of humans with elven blood in their veins who respond with tones of acceptance instead of shock and contempt. They consort freely and without caution with fey gnomes from a world beyond our own. They tell me the people of Azlant now live beneath the waves, breathing water like air as if they were fish. They also mention that other descendants of the Azlanti make their homes in the darkened depths of the earth and have been twisted and mutated in their time there. They worship mortal humans who have ascended into godhood, transformed through the power of a stone that destroyed the world. And yet, it is the era of Azlant that they call the Age of Legends. It is I, a scribe and a convict, whom they call a wonder beyond anything of their time.

—From the diary of Uraien, an ancient Azlanti prisoner retrieved from magical stasis

Though many know the god Aroden as “the Last Azlanti” and no pure-blooded Azlanti are thought to remain upon Golarion, these assumptions are not necessarily true. Much like the long-lost serpentfolk, who have emerged from stasis chambers to plague modern times, it is possible a few ancient Azlanti have survived to the present through various means. These refugees from ancient civilizations would be among the rarest of the rare, with even rumors of their existence being nigh unheard of, but PCs who play through the Ruins of Azlant Adventure Path have a much higher chance of encountering one than most, either stumbling across an Azlanti trapped in some form of stasis or encountering one who is seeking familiarity in the wreckage of a shattered home. This article provides guidance for GMs or players who wish to incorporate an ancient Azlanti who was time-shifted to the present day. Though such a character can add a great deal of flavor and personal pathos to the adventure, connecting the events of the past to the present in a way modern PCs cannot, the presence of a character from ancient Azlant also presents many roleplaying challenges and should be carefully thought out before the GM allows such an element in the campaign.

AZLANTI IN THE MODERN DAY

Encountering an Azlanti survivor provides the PCs with a great deal more information than they would normally gain over the course of the adventure. Unsolved mysteries about Azlanti culture, history, and magic can be easily answered by someone who has lived through it. The Ruins of Azlant Adventure Path includes many plot elements that an Azlanti character might be familiar with, though an ancient Azlanti character can have a rich roleplaying experience being unaware of the secret plots within the empire and only uncovering them thousands of years in the future. Such a person might alternatively have a connection to the current troubles, such as being familiar with Auberon the Drowned before his undeath, being part of the elite Azlanti who were aware of the alghollthu threat to the empire, or being a member of the secret military research base that Ochymua was seeking. Granting selective knowledge of campaign elements, such as knowing Ochymua but being unaware that the Azlanti was actually a veiled master spy, can serve to provide interesting foreshadowing as well as enhance the drama when that campaign element is finally confronted. An NPC or PC with such knowledge can easily become the focal point of a campaign, however, and the GM must work to ensure said character does not overshadow the other PCs and the rest of the game. The GM should decide before the adventure begins what an Azlanti

character does and does not know to ensure that such a character's knowledge does not trivialize the Adventure Path or rob the other players of agency.

ESCAPE FROM THE PAST

The most obvious difficulty with incorporating an ancient Azlanti PC or NPC into a modern game is that of time. Thousands of years have passed since the empire of Azlant, and the Azlanti were assumed to be destroyed in Earthfall and the chaos that followed. The Age of Legends was extremely advanced in magic, however, creating opportunities through which a rare survivor from ancient Azlant could be introduced into the campaign. The most common method would be that of magical stasis, a technique used by both the ancient Azlanti and their enemies, the serpentfolk. Much like the veiled master Ochymua, PCs or NPCs might have been frozen in time by a *temporal stasis* spell, either as a form of imprisonment or a desperate bid for survival, or they might have been trapped by a less magically advanced form of stasis with *flesh to stone*. Characters who survive into the future via these means cannot free themselves without outside help, barring unusual circumstances, so consideration must be put into who freed the imprisoned character and what repercussions that might have. While many creatures undoubtedly fail to realize the significance of such a discovery, scholars who recognize an ancient Azlanti character's true heritage could make the knowledge public, creating a massive upheaval among Golarion's nobles and historians. Characters may have survived simply by not sharing Golarion's timeline. While most planes have time that runs concurrently with the Material Plane, some, such as the primal First World, do not follow the same temporal rules. A character may have deliberately ventured into one of these realms or may have been pulled into one by forces beyond her control, returning to Golarion only to find that untold ages have passed. It is even possible for an Azlanti character to be resurrected, though the act of a god or an unfathomable magical power would be required to bring back someone who had been dead for so long.

Whatever the method of the character's survival, it will have an enormous impact on the character and the campaign. Game Masters running the Ruins of Azlant Adventure Path should take note of what plot hooks might spring from a pure-blooded Azlanti's sojourn into modern times, whether it's a divine patron who chose to resurrect the character, a mysterious magical artifact with the power to reincarnate people who died thousands of years ago, a group of curious scholars who view the character as an investment at best and a collector's item at worst, or a bond of friendship forged between an Azlanti refugee and an unlikely rescuer.

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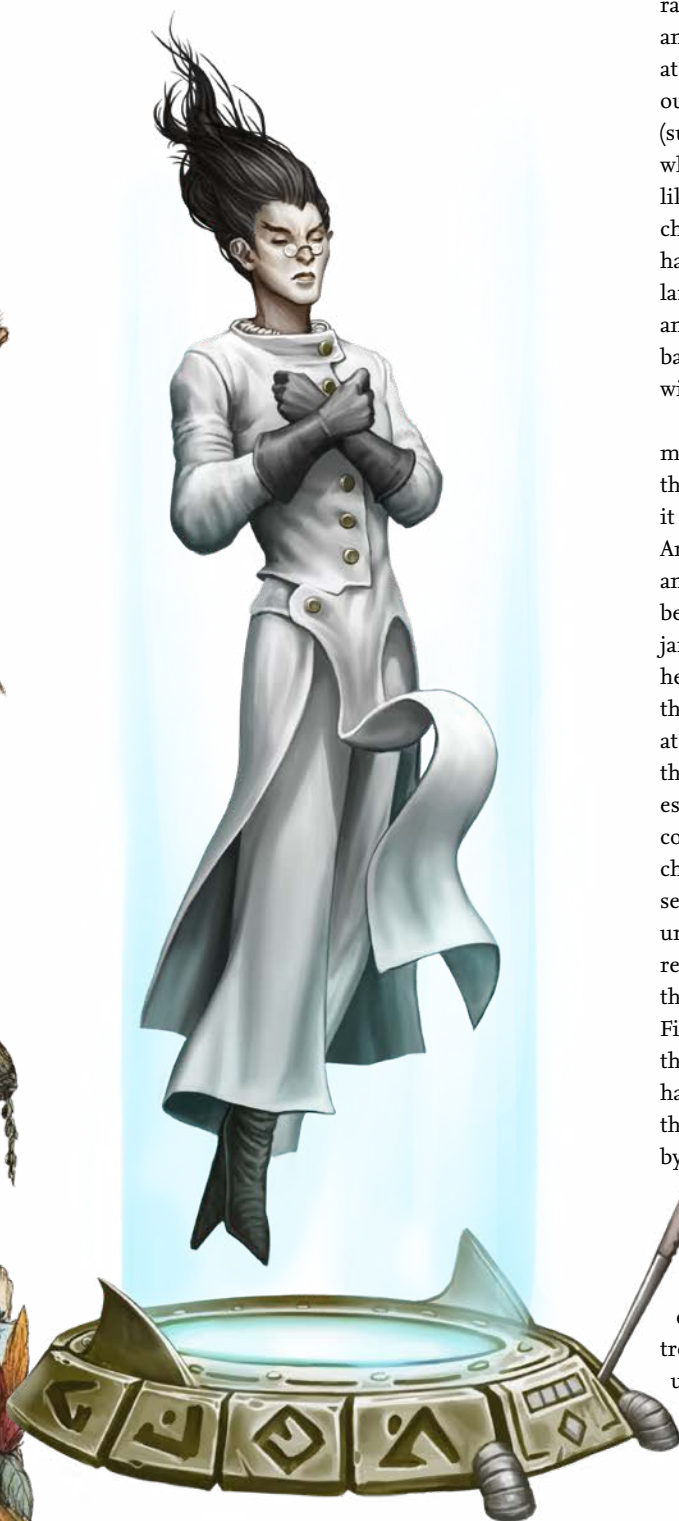
Players choosing to create an Azlanti PC may wish to be discovered and rescued by their fellow party members—however, it is highly recommended that this occur within the campaign backstory or immediately upon starting the campaign so that one PC's participation is not dependent upon the actions of other players.

STRANGE NEW WORLD

However an ancient Azlanti might survive into the present, few means beyond undeath would allow such a character to be aware of anything that happened during the last 10,000 years. This means that nearly everything on Golarion is unfamiliar to an Azlanti PC or NPC, from all modern-day cultures and countries to many of the races that modern-day peoples consider common. An ancient Azlanti would not know any modern languages, at best being able to make do with Draconic or picking out familiar words from tongues related to Azlanti (such as Hallit, Polyglot, Taldane, and Varisian). Azlanti who have been free for a decent period of time will likely pick up Common out of necessity, but ancient characters who have recently been uncovered will not have an immediate opportunity to learn an entire new language. GMs should ensure that any Azlanti PC has an immediate means to overcome this communication barrier to keep gameplay from getting bogged down with technical difficulties.

Azlanti characters will also be confronted with multiple concepts that never existed in the heyday of the Azlanti empire. The idea that the world as they knew it was destroyed by Earthfall, that the “Last Azlanti” Aroden rose to divinity and then somehow perished, and that the remnants of the *Starstone* can allow mortal beings to become gods may actually be some of the least jarring revelations. While these facts are startling to hear, ancient Azlanti who suddenly find themselves in the present day do not have to deal with these realities at every turn. The most obtrusive changes are those that most modern characters consider unremarkable, especially encounters with races that are now commonplace but were unheard of before Earthfall changed the planet. Most Azlanti would have never seen a dwarf or an orc, considering them legendary underground creatures that were more myth than reality. Likewise, gnomes would be unheard of, and the thought of openly dealing with fey creatures from the First World would be an alarming prospect. Even races the Azlanti commonly dealt with, such as elves, would have unfamiliar twists to them; the Azlanti war with the elven people has been forgotten and forgiven even by the long-lived elves, and the distinction between drow and surface elves is one that an ancient Azlanti is likely to miss without an explanation.

Races that hold ties to the Azlanti may prove notably disturbing, as they are constant reminders of how much things have changed and many present troubling connotations. The aquatic gillmen and the undead maridar are the closest things to inheritors of Azlanti civilization, leaving ancient Azlanti as strangers to the remnants of their own culture. Other Azlanti-derived races, such as the savage



morlocks, patchwork mongrelmen, and algholthutainted skum, are simply horrifying corruptions of a once-proud human heritage.

The ancient Azlanti commonly looked down on non-humans, but former citizens of Azlant will find such opinions unwelcome among diverse groups of PCs. While an Azlanti may carry old cultural prejudices, it is recommended that both PCs and NPCs quickly learn to reassess or swallow such opinions before they become disruptive to play and the enjoyment of other players.

THE GODS THEMSELVES

Not even the gods are immune to change, and Azlanti who once paid homage to a greater power may find their faith challenged or even destroyed. Several popular gods from the Azlanti empire have perished, either slain during Earthfall or killed by other gods in the 10,000-year interim: followers of Acavna or Amaznen will quickly discover that their god is dead and any power granted by these deities is now gone. Clerics and other divine spellcasters of these gods will either have to find a new patron or a new vocation—this jarring loss of faith may trigger a change to a different PC class, prompt a shift in gods, or cause the character to continue onward in a magic-deprived state of denial. Even those gods who have survived and maintain familiar aspects will have bizarre elements to an ancient Azlanti. Once-popular gods, such as the demon lord Nurgal, are now reduced to hidden cults, with open worship of them unacceptable to most modern cultures. Deities who have maintained their power and popularity have still changed their patronage from the days of Ancient Azlant: both Desna and Shelyn have gained new spheres of influence, while the destruction of reliable prophecy has caused Pharasma to shift from the patron of divination to the Lady of Graves. Other surviving gods, such as Abadar and Achaek, have moved to emphasize different aspects of themselves in ways that are foreign to ancient worshippers.

How a character reacts to these changes depends on that character's personality and adaptability. An ancient Azlanti might easily shift to the changes in her patron's powers, altering her duties and philosophies to match her divinity's current outlook. Alternatively, a character might angrily reject these changes as yet another betrayal and alienation from the world as it is now, finding a new patron god to avoid facing them, or losing faith entirely.

A HINT OF THE FAMILIAR

Scraps of Azlanti culture remain on Golarion, though it is up to the individual Azlanti character whether to pursue them as comforting mementos of home or shun them as painful reminders of the same. Absalom, Andoran,

PLAYING AN AZLANTI

Azlanti characters use the same racial rules as humans, except they gain a +2 bonus to all six ability scores instead of just one. The GM can treat a pure-blooded Azlanti as a 24-RP race, or run a pure-blooded Azlanti PC as having the same statistics a normal human. Game Masters who allow a PC to play a pure-blooded Azlanti as a member of a high-RP race can balance this by allowing other PCs to play characters from high-RP races. Alternatively, GMs could offer PCs who play members of common average-RP races one of the following boons to compensate for the power difference: grant average-RP PCs 1 hero point^{APG} per level, while high-RP PCs do not gain any; allow average-RP PCs to be 1 level higher than their Azlanti counterparts, or give an Azlanti a single level adjustment (meaning set them 1 level behind other PCs, both in terms of character level and wealth by level) until they reach 10th level; or treat Azlanti characters as being 2 levels lower to calculate their wealth by level. As a general rule, Game Masters who are running Azlanti NPCs should treat them as being 1 CR higher than normal.

and Cheliox are all influenced by Azlanti language and architecture; some Chelaxians and Taldans even consider themselves to be direct Azlanti descendants and adorn themselves with what they consider Azlanti trappings, though the corruption of history over the ages may render this posturing a hilarious mockery to true pure-blooded Azlanti. Ancient Azlanti may also seek out well-known Azlanti ruins or the "Low Azlanti" gillmen in the hopes of reforging some kind of connection with their former lives.

Of special note are the Mordant Spire elves, former enemies of the Azlanti empire who now consider themselves the protectors of Azlanti culture. Relations on both sides are likely to be tense and filled with mixed emotions—the Mordant Spire elves are one of the only cultures to still fluently speak Azlanti and provide an irreplaceable connection to Azlant, but any Azlanti who encounters these self-appointed guardians may chafe at the idea that a former enemy of the empire now claims stewardship over the remnants of the lost continent. The elves may prove reluctant to grant access to the Azlanti ruins to any human, even a pure-blooded Azlanti to whom it perhaps rightfully belongs; alternatively, younger elves may welcome an ancient Azlanti as something precious that must be protected, much like the Azlanti ruins the elves have spent generations guarding.

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SAMPLE NPC

The following NPC can be used as an addition to the Ruins of Azlant Adventure Path, a potential replacement PC should a player lose her character late in the campaign, or inspiration for new characters the GM wishes to introduce from the distant past.

IMIOLANA

Once a respected oracle and soothsayer, Imiolana willingly turned her life over to the word of the gods and unwillingly turned her mind over to the sinister plots of the veiled masters. Catapulted thousands of years into the future by a magical mishap, she now faces the terrifying concept of controlling her own fate.

IMIOLANA

CR 14

XP 25,600

Female human (pure-blooded Azlanti) oracle (stargazer) 14
(*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Ultimate Magic* 59)

N Medium humanoid (human)

Init +6; **Senses** *detect magic*; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 insight)

hp 108 (14d8+42)

Fort +7, **Ref** +9, **Will** +11; -2 vs. mind-affecting effects

Defensive Abilities contingency

OFFENSE

Speed 20 ft.

Melee +1 dagger +11/+6 (1d4+1/19-20)

Ranged mwk heavy crossbow +13 (1d10/19-20)

Oracle Spell-Like Abilities (CL 14th; concentration +20)

2/day—speed or slow time

1/day—star chart

Oracle Spells Known (CL 14th; concentration +20)

7th (3/day)—*disintegrate* (DC 23), *mass cure serious wounds*, *resurrection*

6th (6/day)—*contingency*, *heal*, *mass cure moderate wounds*, *word of recall*

5th (7/day)—*break enchantment*, *breath of life* (DC 21), *mass cure light wounds*, *permanency*, *scrying* (DC 21)

4th (7/day)—*blessing of fervor*^{APG} (DC 20), *cure critical wounds*, *freedom of movement*, *imbue with spell ability*, *modify memory* (DC 20), *tongues*, *wandering star motes*^{APG} (DC 20)

3rd (7/day)—*cure serious wounds*, *dispel magic*, *guiding star*^{APG}, *prayer*, *speak with dead* (DC 19), *water breathing*

2nd (8/day)—*augury*, *cure moderate wounds*, *delay poison*, *glitterdust* (DC 18), *hold person* (DC 18), *minor image* (DC 18), *remove paralysis*, *resist energy*

1st (8/day)—*charm person* (DC 17), *cure light wounds*, *faerie fire*, *hide from undead* (DC 17),

hypnotism (DC 17), *protection from evil*, *remove fear*, *sanctify corpse*^{UM}, *sanctuary* (DC 17)

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food* and *drink* (DC 16), *read magic*, *resistance*

Mystery time^{UM}

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 16, **Wis** 12, **Cha** 22

Base Atk +10; **CMB** +10; **CMD** 23

Feats *Combat Casting*, *Echoing Spell*^{UM}, *Eschew Materials*, *Extra Revelation*^{APG}, *Improved Initiative*, *Lightning Reflexes*, *Quicken Spell*, *Spell Penetration*

Skills *Acrobatics* -1 (-5 when jumping), *Bluff* +20, *Disguise* +14, *Knowledge (dungeoneering)* +17, *Knowledge (history)* +20, *Knowledge (religion)* +20, *Perception* +13, *Sense Motive* +13, *Spellcraft* +20, *Survival* +9, *Swim* +5

Languages Aboleth, Aklo, Azlanti, Common

SQ oracle's curse (aboleth), permanent spells, revelations (erase from time^{UM}, guiding star, speed or slow time^{UM}, star chart, time hop^{UM})

Combat Gear *lesser extend metamagic rod*, *potions of touch of the sea*^{APG} (2), *wand of lesser restoration* (50 charges); **Other Gear** +1 mithral breastplate, +1 dagger, mwk heavy crossbow with 20 bolts, *clear spindle ioun stone*, *cloak of resistance* +1, *dusty rose prism ioun stone*, *headband of alluring charisma* +2, *ring of arcane signets*^{APG}, *augury bones* (worth 25 gp), cleric's vestments, golden holy symbol of Desna^{UE}, *incense* (5, worth 25 gp each), silk rope (250 ft.), ivory statue of self (worth 1,500 gp), 141 gp

SPECIAL ABILITIES

Oracle's Curse (Ex) Imiolana's oracle curse is a psychic taint caused by her long period of mental subservience to Ochymua.

Aboleth: Imiolana takes a -2 penalty on saving throws against mind-affecting effects and adds *charm person* and *hypnotism* to her list of 1st-level oracle spells known. At 5th level, she adds *minor image* to her list of 2nd-level oracle spells known. At 10th level, she adds *modify memory* to her list of 4th-level oracle spells known. At 15th level, she adds *veil* to her list of 6th-level oracle spells known. (*Pathfinder Campaign Setting: Horror Realms* 14)

Contingency If Imiolana is impeded from moving by paralysis or a grapple, her *contingency* spell activates to cast *freedom of movement* upon her.

Permanent Spells Imiolana has used *permanency* to give herself constant *detect magic*.

Growing up in Ancient Azlant, Imiolana was always uncertain of herself. The daughter of an astrologer and a glassmaker, she lived a life of opportunity, but she preferred to aid and follow people she respected instead of developing any personal ambition. As a result, she

spent most of her early years aimless, unable to find the conviction to seriously pursue any path in life. When she discovered her god-granted talent for divining the future from the stars, she was elated, finally finding a respectable role in society that fit her personality. Imiolana rose to a position of moderate prominence, paying homage to Desna and Pharasma in thanks for their patronage.

With increased prestige came increased fame, and Imiolana unfortunately caught the attention of a sinister force. Over time she found herself frequented more and more by a wealthy patron who claimed he wished to consult the heavens before making any important decisions. In truth, the patron was a veiled master spy named Ochymua, who had seen an opportunity to expand the algholthus' influence in ancient Azlant. Ochymua slowly eroded Imiolana's mental defenses and took control of her mind, nudging her to make subtle alterations to her prophecies. By hiding the veiled master's suggestions within the supposed word of the gods, Ochymua was able to carefully manipulate influential Azlanti citizens to unwittingly pursue the algholthus' agenda.

This arrangement continued for several years, until Ochymua was tasked to find the location of a secret Azlanti military base. Despite the veiled master's best efforts, Ochymua proved unable to locate the research facility—worse yet, Ochymua wound up making a costly error that drew the suspicion of several powerful Azlanti mages. Pressured by the increased scrutiny, Ochymua commanded Imiolana to divine the location of the military base, but though Imiolana foresaw with certainty that she and Ochymua would eventually find and enter the secret facility, her visions could not tell her where it was. Ochymua eventually lost patience with her repeated assurances and instructed Imiolana how to perform a magical ritual to cheat fate: compelled by the veiled master, the oracle opened up a portal to the Dimension of Time to search through her own future and view the point where she would find the base, intending to return and inform Ochymua of its whereabouts. Yet, as Imiolana watched the chaotic images of her existence, she noticed a large

black rift splitting half of her life from the other. She reached out, attempting to bridge the jagged gap, only to feel as though something in her life had instantly severed. Imiolana lost control and was flung through time, losing all bearings of where or when she was. When she regained her senses and escaped the demiplane, she emerged into a world 10,000 years in the future.

To say Imiolana is lost would be an understatement. Everyone she once looked to for guidance is gone. Nothing remains of the world she once knew, beyond scraps of architecture, and her two patron gods have changed drastically from how she remembers them. Even her own powers have changed from seeing through time to manipulating it instead, something she attributes to the end of reliable prophecy and Pharasma's shift from a patron of prophecy to a goddess of birth and death. Though Imiolana has managed to learn the Common tongue of this new world and has accrued a decent sum of money by quietly selling off her Azlanti clothes and jewelry, she has lost her place in life and has no idea how to find it again. The oracle has therefore thrown her efforts into finding the secret Azlanti military base—though she has no real interest in the base, she cannot let go of the fact that she foresaw she would set foot on it. Imiolana is determined to prove that prediction correct as an act of defiance to the uncertain future she has found herself trapped in. What she will do afterward, she does not know.

CAMPAIGN ROLE

Imiolana makes a natural ally to the PCs, should they befriend her upon her quest, and a natural enemy to both Auberon the Drowned and Ochymua: the Azlanti lich despises Imiolana for her role in spreading the influence of the algholthus, while Imiolana deeply resents Ochymua both for destroying her will and for the accident that left her stranded in time. However, she might instead become a foe to the PCs if she falls under Ochymua's influence once again; her mind is still vulnerable to the control of a veiled master, and even Ochymua is a comforting presence to a woman in a strange world who has no one and nothing familiar left.



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The being rose from the sea, droplets of the frigid water glistening on its tensed muscles. Its glare left no question about the level of its hatred for the aquatic aberration that swam before it.

"Your lies and treachery end now, deceiver," the guardian asserted in a voice that demanded both fear and reverence.

The piscine horror, for its part, seemed more annoyed than cowed, though it directed its attention away from our ship and toward the celestial that had come to our aid. Previously unseen runes etched into the aberration's skin flared to life with an uncanny glow, and a halo of swirling glyphs encircled its fishlike head as it cast a spell in our protector's direction.

The azata simply smiled and laughed, as though it could imagine nothing more enjoyable than battling the sinister alghollthu. It raised its trident and let it fly.

— From the logs of Friyja Thorsdottir,
captain of the longship *Wyrmwrack*

In this volume of the Ruins of Azlant Adventure Path, the PCs finally come face to face with their archnemesis, the veiled master Ochymua. This bestiary contains monsters that can be found en route to that confrontation, deep beneath the sea or in any of the myriad Azlanti ruins that dot the coast and offshore seafloor of the shattered continent. This volume's entries include an azata, an undead creature unlocked from time, a construct harnessing the power of the iconic Azlanti relics known as *ioun stones*, and a deep-sea linnorm.

ADDITIONAL ENCOUNTERS

This adventure takes place in a variety of locations both familiar and new, from Talmandor's Bounty to Talasantri, giving the PCs ample opportunity to encounter additional threats beyond those outlined in the adventure. The table included on this page provides sample random encounters the PCs can face during the course of "Beyond the Veiled Past." Throughout this adventure, the PCs have a 30% chance of a random encounter every hour they spend between established events and encounters. The PCs should have at most three random encounters per 24-hour period.

Since the adventure spans a range of character levels, some random encounters might be too simple or too difficult for the PCs, depending on where the party is in the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter. Additionally, if the result rolled is inappropriate for the terrain the PCs are traversing or just doesn't make sense in the context of where the PCs might be in the adventure, roll again or choose a different encounter.

Ochymua's Assault (CR 20): Among the forces Ochymua dispatches to destroy its enemies is the omnipath (*Pathfinder RPG Bestiary 6* 204) Yqaatch, whom the veiled master uses as a secondary communications hub in order to compartmentalize its allies. The omnipath and a trio of aboleths (use the statistics for the aboleth engineers on page 51) know only what Ochymua has revealed to them, which is that it plans to overwhelm any semblance of civilization in the region, both above and below the sea; they know nothing of the veiled master's plan to activate the *Synchrony Device*.

The PCs can encounter this assault force anywhere in the waters around Ancorato, either on their way to sack another target or seeking out the PCs directly after determining they are a significant threat to Ochymua's plans. Yqaatch is far from reaching the capacity of its psychic mesh, and any number of additional creatures can be linked to its network for the PCs for you to throw at the PCs before or after this encounter. Use the Endgame Encounters table to determine these additional thralls of the alghollthu or to introduce new creatures that

ENDGAME ENCOUNTERS

d%	Result	Avg. CR	Source
1-6	1 atuikakura	14	<i>Bestiary 6</i> 32
7-14	1 ypotryll	15	<i>Bestiary 4</i> 285
15-20	1 siabrae	15	<i>Bestiary 6</i> 250
21-27	1d4 giganotosauruses	15	<i>Bestiary 6</i> 94
28-34	1 popobala	15	<i>Bestiary 3</i> 221
35-40	1 prydanu azata	16	See page 84
41-45	1 titanic whip spider	16	<i>Bestiary 6</i> 275
46-51	1d3 deep walkers	16	<i>Bestiary 6</i> 82
52-56	1 portunus	16	<i>Tower of the Drowned Dead</i> 90
57-62	1 fluxwraith	17	See page 86
63-67	1d6 CE ocean giants	17	<i>Bestiary 4</i> 127
68-72	1 tunche	17	<i>Bestiary 4</i> 265
73-77	1 deathsnatcher	18	<i>Bestiary 6</i> 81
78-82	1 bone ship	18	<i>Bestiary 5</i> 44
83-88	Kotronik	18	See below
89-94	1 tarantula tree	19	<i>Bestiary 6</i> 260
95-99	1d3 whaler jellyfish	19	<i>Bestiary 6</i> 169
100	Ochymua's Assault	20	See below

are a good fit for a specific campaign. Ultimately, the PCs should not face additional creatures with Yqaatch and its aboleth allies, as this would present a challenge too difficult for even the most prepared parties and overshadow the threat Ochymua presents. However, you can hint at this random encounter early in the adventure and have the dominated minions attack first or serve as reconnaissance for the omnipath's eventual assault.

Kotronik (CR 18): Lairing on the southernmost island in the region among the ruins of Kalas-Ti is the diseased dragon Kotronik. This taniniver (*Pathfinder RPG Bestiary 4* 258) came from a clan of others of its kind who populate an island roughly 100 miles to the southwest of the region. The clan has been researching ways to heal the disease that plagues all taninivers, a rotting disease that slowly kills these corrupted dragons. Kotronik left the clan in search of a cure and has spent the last 5 years sorting through the ruins of shattered Azlant. On the island, Kotronik discovered the ruins of a church of Aesocar and has been studying the material within, especially texts dealing with pathology. The dragon believes that she is close to a breakthrough that can at least alleviate some of the symptoms of her malady if not outright cure it, but recent experiments have been frustrating. Kotronik guards her ruined church ferociously against any who come near, fearing that they will not only interrupt her work, but also steal the valuable texts and rare materials within the ruins.

BEYOND THE VEILED PAST

FOREWORD

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PLOTS OF THE VEILED MASTERS

AWAKENED FROM TIME

BESTIARY

AZATA, PRYDANU

Translucent wings protrude from this statuesque figure's back. Patches of pale scales glisten on its skin.

PRYDANU

CR 16

XP 76,800

CG Large outsider (azata, chaotic, extraplanar, good)

Init +9; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +28

Aura clarity's grace (30 ft.)

DEFENSE

AC 31, touch 19, flat-footed 26 (+5 deflection, +5 Dex, +12 natural, -1 size)

hp 243 (18d10+144)

Fort +13, **Ref** +16, **Will** +20

DR 10/cold iron and evil; **Immune** electricity, mind-affecting effects, petrification; **Resist** cold 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., fly 60 ft. (perfect), swim 30 ft.

Melee +2 *aberration-bane returning trident* +27/+22/+17/+12 (2d6+10/19-20)

Ranged +2 *aberration-bane returning trident* +24 (1d8+9/19-20)

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

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*true seeing*

At will—*remove paralysis, water breathing, zone of truth* (DC 18)

5/day—*break enchantment, cure serious wounds, dimension door, dispel magic, freedom of movement, invisibility purge, remove disease*

3/day—*greater dispel magic, protection from spells* (enchantment and illusion only)

1/day—*freedom*

STATISTICS

Str 26, **Dex** 21, **Con** 24, **Int** 17, **Wis** 24, **Cha** 23

Base Atk +18; **CMB** +27; **CMD** 47

Feats Combat Reflexes, Flyby Attack, Hover, Improved Critical (trident), Improved Initiative, Iron Will, Power Attack, Spell Penetration, Toughness

Skills Fly +32, Heal +28, Intimidate +24, Knowledge (dungeoneering, planes) +24, Perception +28, Sense Motive +28, Spellcraft +24, Swim +29 (+37 when performing a special action or avoiding a hazard)

Languages Aklo, Celestial, Common, Draconic, Infernal; truespeech

SQ burst of restoration, lucid rain

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or liberty (3-6)

Treasure standard (+2 *aberration-bane returning trident*, other treasure)

SPECIAL ABILITIES

Burst of Restoration (Su) Once per day as a standard

action, a prydanu can strengthen its aura to undo the physical tampering of others. Each creature within its aura suffering from a detrimental or unwanted transmutation effect can attempt a new saving throw against the effect. This power also works on any afflicted lycanthrope, entothrope, or similar creature, granting it a new saving throw to remove its affliction. At the GM's discretion, burst of restoration can have a special effect on creatures permanently mutated by magic, such as fleshwarps or Mana Waste mutants (*Pathfinder Campaign Setting: Inner Sea Bestiary* 28). A creature undergoing this greater effect loses its unwanted acquired templates or reverts back to its original form, but it must succeed at a DC 25 Fortitude saving throw or take 2 permanent negative levels as a result of the sudden and dramatic change to its physiology. The save DC is Charisma-based.

Clarity's Grace (Su) A prydanu's aura protects those around it from mind control and all forms of deception, both magical and mundane. All allies within her aura gain a +4 sacred bonus on saving throws against mind-affecting spells and abilities and on Sense Motive skill checks. A prydanu's aura negates illusions. This functions as *globe of invulnerability*, except it can affect only spells or spell-like abilities from the illusion school and can affect spells of any spell level.

Lucid Rain (Su) Once per week as a full-round action, a prydanu can create an area of light rain centered on her with a radius of 120 feet that lasts for 10 minutes. Any creature touched by the rain that is under the effects of a mind-affecting spell or effect can attempt a new saving throw to end those effects. Prydanus often use this ability during naturally occurring rainstorms on villages or cities they feel may be in trouble.

Prydanus are fierce champions of Elysium who use their talents to undo the work of oppressors by revealing their deception and releasing their victims from bondage. Among the prydanus' most hated foes on Golarion are the alghollthus. Prydanus are drawn to civilizations under the thrall of tyrants. Prydanus do not tolerate such deceptions, and they combat them without hesitation whenever they encounter them. However, this lack of restraint sometimes makes for shortsighted plans of action leading to other consequences along the way.

Prydanus pride themselves on being guardian figures, and they delight in helping distressed individuals, especially those attempting to escape from any form of subjugation. Given their natural tendency toward vanity, prydanus appreciate (and perhaps even expect) being showered with praise for their good deeds, and those who sufficiently stoke a prydanu's ego may find a returning ally in that azata when future troubles arise.

Radiant and poised, a prydanu appears as an attractive humanoid with small patches of iridescent scales on its glistening skin. A graceful pair of translucent finlike wings extends from its back, not only allowing it to soar with ease but also granting it impressive agility underwater. Their striking silver eyes are framed with long, feathery lashes and match their metallic-colored nails and lips. A prydanu's hair varies from one individual to another but is usually several shades and decorated with jewels, flowers, shells, or other such adornments.

A typical prydanu stands 8 feet tall and weighs 400 pounds.

ECOLOGY

Creatures of Elysium, prydanus arise from the souls of brave liberators and defenders of justice. Though they enjoy spending time on their native plane, they often to venture onto the Material Plane, where they scour the lands for oppression.

Prydanus are well adapted to the water and often make temporary dwellings near oceans and lakes. When it comes to underwater prowess, their sleek musculature and powerful wings place them on par with naturally aquatic creatures. This aptitude is a point of pride for prydanus, who enjoy racing marine life to prove their expertise.

The anatomy of prydanus resembles that of humanoids, and while they cannot reproduce, they engage in intimate acts with one another or mortal lovers. Similarly, they don't need to eat or drink, but they partake of these pleasures in the spirit of camaraderie.

HABITAT AND SOCIETY

Prydanus enjoy the company of their kin, finding particular companionship in ghaeles and yamahs. Prydanus are athletic creatures, and their fondness for swimming and flying is well documented; presenting it a gift of artwork depicting seascapes or a collection of feathers and shells is a way to get on its good side. They are also quite sentimental and keep small trinkets from places and people they've helped, often displaying these tokens in the form of small charms worn on bracelets or necklaces or woven into their colorful locks.

After using their powers to free creatures from domination and forced transformation, prydanus often continue to care for them even after their liberation to ensure they're safe before continuing on their way. Though these sojourns are fleeting even by mortal standards, prydanus easily become emotionally attached to the creatures they save, and saying farewell is difficult for them. As such,

most prydanus leave their companions' sides in the middle of the night, when most are sleeping, to make the parting easier.

When not battling against tyranny, prydanus enjoy studying emancipated societies to view the daily life of mortals left to make their own choices. They chronicle these thoughts and observations in journals, which they then share with other celestials in Elysium.

BEYOND
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FOREWORD

Part I:

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FLUXWRAITH

This hovering, translucent humanoid appears to sleep serenely, even as shards of flickering energy encircle it, each fragment reflecting younger or older versions of itself.

FLUXWRAITH

CR 17



XP 102,400

NE Medium undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense; Perception +37

Aura slow aura (30 ft.)

DEFENSE

AC 26, touch 26, flat-footed 16 (+6 deflection, +9 Dex, +1 dodge)

hp 273 (26d8+156)

Fort +14, **Ref** +17, **Will** +20

Defensive Abilities channel resistance +4, incorporeal;

Immune undead traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +28 (15d6 plus time shift)

Special Attacks temporal madness, time shift

Spell-Like Abilities (CL 20th; concentration +26)

At will—*arcane sight*, *deja vu*^{OA}, *haste*

3/day—*quicken* *deja vu*^{OA}, *hold monster* (DC 21),
mirror image, *temporal stasis* (DC 24)

1/day—*time stop* (DC 25)

STATISTICS

Str —, **Dex** 28, **Con** —, **Int** 18, **Wis** 20, **Cha** 23

Base Atk +19; **CMB** +28; **CMD** 45

Feats Ability Focus (time shift), Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Initiative, Lunge, Mobility, Quicken Spell-Like Ability (*deja vu*^{OA}), Stand Still

Skills Acrobatics +25, Diplomacy +25, Fly +36, Intimidate +28, Knowledge (arcana) +23, Knowledge (dungeoneering, planes) +18, Knowledge (history) +24, Perception +37, Sense Motive +37, Spellcraft +23, Stealth +20

Languages Ancient Osiriani, Azlanti, Common, Cyclops, Thassilonian

ECOLOGY

Environment any

Organization solitary or cluster (2–4)

Treasure standard

SPECIAL ABILITIES

Slow Aura (Su) Fluxwraiths constantly emit a 30-foot-radius aura of temporal distortion. Any creature within this aura is affected as if by *slow*, but it gets no saving throw. If a creature exits the radius, the effect ceases at the end of its turn. If the fluxwraith moves more than 30 feet away from an affected creature, the effect ends immediately for that creature. Creatures affected by *freedom*, *freedom of movement*, or *haste* are unaffected by the slow aura.

Temporal Madness (Su) As a ranged touch attack with a range increment of 30 feet, a fluxwraith can grant a

target a mind-shattering glimpse of its own existence as it appears to a time-displaced entity. The attack deals 1d6 points of Wisdom drain, although this drain is reduced to 1 point if the target succeeds at a DC 29 Will saving throw. This is a mind-affecting effect. The save DC is Charisma-based.

Time Shift (Su) A creature struck by the fluxwraith's touch attack must succeed at a DC 31 Will saving throw or be thrust forward in time, vanishing and then, 1d4 rounds later, reappearing in the same location. If the space has become occupied by an object or another creature, the affected creature is shunted to a random adjacent space, taking 6d6 points of damage. From the creature's perspective, the time shift is instantaneous. Any duration effects active upon the creature become suspended during the time shift, resuming when the creature reappears. Creatures that succeed at their saving throws cannot be affected by the same fluxwraith's time shift ability for 24 hours. The save DC is Charisma-based.

A fluxwraith is an incorporeal undead with a host of extraordinary powers owing to its singular status as a time-displaced entity. Its serene appearance and dreamlike demeanor harken to its origins, for in life it slept away the centuries in a state of magical or technological stasis. Now, whether by accident or malign intent, the fluxwraith's soul lies scattered across the timestream. Demented by its paradoxical consciousness, it yearns to destroy any living being audacious enough to exist within a single point of time.

Because its appearance depends upon its state when it first entered suspended animation, viewers may sometimes be able to deduce clues about its former life, as well as its motivations for entering hibernation. Some seek interminable sleep while they are in the prime of life, aiming to awaken and embrace immortality as a perfect specimen, while others hope to defer a terminal diagnosis. However, the sleeper's motivations in life seldom define a fluxwraith's outlook, as the process of becoming undead erases all but the most deeply ingrained mortal traits.

The first hint of the fluxwraith's destructive nature manifests in the cauldron of energy that winks on and off around it. This ever-shifting network of temporal energy contains fragments of its consciousness, appearing as flickering aspects of itself as a youth, an adult, or a corpse. Scrutinizing these vignettes may provide further clues about the fluxwraith's former existence, although any creature that enters the fluxwraith's aura, or any creature affected by its attacks, may begin to see its own reflections appear within the shards as well. These disturbing images depict a creature not as it is, but as the fluxwraith perceives it in the past or future.

Fluxwraiths tend to speak ancient or dead languages, often murmuring incomplete or garbled statements that blend past and future tenses in unsettling ways.

ECOLOGY

While some sages seek to cheat mortality through necromancy, others use potent temporal magic or even cryogenic technology to survive the eons, aspiring to awaken in a future when death has been rendered obsolete. Yet temporal stasis carries many risks, and any damage to the sleeper's pod may kill its inhabitant, or worse. Some types of malfunctions kill the sleeper's physical body but scatter its awareness across the timestream, causing its consciousness to exist in every moment at once. This process shreds the sleeper's sanity but imbues its spirit with terrifying temporal powers, resulting in a fluxwraith.

The malfunction also causes most fluxwraiths to lose the skills and abilities they had in life. They do retain a sharp intellect, although they see the world through a distorted lens of madness, malice, and heightened temporal awareness. A fluxwraith perceives living creatures as knotted threads of time-bound energy begging to be untied and twisted into more pleasing patterns, and it revels in its capacity to shift victims through time or even freeze them for eternity.

Occasionally, a demented spellcaster may purposely create a fluxwraith seeking to harness temporal power for her own use. In such cases, the sleeper is usually tricked into entering its slumber with promises of immortality, after which its malice and fury are only increased by the betrayal. A fluxwraith does not remain subservient to any master, and it invariably overpowers its creator.

HABITAT AND SOCIETY

Though no one knows why, fluxwraiths rarely drift far from the damaged sleeping chambers that spawned them. Some might harbor an unconscious hope that their pods might be repaired, enabling them to return to a more peaceful time-bound sleep; others might simply feel no need for physical movement, since their minds now roam unfettered through the timestream.

A fluxwraith may prefer solitude, attacking intruders on sight. Others relish the chance to toy with visitors before severing them from the timestream. An ambitious fluxwraith might employ underlings to

kidnap living beings, providing it with a steady stream of organic "puzzles" to unravel. Occasionally, a system-wide malfunction results in the creation of several fluxwraiths at once. These clusters become monomaniacal, plotting to spread their influence far beyond their lair. Using tantalizing glimpses of the future, they entice evil mortals or lesser undead to scour the world for time-based artifacts in order to vastly boost the range of their innate abilities.

BEYOND THE VEILED PAST

FOREWORD

PART I:

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GOLEM, IOUN

This four-armed metal construct has a roughly humanoid shape, with the obvious exception of a missing head. Veins of brass overlay a body of meshed platinum and silver, with intricate circular grooves visible above, below, and between its twin sets of arms.

IOUN GOLEM

CR 17

XP 102,400

N Large construct

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +0

Aura ioun attraction (60 ft.)

DEFENSE

AC 33, touch 18, flat-footed 24 (+9 Dex, +15 natural, -1 size)

hp 156 (23d10+30)

Fort +7, **Ref** +16, **Will** +7

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee 4 slams +32 (3d10+10)

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

Special Attacks ioun surge

STATISTICS

Str 30, **Dex** 28, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +23; **CMB** +34; **CMD** 53

SQ gem receptacle

ECOLOGY

Environment any

Organization solitary

Treasure standard (up to six *ioun stones*)

SPECIAL ABILITIES

Gem Receptacle (Ex) An ioun golem can socket up to six *ioun stones* into itself. Each socketed stone grants the golem full access to the stone's abilities and benefits, as though it were orbiting the ioun golem. An ioun golem gains 10 temporary hit points for each *ioun stone* socketed in this manner, to a maximum of 60 temporary hit points if all slots are filled. Temporary hit points last for 24 hours and each socket can grant temporary hit points only once per day, regardless of how many *ioun stones* are placed within it during that period. A socketed *ioun stone* cannot be independently targeted, but it can still be the subject of a successful steal^{APG} or sunder combat maneuver performed against the ioun golem. Socketing or removing an *ioun stone* is a move action.

Immunity to Magic (Ex) An ioun golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *shatter* spell deals damage to an ioun golem as though it were a crystalline creature (no saving throw) and has a 25% chance of dislodging a random socketed *ioun stone*, causing the gem to fall into an adjacent square.

- A *telekinesis* spell can be used to attempt a disarm combat maneuver check to remove a socketed *ioun stone*. The ioun golem takes a -10 penalty to its CMD against such an attempt.
- A *mage's disjunction* spell causes all socketed *ioun stones* to turn dull gray and become useless for the next hour (no saving throw).

Ioun Attraction (Su) The innate connection an ioun golem has with *ioun stones* manifests in a specialized aura of magnetic force. *Ioun stones* orbiting a creature that are brought within 60 feet of an ioun golem are immediately targeted by a steal^{APG} combat maneuver using the ioun golem's CMB. Targets of this combat maneuver receive a +4 circumstance bonus to their CMD against this steal attempt. Any stones successfully stolen in this manner are pulled toward the ioun golem and can be immediately socketed into an available receptacle as a free action. If no free receptacles are available, the pilfered *ioun stones* orbit the ioun golem, granting the golem their powers as normal. Unattended or protected stones, such as those embedded in the skin or held inside a *wayfinder*, are unaffected by this aura. An ioun golem can suppress and reactivate this aura as a swift action.

Ioun Surge (Su) Once per round as a swift action, an ioun golem can channel the energy of one of its socketed *ioun stones*, as long as that stone is not dull gray. This manifests as *magic missile* (caster level 16th), except it conjures five missiles, each dealing 2d6+1 points of force damage. When the ioun golem uses this ability, the selected socketed *ioun stone* becomes dull gray for the next 1d4+1 rounds.

The Azlanti empire employed numerous different types of golems in its defense and also as members of a growing mechanized workforce. These golems eventually found themselves supplanted by increasingly popular clockworks in the waning centuries of the empire. Still, one model of golem remained as a constant reminder of Azlanti supremacy: the ioun golem. Designed to the unique specifications of the Azlanti intelligence agency, the Ioun Imperative, these golems were a visible sign of Azlant's ability to harness magic as a replacement for conventional technology.

Immense quantities of alchemically purified brass, platinum, and silver are required for the construction of an ioun golem. Silver forms much of the base frame, while platinum is poured into areas intended as gem receptacles. Brass filigree overlays the body, conducting the magical energy necessary to animate the golem. Occasional lines of vibrant magical energy are visible along the golem's brass sections when viewed with effects such as *analyze dweomer*, *detect magic*, or similar effects.

A typical ioun golem stands 12 feet tall and weighs close to 1,200 pounds.

ECOLOGY

Ioun golems are the pinnacle of Azlant's research into the esoteric science known as electro-thaumaturgy. This mysterious art allowed for the transmission and broadcast of pure arcane energy. The golem's body is crafted to store magical energy and can even siphon further energy from other battery-like magical devices—specifically, the iconic Azlanti *ioun stone*. An ioun golem's frame has enough energy to keep itself animate for centuries without rest, but the addition of an *ioun stone*, even for a moment, extends the active cycle of an ioun golem into millennia. By quickly siphoning the innate power of a socketed *ioun stone*, the golem can unleash the stored energy as a blast of magical force.

HABITAT AND SOCIETY

The cataclysm that consumed Azlant also destroyed most of the Empire's ioun golems. Those that survived are now scattered across the shattered continent, either long inactive without access to their *ioun stone* batteries or ceaselessly fulfilling their last orders. Across the eons since the fall of Azlant, only three ioun golems are officially recorded to have made their way to Avistan—washed ashore after untold millennia of inactivity. The Red Mantis are said to keep one as a defender within the Crimson Citadel on Mediogalti Island. Another remains dormant and unpowered in a museum in the heart of Oppara. The final ioun golem is cited in numerous archives as appearing briefly across the continent, fulfilling some as of yet unknown agenda.

A handful of ioun golems operate across Golarion in secret, actively serving their surviving overseers. These golems no longer follow their original Azlanti masters but instead serve the powers truly responsible for their creation: the veiled masters. Seen as a status symbol among algholthus, an ioun golem guardian demonstrates either the commanding veiled master's cunning in acquiring the construct or the veiled master's age and determination to survive.

CONSTRUCTION

The art of crafting an ioun golem is almost entirely lost to time. What few manuals remain on the subject of constructing an ioun golem may be found only in the most secure of Azlanti ruins, if any survive at all. Should adventurers discover some long-forgotten instruction manual, they learn that an ioun golem is built from 2,000 pounds of the finest brass, silver, and platinum, costing an extravagant 70,000 gp in raw materials alone. Six unique *ioun stones* must be

provided during the construction, though these stones are not consumed in the attempt.

IOUN GOLEM

CL 18th; **Price** 220,000 gp

CONSTRUCTION

Requirements Craft Construct, Craft Wondrous Item, *geas/quest, wish*, creator must be at least caster level 18th; **Skill** Craft (armor) DC 24, Craft (jewelry) DC 29; **Cost** 145,000 gp



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PART I:

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LINNORM, SEA

This unfathomably large serpent sports a distinctly draconic face. Its body is deep, blackened gray with swatches of crimson. An entrancing set of lures dangles off its face, each glowing with a pulsating orange light accented by regular electrical discharges.

SEA LINNORM

CR 22



XP 614,400

NE Colossal dragon (aquatic)

Init +13; **Senses** darkvision 60 ft., low-light vision, scent, true seeing; **Perception** +37

DEFENSE

AC 39, touch 11, flat-footed 30 (+9 Dex, +28 natural, -8 size)

hp 455 (26d12+286); regeneration 15 (cold iron)

Fort +26, **Ref** +24, **Will** +23

Defensive Abilities freedom of movement; **DR** 20/cold iron; **Immune** curse effects, electricity, mind-affecting effects, paralysis, poison, sleep; **SR** 33

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 100 ft.

Melee bite +35 (3d8+17/19-20 plus poison), 2 claws +35 (2d8+17), tail slap +30 (3d6+8 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon (DC 34), constrict (tail, 3d6+24), death curse, lure

STATISTICS

Str 44, **Dex** 28, **Con** 32, **Int** 7, **Wis** 27, **Cha** 29

Base Atk +26; **CMB** +51; **CMD** 70 (can't be tripped)

Feats Cleave, Combat Reflexes, Following Step^{APG}, Great Cleave, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Snatch, Step Up, Step Up and Strike^{APG}, Vital Strike

Skills Acrobatics +9 (+13 when jumping), Fly +30, Perception +37, Stealth +22, Swim +54

Languages Aklo, Draconic, Sylvan

SQ amphibious

ECOLOGY

Environment cold oceans

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a sea linnorm can expel a 120-foot line of intense stored bioelectricity, dealing 26d8 points of electricity damage to all creatures struck (Reflex DC 34 half). A secondary discharge arcs off each target that fails its save, striking the nearest creature within 30 feet as long as that creature has not already been targeted by the breath weapon or another discharge. Secondary discharges do not cause tertiary discharges. The bioelectricity overwhelms the nervous systems of living creatures, causing any living creature that takes damage from the linnorm's breath weapon to be stunned for

1d4 rounds. A successful DC 34 Fortitude saving throw negates the stunning effect. Creatures struck by a secondary discharge receive a +4 bonus on this saving throw. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a sea linnorm, the slayer is affected by the curse of crushing depths.

Curse of Crushing Depths: save Will DC 32; effect creature takes 3d6 points of damage every round while fully submerged in water, as though suffering water pressure damage, regardless of the creature's actual depth and bypassing any magical protection against water pressure (such as *freedom of movement* or *life bubble*^{APG}). The save DC is Charisma-based.

Lure (Su) As a free action, a sea linnorm can light the dangling lures on its head; any other creature within a 120-foot radius that can see the lure must succeed at a DC 32 Will save or become fascinated for 1 round. In addition to the regular effects of being fascinated, a creature affected by this ability also takes a -4 penalty on saving throws against the sea linnorm's breath weapon. Regardless of the preceding interactions between the sea linnorm and its target, a creature affected by this ability does not view the sea linnorm who has fascinated it as a potential threat until that sea linnorm actually attacks—allowing it to approach without breaking the fascination effect. Once a creature succeeds at its saving throw against this effect, it is immune to the same sea linnorm's lure ability for 24 hours. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 34; frequency 1/round for 10 rounds; effect 8d8 points of electricity damage, 1d6 Dex drain, and 1d6 Con drain; cure 3 consecutive saves.

Few, if any, linnorm breeds are more reclusive than the sea linnorm. These immense specimens of primeval draconic lineage dwell in the deepest underwater trenches of the world, blending into their surroundings thanks to their darkened scales. A sea linnorm's distinctive facial lures attract all manner of sea life, which the linnorm promptly feasts upon before returning to its lair. Luckily for all nonaquatic civilizations, sea linnorms rarely leave the ocean depths they call home.

A typical sea linnorm grows up to 55 feet long and weighs around 14,000 pounds. It is believed that sea linnorms are effectively immortal, with the oldest recorded sea linnorms surviving well over 5,000 years.

ECOLOGY

Electricity courses through a sea linnorm's body. The linnorm uses this internally generated power to fuel both its facial lures and, when necessary, its devastating breath weapon. This natural attack manifests as a powerful line of orange bioelectricity that overwhelms

the nervous system of any living creature in its path. The innate bioelectrical energy of creatures struck by the breath weapon further empower the attack, creating additional discharges that arc off the breath weapon's naturally straight trajectory toward the nearest living creature. When the linnorm uses this attack to hunt larger underwater creatures, the subsequent discharges quickly overwhelm entire schools of fish for the sea linnorm to devour.

Luckily for the surface world, sea linnorms rarely have any reason to depart their deep underwater homes. Teeming schools of aquatic megafauna roam in the depths that sea linnorms inhabit. This primordial wildlife is of such size that a waking sea linnorm rarely concerns itself with having to roam far for a fulfilling meal. After eating, a sea linnorm hibernates for years, or even centuries, at a time. In some instances, entire aquatic settlements spring to life near the hidden lair of a sea linnorm, only to incur the beast's excessive wrath when it awakens from its slumber. Some of these unfortunately placed settlements even adjust their entire societies to provide for "their" linnorms, shepherding schools of fish toward the beasts' lairs and, in harder times, encouraging visitors to visit the linnorms' dens.

HABITAT AND SOCIETY

Sea linnorms inhabit the deepest trenches of the world's oceans. Only the abundance of large underwater life sustains the voracious appetites of the bioelectrically charged beasts. As a result, a sea linnorm's perceived territory encompasses a space of several thousand square miles. Any sentient creature that the sea linnorm perceives as a threat is sought out and slain. Those few settlements permitted to exist within a sea linnorm's domain are used as early warning systems; each settlement is seeded with traditions of alerting the great linnorm to the presence of potentially threatening outsiders or of certain types of aquatic alpha-predator life-forms, such as krakens, luscas, or sea serpents. A sea linnorm immediately seeks out intruders, recognizing that it will either triumph or die—better to be slain fighting in the open water than cornered in its lair.

Few mortals know of the existence of sea linnorms, let alone hunt these ancient creatures. The sole recorded instance of a successfully slain sea linnorm was by the Linnorm King Elgar Fahrstad. As the king crossed the Arcadian Ocean on his way to the mystical paradise of Valenhall, Fahrstad is said to have leapt without uttering a word from the side of his longship into the depths of the ocean. For 3 days and 3 nights, his entourage waited. On daybreak of the fourth day, Elgar Fahrstad emerged from the sea, accompanied by a ride of eight valkyries and the severed head of a sea linnorm. A half-dozen skalds departed the expedition, forsaking the paradise of Valenhall so they could return to the Lands of the Linnorm Kings and retell the final journey of King Fahrstad.

BEYOND THE VEILED PAST

FOREWORD

PART I:

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NEXT MONTH

CROWN FALL

By Thurston Hillman

The War for the Crown Adventure Path begins! Though the entire capital gathers to celebrate, conspiracy and stagnation have rotted the old empire of Taldor to its core! When a high-minded league of senators and nobles tries to steer the nation away from disaster, Grand Prince Stavian III orders a bloodbath in the senate halls, trapping neophyte spies within layer upon layer of magical security. As tensions rise and the emperor falls, can the heroes escape the forgotten halls beneath the senate and save the heir to Taldor from an assassin's blade? And even then, can anyone prevent a civil war that will tear the Inner Sea's oldest nation apart at its rotting seams?

FACES OF THE SENATE

By Thurston Hillman

Pull back the curtain on one of the most influential cogs in Taldor's complex political machine: the senate. Meet a dozen of its most influential senators and find out what makes each of these barons, counts, and marquesses tick. Learn how to earn their favor—and avoid their

displeasure—and you might just earn a powerful political ally or two.

OPPARA GAZETTEER

By Eleanor Ferron

The Gilded City has been the beating heart of Taldor since the nation's beginnings, when the city's grand prince united neighboring city-states under his banner. Walk Oppara's mosaic-tiled streets and marvel at the myriad intrigues lurking just behind its veneer of prosperity. As you explore the city's monuments and institutions, you'll discover the seeds of adventures that could shape the future of the city—and Taldor itself!

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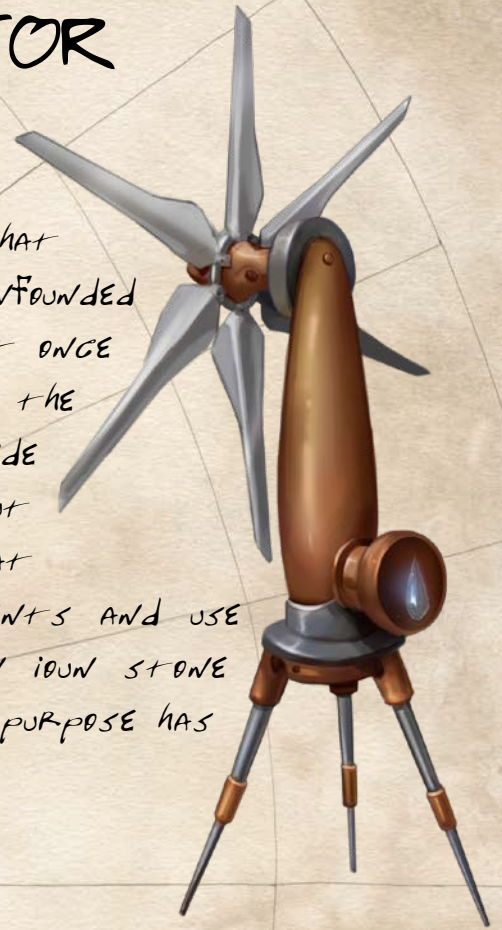


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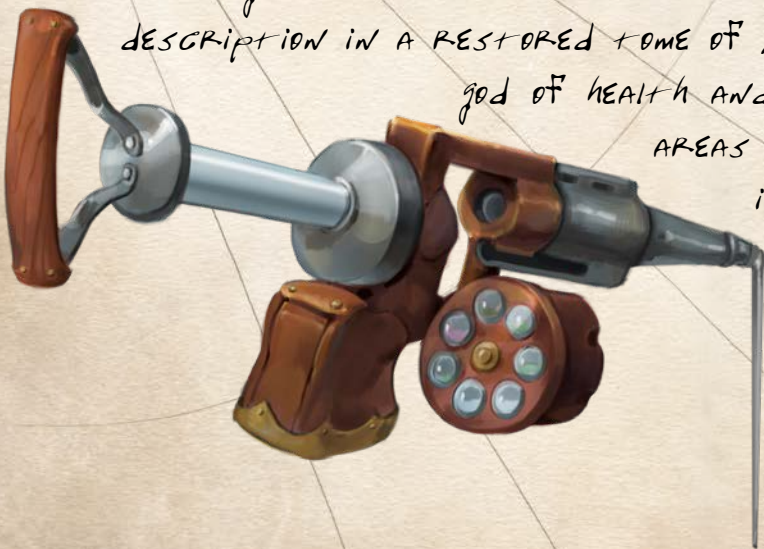
CURRENT GENERATOR

THOSE WHO HAVE VENTURED INTO THE RUINS OF AZIANT HAVE RETURNED WITH WONDROUS DEVICES UNSEEN IN THE MODERN WORLD., MANY OF WHICH HAVE FUNCTIONS THAT ELUDE RESEARCHERS. THE CURRENT GENERATOR CONFOUNDED EARLY EXAMINERS. AT FIRST, IT WAS BELIEVED THAT ONCE AN IOUN STONE WAS SLOTTED INTO A PROTRUSION ON THE DEVICE'S BASE THAT THE VANES WOULD ROTATE TO PROVIDE STEADY WIND. IN TESTING, HOWEVER, THIS TURNED OUT TO BE INCORRECT. SCHOLARS LATER DETERMINED THAT THIS DEVICE COULD GATHER WIND OR WATER CURRENTS AND USE THOSE FORCES TO APPLY A MAGICAL CHARGE TO AN IOUN STONE SLOTTED IN THE DEVICE'S BASE, THOUGH FOR WHAT PURPOSE HAS YET TO BE DETERMINED.



SELECTIVE SYRINGE

WHEN THIS DEVICE FIRST ARRIVED IN AVISTAN, RESEARCHERS BELIEVED IT TO BE A WEAPON MEANT TO INJECT ENEMIES WITH TOXINS-A MISUNDERSTANDING THAT LED THEM TO FORM A SINISTER VIEW OF AZIANTI COMBAT. LATER STUDY DETERMINED THIS WAS NOT A WEAPON BUT RATHER AN INSTRUMENT OF HEALING. SCHOLARS FOUND MENTION OF A DEVICE MATCHING THIS ONE'S DESCRIPTION IN A RESTORED TOME OF AESOGAR'S FAITH. PRIESTS OF THE GOD OF HEALTH AND MEDICINE USED THESE DEVICES IN AREAS RAVAGED BY DISEASE TO HEAL AND INOCULATE CITIZENS. THE PRIESTS WORE VEILS THAT ALLOWED THEM TO DIAGNOSE PATIENTS WITH A GLANCE, AND THEN THEY WOULD USE THE SYRINGE TO ADMINISTER THE PROPER MEDICINE AT THE NEEDED DOSAGE.





AVERT CATASTROPHE!

The insidious alghollthus who sank Azlant beneath the treacherous ocean in ancient times mobilize their forces even as the heroes close on their enemies for a final confrontation. After preparing their allies for the impending assault, the heroes must fight their way through the submerged ruins of an ancient weapons facility packed with dangerous guardians and unstable magic to stop their monstrous foe before the veiled master unleashes a devastating eldritch attack to reignite the war against humanity, plunging the world into chaos just as the alghollthus did when they brought Azlant to ruin so long ago.

This volume of Pathfinder Adventure Path concludes the Ruins of Azlant Adventure Path and includes:

- “Beyond the Veiled Past,” a thrilling Pathfinder adventure for 15th-level characters, by Thurston Hillman.
- Ways to continue your campaign as well as information on the catastrophic results if the heroes fail, by Robert Brookes.
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