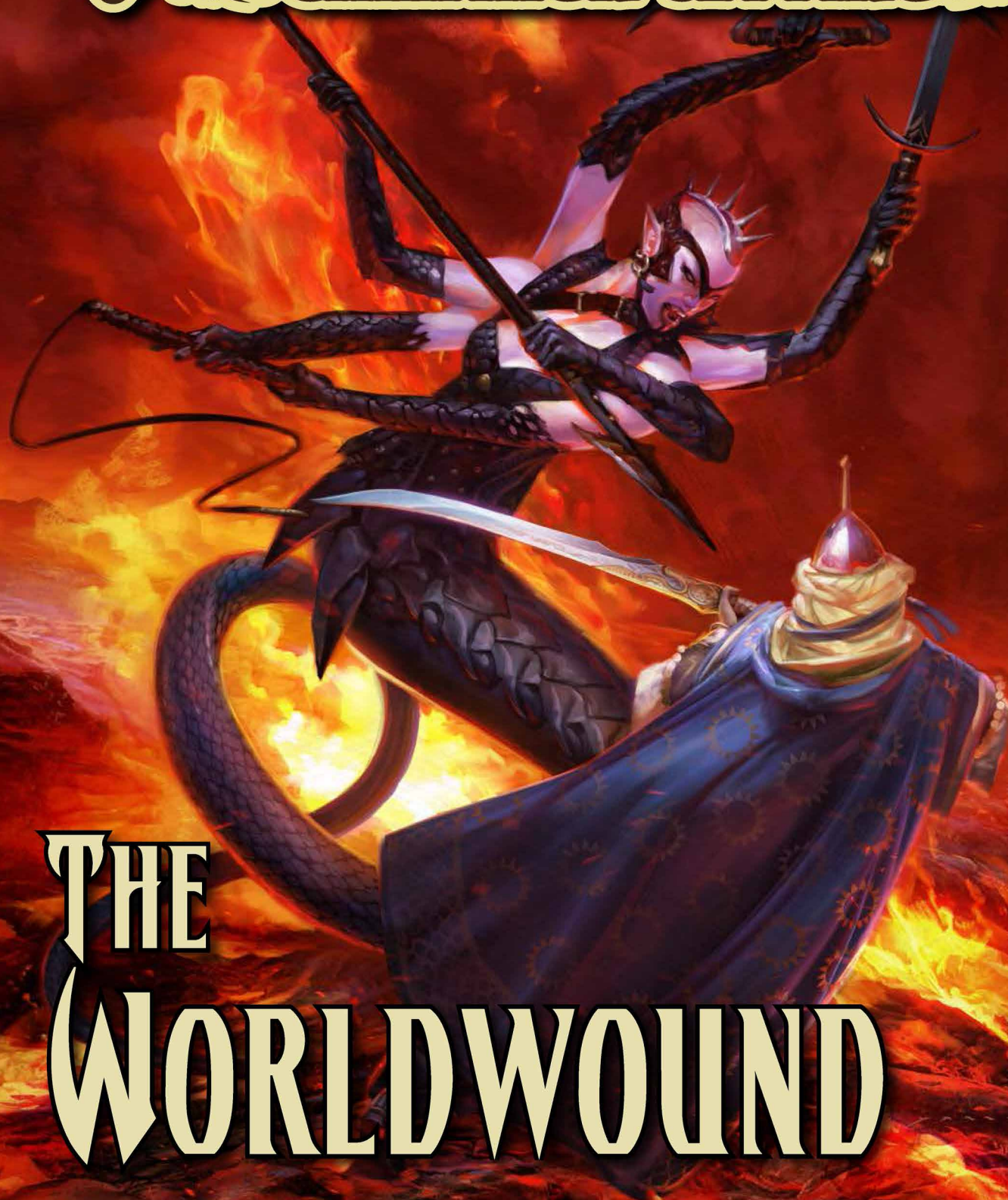


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THE WORLDWOUND

THE WORLDWOUND



WOLFGRAGS

JORMURDUN

SABERTOOTH VALE

HOUSE OF REFLECTIONS

REALM OF THE MAMMOTH LORDS

SHROUD OF UNICORNS

SHADOW SPRING

GODDESS'S TEAR

DYINGLIGHT

FROSTMIRE

FROSTMIRE FEN

VALAHUV

DOMORA

UNDARIN

BLACKEARTH CAIRN

THRESHOLD

IZ

ROLLING RIVERBED

THE GRAY ROAD

PULLURA'S FALL

YATHSCAR

MENDEV

SARIHRIAN STEPPE

THE WOUNDED LANDS

RIFTSHADOW

LAKE IPONA

NEEDLEGLENS

MOONSCREAM GLADE

BRIDESPPOOL FEN

SANKORA RIVER

RIVERBED

WINGED WOOD

ZELMISDRIA'S BOUDOIR

FOREST OF EMBERS

SHUDDERWOOD

CHALCOR'S TOWER

STORSCALE RIVER

RAUSCRAD

STORASTA

GUNDRUN

MOUTRAY RIVER

FORT CLEARWATER

USTALAV

NUMERIA

THE LAKE LOST TO THE SUN

PETRIFIED LIBRARY

STONEWILDS

GREENGRAVE KEEP

CIRCLE OF HIEROPHANTS

HANGING TOWER





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On the Cover



Kyra joins the crusade and faces off against a marilith demon in Kieran Yanner's cover painting.



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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 Player's Guide</i>	APG	<i>Inner Sea Bestiary</i>	ISB
<i>Bestiary</i>	B1	<i>The Inner Sea World Guide</i>	ISWG
<i>Bestiary 2</i>	B2	<i>Lost Cities of Golarion</i>	LCOG
<i>Bestiary 3</i>	B3	<i>Lost Kingdoms</i>	LK
<i>Lords of Chaos:</i>		<i>Magnimar: City of Monuments</i>	MCOM
<i>Book of the Damned, Vol. 2</i>	BOTD2	<i>Mythic Adventures</i>	MA
<i>Horsemen of the Apocalypse:</i>		<i>Pathfinder Adventure Path #48</i>	AP48
<i>Book of the Damned, Vol. 3</i>	BOTD3	<i>Paths of Prestige</i>	POP
<i>Demons Revisited</i>	DR	<i>Ultimate Combat</i>	UC
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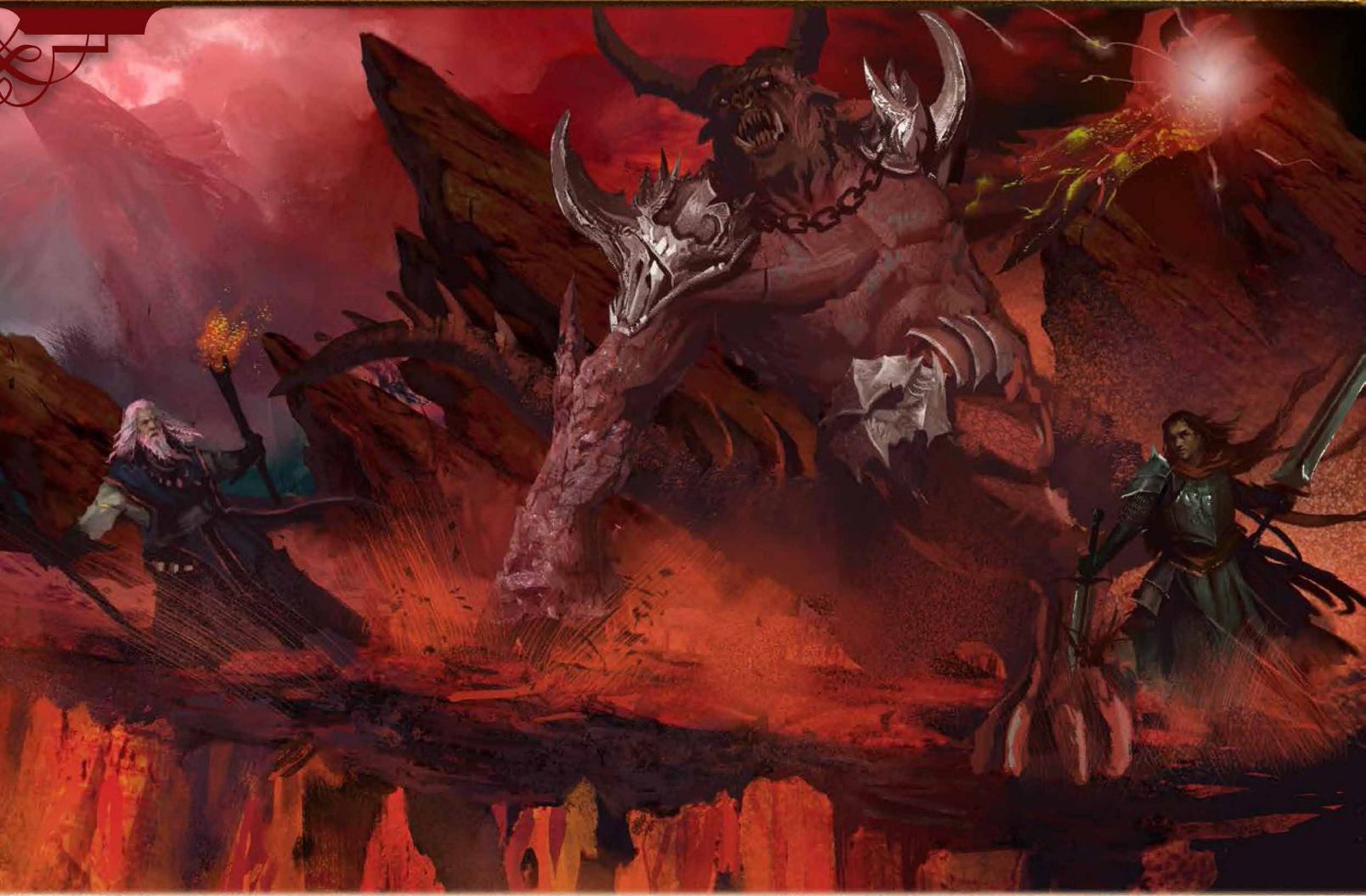
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WORLDWOUND GAZETTEER

“Heed these rules, you lot. Don’t eat anything you didn’t bring in with you. Don’t drink any water you haven’t boiled. Don’t touch anything that’s growing. Hell, don’t touch anything that’s dead, either! You know what I touch here in the Worldwound? Only things that came in with me and haven’t left my sight, that’s what. That’s why I’m still alive after five years on the line, and that’s why half of you will be dead by the end of one. If you don’t want to be included in the dead half, follow orders, watch your fellows, and keep your eyes sharp. And don’t. Touch. *Anything*.”

—Cedric Mercadian, Crusader of the Order of the Rising Sun



The world changed in 4606 AR. Storms wracked the skies, oceans churned, empires collapsed, and a god died. But to the proud people in the ancient land of Sarkoris, the world did more than change at the dawning of the Age of Lost Omens—it ended.

The opening of the Worldwound destroyed the capital city of Sarkoris, emptied rivers, rent the earth, and unleashed a hoard of demons into the world. The plague of storms striking Golarion that same week was a blessing in disguise, for the fury of those supernatural tempests slowed the demons' advance beyond the edge of north-central Sarkoris, giving the rest of the nation time to rally and prepare defenses along the Riftshadow; the storms also allowed neighboring Mendev to bolster its only lightly defended border with Sarkoris—marked by the Sellen River—and send for help.

The arrival of the crusaders of Iomedae and other faiths from the south contained the demonic army for a time, but soon thereafter, a second wave of fiends, stronger and prepared for battle, boiled out of the Worldwound. This time, even the prepared armies of holy crusaders could not stem the demon tide. This time, Sarkoris was well and truly lost.

THE CRUSADES

To date, four crusades have been launched against the demons of the Worldwound, and while all four have had varying degrees of success and failure, none have yet driven the armies of Deskari, Lord of the Locust Host, from Golarion. A brief history of the war follows.

First Crusade (4622 AR–4630 AR): Although a fair number of holy warriors came to Sarkoris's aid in the first several years after the Worldwound opened, the church of Iomedae did not declare the First Crusade until 4622 AR, as the repercussions of Aroden's death significantly delayed the church's ability to respond to the growing crisis. By the time the First Crusade reached Mendev, the demons had long since seized control of central Sarkoris, and had claimed significant portions of Mendev as well.

The First Crusade bolstered the defenders of Sarkoris and Mendev, boosting both their numbers and morale, and the sudden increase in the enemy's strength caught the demonic horde unprepared, causing them to retreat back to the Northmounds. With Mendev and southern Sarkoris thus liberated, the crusaders remained in the region to help rebuild—an offer Mendev welcomed gratefully, but one that the disparate and proud clans of Sarkoris accepted more reluctantly. In any event, for the next few years the demons seemed content to focus their wrath upon Sarkoris's Northmounds, battling primarily with the surviving Sarkorian clans desperately attempting to reclaim their family lands, while Mendev remained relatively unmolested.

What Is the Worldwound?

The term "Worldwound" has two meanings: It can refer to the series of canyons, rifts, and ravines that have spread (and are still spreading) through what was once central Sarkoris, or it can refer to the entire region that fell under the sway of the demonic influence of Deskari, the demon lord who opened the rift between Golarion and the Abyss. In most circumstances, the two terms can be used interchangeably, since the demons and the land corrupted by Abyssal influence remain so tightly connected.

Second Crusade (4638 AR–4645 AR): When a second wave of demons erupted from the Worldwound in 4636 AR, the crusaders had settled into their new homes in Mendev. They again took up arms against the demons, expecting a short series of fights and boasting that this time they would drive the host back to the very edges of the Worldwound itself. But their expectations did not come to fruition. This time, the demons pouring from the Worldwound were not only more numerous—they were better prepared. Rather than the haphazard, chaotic, self-indulgent mob the crusaders previously encountered, the marauding demons were now legions driven by powerful commanders. Under their commanders' direction, the demons orchestrated strike forces, teleported behind enemy lines, drove their enemies toward their advancing ranks, and then crushed their opponents between them. The armies of the marilith Aponavicius captured the crusader city of Drezen using such tactics, forcing the church of Iomedae to finally call for the Second Crusade.

Even with the influx of troops from the Second Crusade, however, it quickly became apparent the demons were going to win. Fortunately for Mendev, the demons aimed the bulk of their devastating attack westward and southward. The impending loss prompted the leaders of the Mendevian Crusaders to make a fateful decision—they pulled their support from Sarkoris, allowing the demon army to descend on what remained of that land, and instead concentrated their efforts on erecting *wardstones* along the West Sellen and Moutray rivers. The price of their actions proved steep, but, as the *wardstones* flared to life, the menhirs contained the demons within lost Sarkoris and saved tens of thousands from grisly deaths. Yet despite this success, the near-total loss of Sarkoris is generally regarded as the final capstone on a disastrous crusade.

Third Crusade (4665 AR–4668 AR): Now contained within Sarkoris by a combination of the *wardstones*, increased pressure from the Mammoth Lords, and the distraction of an entire nation to plunder, the demons





continued to press against the borders but seemed largely content to revel in their captured realm. Meanwhile, as the years passed, the Mendevian crusaders grew more and more corrupt—in part due to the subtle machinations of the cult of Baphomet, which had successfully infiltrated numerous companies and faiths throughout Mendev, but also because the resource-strained church of Iomedae had increasingly accepted less trustworthy members into its war effort. The church launched the Third Crusade primarily as an attempt to galvanize the crusaders, but as its focus increasingly turned toward self-destructive witch hunts and internal squabbling, the crusade collapsed under its own corrupt weight. Ultimately, the Third Crusade accomplished very little within the Worldwound—apart from delighting and entertaining Sarkoris's demonic masters.

Fourth Crusade (4692 AR–4707 AR): After decades of Abyssal rule, a dangerous new addition to the demon armies arrived in the form of Khorramzadeh the Storm King. Scholars of the war are divided as to whether or not the Storm King had been ruling from Iz all along, or if he was but the latest arrival in the region. Regardless, the Storm King's first assault on the border resulted in no less catastrophic an event than the cracking of the Kenabres *wardstone*. The ferocity of this attack caught the crusaders off guard, but in the end the *wardstone* held. In response, the church of Iomedae called for the Fourth Crusade. This crusade proved to be the longest and most grueling of the crusades yet, lasting 15 years and ending more as a result of wartime exhaustion than anything else. The demons lost very little, and in the years since this crusade's whimpering conclusion, morale along the Worldwound's borders has reached an all-time low.

ON THE NATURE OF DEMONIC SUBTLETY

Demons are a powerful force. They resist mortal magic and wounds from most mundane weapons and attacks, can summon more of their kind to aid them in battle, and can teleport across great distances with ease. So why didn't they immediately overrun Golarion when the Worldwound opened?

Put simply, the leaders of demonkind are as a whole much smarter and more subtle than most of their enemies believe.

The initial surge of demons from the Worldwound in 4606 AR was, despite its size and power, little more than Deskari tentatively “testing the waters” before committing the full fury of his armies in the second wave in 4636 AR. During this attack, Deskari allowed the demons of the first wave to ravage and savage in a disorganized wave of terror. In the chaos, some demons used their abilities to teleport to distant parts of Golarion, and many of

these remain in the dark places of the world to this day. The bulk of the initial wave, however, was too eager to ravage what lay directly before them to stop and consider tactics. This too was part of Deskari's plans; the initial disorganized attack only reinforced the perception that these demons were a leaderless mass of frenzied fiends obviously unable to work together.

Initially, Deskari intended to have his demonic armies use teleportation and other abilities to great effect during the second attack wave, but the enemy's swift and unexpected creation of the *wardstones* limited his army's use of this tactic. The *wardstones* created a ring of holy energy around the demon-occupied lands, with the more potent arc of stones along the rivers to the east and south creating a sort of reflection along the borders to the north and west. While demons could certainly teleport within the Worldwound freely, and could, in theory, march physically out of the affected area to the north or west, other factors (the barbarian inhabitants' aggression and the simple lack of united opponents) kept the demons focused on the south and east, where the *wardstones* and the crusaders themselves created difficult-to-ignore targets.

Yet Deskari had another plan, as well. He wanted to give the crusaders the time and opportunity to defeat themselves, to succumb to corruption and to unwittingly do the demons' jobs for them. The ruins of Sarkoris had given Deskari's armies enough to destroy and torment for a century or more on their own, but with the aid of Baphomet and his cult of Ivory Templars, the demons picked away at the mental fortitude of the crusaders, using disguised demons or hidden cultists to vex and stir contempt, and then let human nature do the rest. The results are inarguable—the crusaders today are shot through with corruption, treachery, and sin. Just as a wine must be allowed to age for its proper flavor to bloom, so must the souls of humanity be given time to wallow in despair before the demons reap the harvest and usher in the apocalypse.

READING REGION STAT BLOCKS

This chapter presents expanded details on the five regions of the Worldwound. Each region begins with a summary of key features of the region, starting with a short description of that region's nature. New monsters or other rules items that appear in this book are marked with an asterisk (*).

Alignment: This indicates the most common alignment in the region.

Demonic Influences: Various demon lords have vested interests in parts of the Worldwound—this entry indicates which demon lords are the most commonly worshiped in the region, or who have the most influence over the region's denizens.



Notable Inhabitants: Specific NPCs of note are listed here, along with their roles in the region—these characters are generally quite well known throughout the Worldwound, whether as notorious monsters or demons, or (in rare cases) heroes who have long fought against the Worldwound from within.

Monsters and Hazards: This entry lists the most common demons, monsters, and hazards one can expect to encounter in the region. See the random encounter tables on page 41 for further details on specific monsters found in each region of the Worldwound.

Notable Settlements: Most of the cities of old Sarkoris lie in ruins, but many of them still serve as settlements—the majority of those living in these ruined cities are demons and cultists, although exceptions do exist and are indicated as such in the text. For each city, a population figure is listed. This figure indicates the number of humanoids (and in some cases, tieflings, as well) dwelling in the city. These humanoids could be prisoners and victims being held in ghettos for eventual sacrifice or food, or they could be villainous and treasonous mercenaries who have thrown in their lot with the demons. In some cases, the humanoids might even consist of rebels eking out a life behind enemy lines. Consult the settlement's entry in the region's gazetteer section for more information. Note that these numbers do not account for any demons or other monsters that might live in the town—the number of demons in a settlement in the Worldwound can vary significantly, depending on troop movements or the ebb and flow of war. A listing of “abandoned” for a settlement indicates a negligible number of humanoids dwell there, and that the settlement lies in ruins and is inhabited by demons and monsters.

Typical Weather: Perverse seasons and strange weather afflict the Worldwound. This entry lists the typical weather for the region—roll on the table on page 27 of this book to determine what the weather is like on any one day spent in the Worldwound. Rules for weather appear on pages 437–440 of the *Pathfinder RPG Core Rulebook*.

Typical Precipitation: Rainfall and snowfall are not uncommon in the Worldwound, yet even these sources of water are dangerous to drink. While such precipitation doesn't cause damage, it is singularly unpleasant to experience. Rain in the Worldwound tends to be oddly colored (sometimes looking like blood, mucus, or fouler bodily fluids), but even when the rain appears normal it smells wrong. The stink of rotting flesh, rusting metal, and decaying plant matter often suffuses the Worldwound's rain, and the water itself, if gathered, can cause sickness as surely as drinking from a tainted river or polluted pool. Snow is likewise fouled, with the flakes being gray or pale red or filthy yellow, but

The Fifth Crusade

The thirteenth Pathfinder Adventure Path, *Wrath of the Righteous*, tells the story of what could be the final days of the Worldwound or the final days of Avistan. In this Adventure Path, the PCs are placed front and center among events no less epic than the fall of the *wardstones* and the dawn of the Fifth Crusade. For good or for ill, this will be the last of the Mendevian crusades—and it will be up to the PCs to prevail. The novel *King of Chaos* and launch of the fifth season of Pathfinder Society also focus on the Fifth Crusade, and as such, the contents of this book contain some spoilers for these adventures and products. Every effort has been made to keep the plots of these upcoming stories secret, yet they will draw from NPCs, locations, and story seeds mentioned in the following pages.

For GMs seeking to build their own Worldwound-themed campaigns, none of the locations given greater detail in Chapter Two of this book have a major role to play in the *Wrath of the Righteous* Adventure Path. For GMs who intend to run *Wrath of the Righteous* as a non-mythic Adventure Path, some of the locations detailed in Chapter Two are perfect sites to host additional adventures for your PCs when they need to take a break from the Adventure Path's main storyline to gain a few more levels. Conversely, much-expanded details on the city and citadel of Drezen, numerous smaller locations in the northeastern Wounded Lands (including the fortress of the Ivory Templars of Bahaumut ruled by Xanthir Vang), the ruined city of Iz, and the prison known as the Threshold will all be featured as major locations in *Wrath of the Righteous*.

even when they're white, it feels oily to the touch, and when it melts, it only starts to look and feel worse. Even magically manipulated weather, such as *control weather*, results in foul precipitation.

Survival: There is very little in the Worldwound for outlanders to drink or eat, and parasites and disease often infest what can be scavenged from the land. When a character attempts to use the Survival skill to get along in the wild, to keep from getting lost, or to predict the weather for up to 24 hours in advance, use the DC listed here instead of those provided in the *Core Rulebook*. If a character manages to find food or water, the chance that some sort of affliction infects the meal is listed, as well—if the food or water is unsafe, roll on the table on page 28 to determine the exact nature of its taint. A character who simply eats food he finds on the ground or drinks from any water source he finds without successfully rolling a Survival check automatically exposes himself to an affliction.



FROSTMIRE

DESOLATE FROZEN SWAMPLAND

Alignment: CE

Demonic Influences: Cyth-V'sug, Gogunta, Kostchtchie, Shax, Shivaska

Notable Inhabitants: Alulasavi (controls Roaring Sabertooth barbarians, CE female shadow demon sorcerer 12), Enivuni (Queen of Frostmire, CE female fungus queen⁵⁸ cleric of Cyth-V'sug 11), Glungur (ruler of Dyinglight, CE male marsh giant⁶² cleric of Kostchtchie 9), Yealek-Vor (ruler of Jormurdun, CE male kalavakus⁶² cleric of Shivaska 10),

Monsters and Hazards: Bowel worms*, demons (deraknis*, hezrous), demonic vermin, fiendish marsh giants⁶², fungus queens⁵⁸, midnight morels*, quicksand, Shax's beard*, supernatural cold, urannag*

Notable Settlements: Dyinglight (abandoned)

Typical Weather: Cold, windy

Typical Precipitation: Snow

Survival: DC 24 (35% affliction chance)

Frostmire occupies the northwest corner of the Worldwound. Wedged between miles of empty tundra to the north and the Realm of the Mammoth Lords to the west, this desolate land has in large part managed not to attract the direct attention of Deskari's demon armies. The barbarian tribes to the west likewise have never had much interest in the ragged hills known as the Wolfcrags or the stinking swamps of Frostmire Fen. This land has thus escaped many of the raids these barbarians have been staging against the Worldwound over the past century. Frostmire has largely been forgotten by those waging war in lost Sarkoris, affording those who live there the opportunity to continue their fight for survival without additional distractions.

History

Frostmire has always been a backwater, even during Sarkoris's heyday. The great plateau of the Northmounds and the Forest of Stones to the east served to funnel the worst of the freezing winds from the desolate northern tundra directly through Frostmire, making it the coldest of Sarkoris's regions. Even today, jagged, barren hills and the vast, gelid waters of Frostmire Fen itself

make up much of Frostmire, leaving little reason for people to live here.

When Sarkoris fell, the northern lights that shone so often over the realm's night skies took on a strange shape—the image of a weeping woman's face. Throughout Frostmire, priests of the empyreal lord Pulura received additional visions of a wave of demonic horror washing over their land. Because of Pulura's warnings (and the demons' concentration on more heavily populated areas) the people of Frostmire had the comparative luxury of several weeks to evacuate their homes. By the time the demons turned their attentions to the now-desolate region, they found little there to amuse them, only empty villages and abandoned homes. Most preferred to focus on the more populated southern and eastern regions and, as the crusades gained momentum, the amassing of so many enemies on the Worldwound's borders also kept them distracted.

Today, Frostmire is perhaps the least demon-haunted of the five regions of old Sarkoris, yet it is hardly a safe haven. Death can trap the unwary visitor here as surely as anywhere else in this lost land.

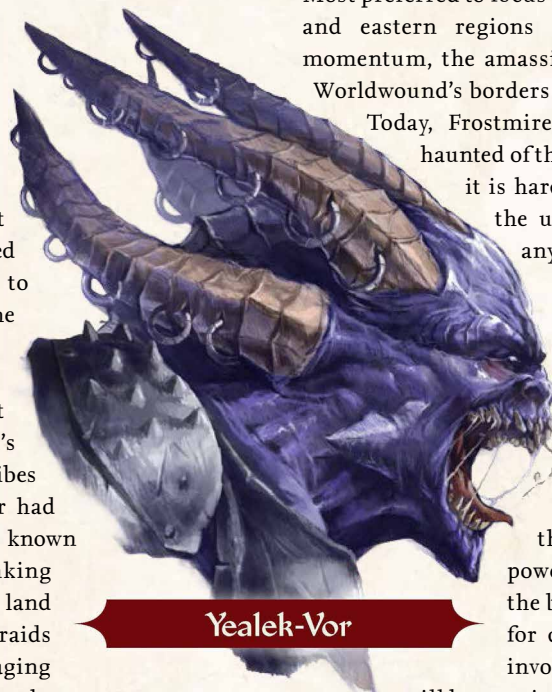
Inhabitants

The lack of an obvious foe to fight and the paucity of civilizations to destroy and corrupt have left Frostmire largely forgotten by the demonic forces allied with the cult of Deskari. The resulting power vacuum has left Frostmire as the best location in the Worldwound for demons and cults that are less involved with the Worldwound but

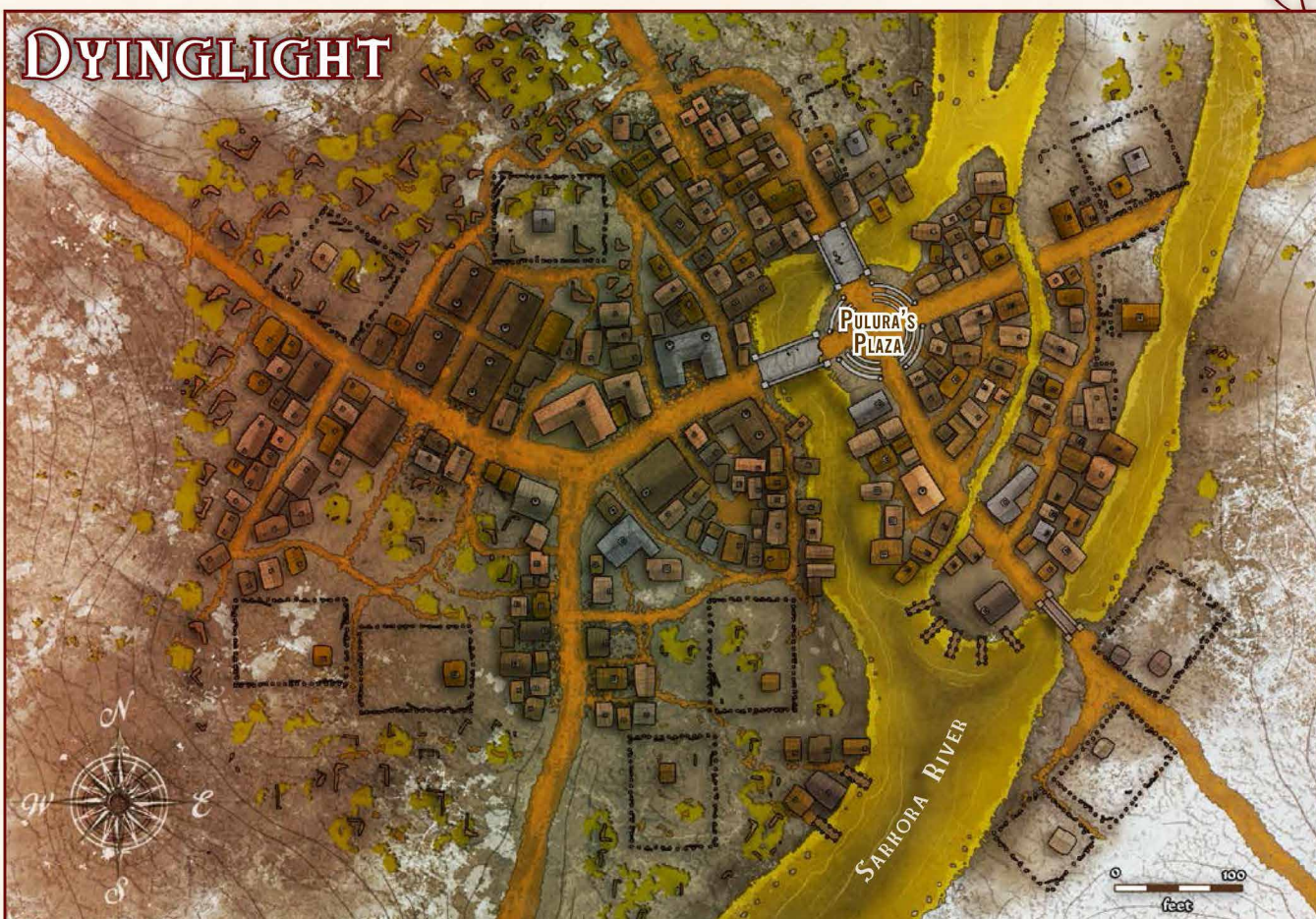
still have an interest in seeing the Abyss spread into the Material Plane to dig in their talons.

Hezrous loyal to Gogunta lurk in the swampy waters, ever on the prowl for Sarkorian treasures with which to elevate their status in their demon queen's eyes. A large number of shadow demons in the service of Shax have claimed a powerful barbarian tribe in Sabertooth Vale as machines of murder. Fungus queens lurk near many of the fouler sulfur springs in Frostmire, steadily working to build their cults while themselves supporting and even worshipping the greatest of their kind in the region, the Cyth-V'sugian priestess Enivuni.

Beyond the trackless expanse of the fen itself, two additional powerful individuals rule their own empires.



Yealek-Vor



The Kostchtchie-worshipping marsh giants who have claimed Dyinglight as their own are led by a hulking brute named Glungur, while to the northwest, the slaver demon Yealek-Vor rules over a long-lost sky citadel.

Fiendish Marsh Giants: Marsh giants are typically a coastal race, preferring regions like Varisia's Mushfens or the flooded ruins of the Sodden Lands. Yet small tribes of these giants have dwelt in Frostmire Fen for ages, stubbornly resisting all attempts to eradicate them. When the citizens of Dyinglight evacuated their home, the marsh giants didn't immediately act, suspicious that this was just the latest human trap. However, a small band of frost giants marched into the fen to occupy Dyinglight under the leadership of a visionary jarl named Bjorvesh, who was responding to the demonic lure of the Worldwound, and the marsh giants realized that humanity's time in the fen had passed. The marsh giants were smaller than the frost giants but greater in number, and they descended upon the intruders in a furious attack, slaying them all. Moments after Jarl Bjorvesh fell, his body animated and rose from the dead to speak to the marsh giants. He congratulated them on their victory, but informed them they now

bore the responsibility of building an empire of giants in the name of Kostchtchie, the Deathless Frost. The superstitious marsh giants immediately prostrated themselves in worship of Kostchtchie, and enshrined the dead jarl's flesh in a place of honor in their new home. The giants soon learned they had pledged more than their worship to Kostchtchie, though, for they would be the last generation untainted by demonic influence— young later born to the tribes were deformed, fiendish monstrosities, and today, the fiendish marsh giants who rule Dyinglight know of the time before only as legends passed down through the generations.

Fungus Queens: For many years, the marsh giants and the fungus queens fought and bickered over territories in Frostmire Fen, yet now that the marsh giants have largely relocated out of the freezing bogs to the ruins of Dyinglight, the fungus queens have wasted no time in spreading their tendrils. Each fungus queen acts as her own epicenter of corruption, using her spores and wiles to corrupt and transform all living creatures that stumble into her territory, demon or otherwise. Yet while each of these creatures act independently to colonize large portions of the swampland, they all serve



a single mistress—the cleric of Cyth-V'sug, Enivuni. This dangerous priestess of the demon lord of fungus was originally one of the first of her kind. While she was the least of the succubi who sought to assassinate the witch Soris Delyn, she is herself a powerful foe. Enivuni's ultimate goal is nothing less than the fungal transformation of the entire Worldwound, at which point she intends to use her army of fungoid minions and subservient queens to finish the job she and her sisters attempted so long ago.

Yealek-Vor: Yealek-Vor, a kalavakus cleric of Shivaska assigned the unenviable task of increasing the Chained Maiden's cult on Golarion, is a relatively recent arrival to the Worldwound. The kalavakus spent some time on the front line as a mercenary for Deskari's armies, but finally abandoned his post there after stumbling upon a fragment of crumbled masonry in the ruins of a mostly destroyed temple of Torag. The fragment spoke of the location of a dwarven sky citadel called Jormurdun. Yealek-Vor destroyed the stone and set off immediately to seek out the lost citadel, knowing that bringing it under the control of his mistress would elevate her notoriety and his own power. The horned demon successfully located the sky citadel, and now rules a large number of duergar who have dwelt in the ruins for thousands of years. Still, he is not yet ready to emerge or make public his new home, as he hopes to recover several still-hidden artifacts of power rumored to lie deep within Jormurdun before revealing his stronghold.

Gazetteer

Frostmire is a frigid land that funnels the cold winds from the trackless frozen tundra to the north down into the Sarkorian Plains. Frostmire's primary features are the Wolfcrags and the region's namesake, Frostmire Fen.

Dyinglight: Frostmire was never a populous region, even at the height of Sarkorian civilization. In its current diminished form, Dyinglight remains the largest settlement in Frostmire. Before the advent of the Worldwound, the town housed several thousand people—mostly trappers, hunters, and others supporting those industries—and its size reflects that number. Although the city's former citizens were loyal worshipers of numerous faiths, they prominently revered the empyreal lord Pulura, and their religion featured a great ring of idols honoring her as the mistress of the stars and the mysterious light of the aurora. When the end came in 4606 AR, the religious leaders of Dyinglight received news of the opening of the Worldwound from the leaders of their sect in Pulura's Fall atop the Northmounds. Armed with this knowledge, the people of Dyinglight gathered their most precious belongings and evacuated their home city for safer lands.

Dyinglight remains abandoned by humanity to this day, although the ruined city itself is not technically uninhabited. Few demons come this far into Frostmire, and while fiends can be encountered here periodically, the true masters of Dyinglight today are the fiendish marsh giants led by High Priest Glungur the Mighty, a sadistic cleric of Kostchtchie who revels in scouring the surrounding lands for the increasingly hard-to-find humans upon whom he loves to sup. But even the marsh giants who serve Glungur are relatively few in number, leaving much of Dyinglight deserted, except by strange and horrific monsters. Yet the promise of some long-forgotten treasure or ancient bit of Sarkorian magic continues to lure new adventurers to Dyinglight—and in most cases, to their doom—every year.

Frostmire Fen: Frostmire Fen is a vast expanse of frigid marshlands punctuated by sulfurous hot springs. The fens are treacherous in all the ways familiar to swambers from further south, but the near-freezing temperatures of the area bring ice and snow, as well as hypothermia, to the fen's list of hazards. The profusion of dangerous plants and fungi infesting the region further complicate travel. Before Sarkoris's fall, much of the life in the fens relied on the numerous hot springs that dot the area and keep the majority of the water from freezing. These springs remain a major source of life-sustaining heat, and they are usually surrounded by heavy ground cover and plant life from which the local animal population derives sustenance, but today, this plant and animal life tends toward the demonic in nature.

Jormurdun: Of the 10 sky citadels the dwarves built so long ago, the locations of four were thought lost—but Jormurdun is one of those four. As are all sky citadels, Jormurdun is vast indeed, with only a small portion of the structure remaining visible above ground. That portion, consisting of a single three-story watchtower built into an otherwise barren mountainside and perched above a sheer drop of several hundred feet to the Wolfcrags below, looks like little more than an old abandoned building. But on certain days of the year, when the influence of the Worldwound's erratic weather wanes and the sun peeks through at precisely the right angle, the light strikes the ridges and niches of that cliff side just right, allowing anyone in the valley below the briefest glimpse of the once-majestic carvings of vast dwarven visages that have nearly eroded away. Countless narrow windows pock the wide cliff side as well, cunningly hidden or closed tightly from within with robust stone shutters. During Jormurdun's golden days, these windows could be opened, allowing much of the sky citadel's interior to bathe in the rising sun's soothing light. These windows have remained closed, however, since Jormurdun was abandoned and forgotten thousands of years ago.

Today, roughly two-thirds of Jormurdun is populated only by ancient dwarven traps and guardians, or various horrors that have crept up from the Darklands below to infest its halls and vaults, including an unusual number of chokers. The remaining third has fallen under the control of duergar who, until recently, had toiled in secrecy at rebuilding the sky citadel to be a true palace devoted to Droskar, scrubbing every remnant of previous dwarven worship and faith from its carved walls. But even Droskar's time has come to an end with the arrival of the mighty horned demon Yealek-Vor and his devotion to the demon lord Shivaska. The existence and location of the lost sky citadel remain secret for the time being, but now that he's managed to seize control over the duergar and force their conversion to his demonic patron, Yealek-Vor looks forward to the day when he can reveal his new lair to the world as the mightiest temple to the Chained Maiden that Golarion has ever seen.

Sabertooth Vale: Until recently, this was but one of many similarly shaped valleys nestled among the Wolfcrags. That changed when the shadow demon Alulasavi decided to claim it as the den of her latest project—the Roaring Sabertooth tribe. Additional details on Sabertooth Vale appear on page 36.

Shadow Spring: The northernmost and largest of the sulfur hot springs that dot Frostmire Fen is known as Shadow Spring, a large sinkhole at the border between the fen and the Wolfcrags into which a small community of stubborn evacuees from Dyinglight relocated, hoping to be safe from the Worldwound. This group was led by one of Dyinglight's more affluent families—the Tarnshiavs. Today, the descendants of the Tarnshiavs technically still rule, but several generations of inbreeding and exposure to the growing Abyssal influence over the region have taken their toll. The denizens of Shadow Spring are uniformly insane, and practice cannibalism among themselves when one of their members dies of natural causes, or upon captured prisoners, such as wayward barbarians or lost crusaders. The bulk of their meals come from the diseased flesh of beasts from the Wolfcrags—the people of Shadow Spring are strangely immune to the demonplague, although they surely carry its contagion in their flesh.

Shroud of Unicorns: Burnt trunks and ashes are most of what remains of this once-proud forest, home of the largest herd of unicorns in Golarion until the rending of Sarkoris. The remnants of that great herd still fight the demonic invaders from the depth of the wood, where a few stubborn trees still grow, but the succubi and

incubi hunters who compete for unicorn horn trophies have devastated the population. Two unicorns lead the remnants of their people within the ruined forest, the noble twins Alunelsheas and Caedaynenlo. Yet neither of these mythic unicorns have been sighted for several years, and there are worries that they too have been slain—or worse, corrupted into demonic creatures themselves.

Wolfcrags: These ragged foothills of the northeastern Tusk Mountains were named for the large number of dire wolves that dwelt amid the maze-like valleys. Today, the dire wolves have all died and risen as undead beasts that howl rasping, gurgling cries to a moon they can no longer see. While the Wolfcrags are named for these beasts, the creatures are hardly the only danger present in the foothills. Giants from the Tusk Mountains have long plagued the area, and while the threat of demons keeps most giants from settling down here, small pockets of trolls, hill giants, ettins, and even a few taiga and frost giants can be found clustered amid the caves that riddle these hills.



Fiendish Marsh Giant



RIFTSHADOW

RUIN-CHOKED WATERWAY

Alignment: CE

Demonic Influences: Baphomet, Deskari, Xoveron

Notable Inhabitants: Areelu Vorlesh (architect of the Worldwound and ruler of Undarin, CE half-succubus^{DR} human witch 10/demoniac^{BOTD2} 10/archmage^{MA} 8), Carrock (ruler of Storasta, NE advanced fiendish treant druid [blight druid^{APG}] 15), Minagho (ruler of Raliscrad, CE female lilitu^{*} rogue 6), Ommors (manipulator of Valahuv, NE female sangudaemon^{BOTD3} cleric of Szuriel 5)

Monsters and Hazards: Bowel worms^{*}, corrupted creatures, corrupted plant monsters, demons (abrikandilus^{*}, babaus, deraknis^{*}, dretches, hezrous, incubi^{B3}, kalavakus^{B2}, nabasus, omoxes^{B2}, oolioddroos^{*}, quasits, schirs^{B3}, shadow demons, succubi, vrock), demonic vermin, gargoyles, leechweed^{*}, Shax's Beard^{*}, undead (ghosts, ghouls, plagued beasts^{*}, shadows, spectres, wights, wraiths), fiendish water orms^{B2}

Notable Ruins: Raliscrad (5,240), Storasta (abandoned), Undarin (6,900), Valahuv (300)

Typical Weather: Moderate, calm

Typical Precipitation: Rain

Survival: DC 18 (10% affliction chance)

An immense plateau, known before the Age of Lost Omens as the Northmounds but today called the Wounded Lands, separates the eastern portion of the Worldwound from the west. The Sarkora River, one of the most heavily traveled Sarkorian trade routes in the previous age, runs along the plateau's southern and western cliffs, forming what was once the most heavily populated region of the nation. The formerly well-traveled waterway passed by such thriving cities as Storasta, Raliscrad, and Undarin, along with dozens of smaller towns and villages. But today, the region is a nightmare of ruins and Abyssal horrors, demonic creatures slipping down from the plateau to the northeast or creeping along the river bottom.

Overgrown, abandoned Storasta anchors the southern end of this region, while Undarin, the realm of Areelu Vorlesh, the half-fiend witch who orchestrated the Worldwound's creation, anchors the northern end. Travel through Riftshadow is made difficult by the countless demons walking Riftshadow's crumbling riverside roads, plying the tainted waters of the Sarkora

on demonic barges, and flying the stark skies above, but at least there are many places amid the region's numerous ruins and cliffside caves where travelers can hide from these predators.

History

Riftshadow is but one of several names for the Sarkora River's watershed, but given the changes to the land since Aroden's death, the moniker has grown in popularity as it gained a dreadful new meaning. Much of the initial fighting during the First Crusade took place along the Riftshadow, as opening of the Worldwound devastated the Northmounds to such an extent that no organized defense of the land was feasible there.

Although weakened by the demonic armies, the Sarkorian clans were able to field large armies, bolstered by Mendevian Crusaders, to defend their homes along the Sarkora River, making this region the First Crusade's most hard-fought area. While the crusade's end brought about the demons' temporary defeat, this was only a minor setback. The second wave of Abyssal horrors that emerged from the Worldwound in 4636 AR was much larger, much better organized, and much more dangerous, and this time, Riftshadow fell to the demon armies in a matter of days. Today, the demons fully control this length of land, and the bulk of the region's cultists dwell here, residing under their Abyssal masters' protection.



Areelu Vorlesh

Inhabitants

Riftshadow is second only to the Wounded Lands in terms of the concentration and power of the demons who call it home, but many of those who hold positions here are at best only partially demonic in nature themselves. The land is home to more humanoid cultists and their non-demonic allies than any other area in the Worldwound, with the majority of these treacherous men and women dwelling in the cities of Undarin and Raliscrad. A large number of slaves kept for labor, sacrifices, or food are held in large prisons or fortified camps within Riftshadow as well, in locations often overseen by kalavakus demons. Other humanoids enjoy relative freedom in the cities, serving as cultists or front-line infantry—the latter doing so under the



misguided assumption that service to the demon host will be rewarded when Deskari claims this world.

Although many deadly creatures hold positions of power in Riftshadow, few are more dangerous than the rulers of the region's four primary settlements. A corrupted treant named Carrock rules the ruins of Storasta on the southern border, while a full-fledged demon—the lilitu Minagho—commands the ruined city of Raliscrad (see page 12). This is the only town in Riftshadow so ruled. While the remote town of Valahuv is unusual in that its humanoid inhabitants strive to resist the demonic invaders, even they are under the thrall of an evil outsider—the sinister sangudaemon Ommors (see the entry on Valahuv on page 13). The most powerful of these rulers, however, is Areelu Vorlesh, the Demon Witch of Undarin.

Areelu Vorlesh: The Sarkorians did not trust arcane magic, and those caught practicing it were often taken away. The most powerful of these were placed in a tower called the Threshold—a combination laboratory and prison, where powerful arcane spellcasters continued their research under the watchful eye of the nation's druidic and religious leaders. During an escape attempt with two fellow captive spellcasters, Areelu Vorlesh, betrayed her

allies and aided Deskari in opening the Worldwound. Today, the witch is one of the Worldwound's most powerful denizens, and she continues to serve Deskari directly as his voice in the Worldwound, an honor denied even the Storm King Khorramzadeh. This boon certainly causes its fair share of jealousy and distrust between Areelu and the Worldwound's other leaders, but it also affords Areelu an incredible amount of protection and the freedom to spend her time as she wills. She leaves the war effort to the full demons while she pursues her own goals and those of her lord. Rumors hold she's currently plotting to utilize a rare and powerful resource from somewhere on the Abyss to corrupt the *wardstones* themselves!

Gazetteer

Riftshadow holds more ruins than the rest of the Worldwound combined. Undarin, a largely ruined city, has been reborn as a demon stronghold, but other fallen settlements have not benefited from such attention. These ruins are diverse in terms of the amount and type of their devastation. Some bear the marks of terrible fires or acidic decay, while others display the scars of massive claws or the furrows of ravenous fangs. The ruins are





similarly diverse in their denizens. Powerful demons and their thralls occupy many, while others molder away, settled only by monsters or the vengeful spirits of the fallen. Resistance fighters—the sons and daughters of Sarkoris who have either stolen into the Worldwound or survived here for generations—claim several ruins, using them as hidden camps for their slow, zealous work of opposing the invaders.

While the demons have cursorily looted all of the ruins, much of Sarkoris's wealth still lies hidden in forgotten vaults and strongrooms within or under ruined banks and clanholds. For adventurers bold or foolish enough to brave the demons and the dangers, Riftshadow brims with treasure-hunting opportunities.

Ghalcor's Tower: Crusader legends speak of Ghalcor's Tower as the location of a powerful, never-deployed weapon prepared during the First Crusade's last days and subsequently lost when the second wave of demons fell upon the crusaders from Storasta. According to surviving fragmentary documentation, an Iomedean cleric named Ghalcor led the crusader engineers who conceived of the weapon. He and his men died in the assault, unable to bring their weapon to bear in time to affect the marauding demons; the complex fail-safe procedures they built into the weapon to prevent it from falling into demonic hands ultimately led to their failure to use it in battle.

Today, these fail-safes have essentially backfired, for while the weapon's location is known, the methods of entering the tower, finding the weapon, and activating it have been lost amid a haze of riddles, false information, and illusions. In fact, no one even knows what the weapon is, let alone how to acquire it.

Needleglens: An ancient forest when Sarkoris was young, the Needleglens are one of the few woodlands to have escaped burning and wholesale devastation—perhaps because the demon host found the tangled, thorny undergrowth and twisted trees of the forest to their aesthetic liking. Although most of the region suffers blight and extinction, the Needleglens grow more vigorously than ever, spreading further up and down the river valley with their unique and deadly life-forms—the plant and animal life have increasingly accepted Abyssal influences into their forms.

Raliscrad: This ruined city, ruled by the lilitu Minagho, is a rallying point for fresh recruits corrupted and lured from the crusades. (See page 35 for more details on Raliscrad.)

Sarkora River: The Sarkora River once served Sarkoris as a significant travel route, and it continues to do so today. While the demons themselves have no need to eat or drink (unless it pleases them to do so), and do not require mundane methods of travel (they simply teleport to wherever they need to go within the Worldwound), the cultists, fallen crusaders, desperate mercenaries, slaves,

and soon-to-be sacrifices living in the various ruins along the river do make use of these things. For them, the Sarkora continues to provide transport and a method of shipping safe food and water. While mortals in Riftshadow find it easier to survive in the wild than elsewhere in the Worldwound, the waters of the Sarkora are never safe to drink, and those who imbibe it are automatically exposed to a waterborne affliction (see page 26).

The demons use Dread Barges, giant platforms plying the river between Undarin and Storasta, to convey humanoids and supplies up and down the river. These barges are elaborate affairs of half-organic shapes and textures, but they also serve as mobile platforms for siege engines and other weaponry. They are typically operated by babau tillers and numerous humanoid slaves who pole or row the barge along, but plagued aurochs or other unholy beasts sometimes tow the structures up river. Rumors that many of these barges have been transformed into colossal animated objects discourage rebels from attacking them.

Storasta: Once one of Sarkoris's mightiest cities, Storasta guards the point where the Sarkora River flows into the West Sellen. Currently, the corrupt treant Carrock's fiendishly tainted plants and corrupt creatures overrun the city; no other beings inhabit it. (See *Lost Cities of Golarion* for more information on Storasta.)

Undarin: Before the demons poured from the Worldwound, Undarin was the mercantile heart of Storasta. Here, herdsman from the west brought their flocks for trade and slaughter, while the miners and stonemasons from Iz and other settlements atop the Northmounds used the Rolling River lift to come and go from the plateau above. That all changed when the Worldwound opened. The great lift was the first structure to fall, the rubble of its stone and timbers creating a treacherous-to-navigate chokepoint and a swampy morass just south of the city, where it blocked the river's original route. Meanwhile, the city suffered greatly during the First Crusade. It held, but only barely, and was swiftly crushed during the second wave of demons.

The Demon Witch Areelu Vorlesh led both assaults on Undarin—her last direct involvement with any significant warfare command. She claimed Undarin as her domain, and it serves as her headquarters to this day. It is mostly at Areelu's whim that Undarin resembles a still-thriving city rather than a sterile ruin. This appearance is only a thin veneer, however, for Undarin's "citizens" are, in large part, terrified slaves and prisoners who know that their lives, regardless of how well they play their roles, could end at a moment's notice, as the Demon Witch's desires vacillate.

Cliffside: Cliffside was the jeweled crown of Undarin, a district of upscale markets, temples, forums, and the mansions of Sarkoris's wealthy. Areelu chose this entire

district to serve as her seat of government, personal playground, and laboratory. Every creature living in this district works for Areelu or is owned by her. Markets have been turned into slave pens, and grand temples into desecrated barracks for her favored demonic minions. One part of Cliffside stands out from the rest, however—along a small creek stands an area where the trees and flowers still bloom and the mansions show little sign of destruction or decay. Areelu's servants keep these stately homes demon-free and in good repair, for their mistress houses her visitors from beyond the Worldwound's borders here.

Gorum's Chain: The five small islands resting within the Sarkora are known still as Gorum's Chain. These isles were given over largely to temples and sacred druid groves. The bridges linking the islands to each other and to the banks have mostly been destroyed over time, though a single, long, circuitous route remains for those who need to cross the river on foot. The sacred groves are dead and the temples largely destroyed, haunted by gargoyles and nabasus and their ghoulish slaves.

Steppeside: Steppeside was once a district of stockyards, markets, and housing for those who worked in these industries. Much of the produce from the Sarkorian Steppe, as well as the river goods sent south from Frostmire, passed through this district. Now, Steppeside houses the majority of Undarin's citizens, frightened prisoners who come out at day to play at "running the city" for the amusement of Areelu and her minions, but who scurry back home at night to hide from bored demons. Steppeside's slaughterhouses have been converted into storage pens for sacrifices, who are eventually shipped throughout the Worldwound as rituals demand; each of these ominous buildings is well-staffed by babaus, kalavakuses, and other demons. Areelu has little need for much continuity in her sham of a city, and as new prisoners are brought to Undarin, her minions relocate older citizens from their residences to the slaughterhouses, ensuring that building an organized resistance within the city is difficult at best. The more desperate of Areelu's prisoner-citizens have taken to worshipping the demon lord Xoveron, more out of fear than respect, paying homage to the lord of ruins in the hope that he might save their ruined nation.

Widowknife Clanhold: On the banks of the Rolling River, sitting atop the cliffs and overlooking the city of Undarin, sits the clanhold of one of old Sarkoris's greatest clans, Clan Widowknife. Areelu,

having led the sacking of Undarin, took this structure as her home, and as a result, the clanhold is much changed. Areelu finalized her ritual of transformation into a half-succubus within the clanhold, and within the Widowknife Clanhold's deepest dungeons and laboratories, new chambers thrum with Areelu's vile new research projects and experiments.

Valahuv: This small town endures today as one of the largest holdouts against the demonic forces. Its relatively remote location and its powerful evil outsider patron prevent significant demonic interest in the area. (See page 37 for more information about Valahuv.)

Dread Barge





SARKORIAN STEPPE

BARBARIAN- AND DEMON-CONTESTED PLAINS

Alignment: CE

Demonic Influences: Deskari, Flauros, Jezelda

Notable Inhabitants: Ahari Blackbriar (CE female werewolf gnome cleric of Jezelda 14), Gashgelag (Scourge of the Steppe, CE male vavakia^{801D2}), Imaloka Ghalmont-Neverhome (ruler of the House of Reflections; CE female banshee bard 9), Khraigorr Half-Face (leader of the Hornbreakers, CN male Kellid barbarian 6/mammoth rider^{POP} 10), Ylyda Ssyn (ruler of Fort Clearwater; CN female human alchemist 7)

Monsters and Hazards: Barbarians, corrupted creatures, demons (brimoraks^{801D2}, deraknis*, gibrileths*, hezrous, kithangians*, shadow demons, shemhazians⁸²), demonic vermin, fiendish werewolves, grimslakes*, kakuen-takas¹⁵⁸, undead (banshees⁸², ghosts, plagued beasts*, shadows, wraiths)

Notable Settlements: Domora (abandoned), Gundrun (665), Moonscream Glade (254 [all fiendish werewolves])

Typical Weather: Moderate, windy

Typical Precipitation: Rain

Survival: DC 24 (30% affliction chance)

The Sarkorian Steppe stretches across the western Worldwound from the Moutray River to the south to the Wolfcrags to the north. With the exception of the Shudderwood and a few small ruins, little breaks the monotony of these relatively barren steppes save for the bleached bones of long-dead megafauna who were fortunate enough to avoid transformation into undeath from the demonplague.

History

The Sarkorian Steppe has always been sparsely populated by humanoids; its vast reaches are instead home to immense herds of mammoths, woolly rhinos, elk, and other great beasts. The barbarians of the Realm of the Mammoth Lords to the west have always viewed the Sarkorian Steppe as an extension of their hunting grounds, while Sarkorian trappers, hunters, and herders made similar use of the region. Conflicts often ensued between the groups over the exact position of the border between their nations—which fluctuated greatly according to the outcome of their battles. The transition from Sarkorian-ruled lands and those ruled by the Mammoth Lords was gradual;

the realm in between them combined wilderness and elements of a no-man's-land.

The same holds true today, save that plagues and demons have replaced the relatively harmless Sarkorian inhabitants. As a result, the barbarians contesting these lands have become toughened and powerful as well. Many of the greatest barbarian heroes of the Mammoth Lords can be found in here, leading raiding parties into the Worldwound on assaults built on equal parts bravery and foolhardiness. Unfortunately for those heroes, mortality in these conflicts is great. The powerful barbarians waging war on the Worldwound usually rise to meet demonic challenges, but in most cases the barbarians are quickly overwhelmed and slain before tales of their victories can take root.

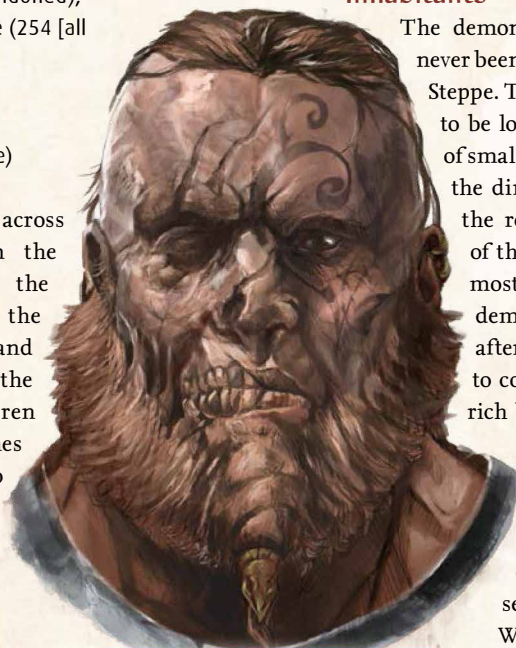
Inhabitants

The demon armies of the Worldwound have never been overly concerned with the Sarkorian Steppe. The demons found in the Steppe tend to be lone warmongers or powerful leaders of small groups of demons unaffiliated with the direct war effort; they simply hunt in the region and revel in the destruction of their barbaric humanoid foes. For the most part, however, little exists to lure a demon into these largely empty lands; after all, demons primarily seek mortals to corrupt and destroy, and with such a rich bounty amassed against the eastern and southern borders, they often ignore the bleak Sarkorian Steppe.

Of course, the Mammoth Lord barbarians firmly believe the demons want their land, so they send daily raiding parties into the Worldwound. The raiders rarely travel for more than 24 hours before they find (or are found by) a group of demons to

attack. Even when they experience a rare “dry spell” of demonic foes, the barbarians can easily find plagued beasts, corrupted megafauna, or murderous shadow-demon-possessed fellow barbarians to destroy.

Barbarian Raiders: Bands of barbarian raiders are common sights in the Sarkorian Steppe during the day. Most raiding parties retreat westward as night draws near, but the numerous ruined farmhouses, watchtowers, and tiny deserted villages that dot the Steppe often serve as shelters for bands unable to flee by nightfall, or who are on riskier, longer raids deeper into the Steppe. The closer one



Khraigorr Half-Face

GUNDRUN



draws to Riftshadow, the more demons roam the roads and the sky, and the fewer barbarian raiders one meets.

Two general types of barbarian raiding parties exist. The more common are those who enter the lands on foot. These barbarian bands sneak into demonic territory and constantly work to advance their position and slay demons; then they retreat almost as far as their previous night's camp and attempt to slowly move the border between their land and the Worldwound to the east. Their doomed efforts generally result in their own slaughter and the border being pushed back once more. The second type of raiding party, and the more elite of the two, includes raiders mounted on woolly mammoths. These barbarians number fewer per raid, but they all are higher level, and each possesses at least 1 level in the mammoth rider prestige class (*Pathfinder Campaign Setting: Paths of Prestige* 36). These barbarians venture forth on long-lasting raids, and are certainly viewed as the true elites among their people.

One raiding party in particular deserves special mention: the Hornbreakers. The Hornbreakers are led by the grizzled barbarian Khraigorr Half-Face (CN male Kellid barbarian 6/mammoth rider^{POP} 10), and have endured several years of successful raids into the Sarkorian

Steppe—though the group's composition has changed over the years as deaths occurred and Khraigorr accepted new recruits. The Hornbreakers do not push eastward on their raids; instead they ride north and south along the length of the border, seeking demonic incursions to destroy and helping to rescue other raiding parties fleeing overwhelming odds. This tactic has not only helped to spread the Hornbreakers' reputation, but has helped stabilize the western boundary, even as it slowly inches eastward. Certainly, the sight of the Hornbreakers riding into a camp, their armor and mammoth mounts decorated in horn trophies broken from the skulls and bodies of slaughtered demons, is enough to raise a thunderous roar from any barbarian camp. Eventually, the Hornbreakers' growing success will attract more powerful attention, and their mettle will truly be tested. Already, they have caught the notice of one particularly deadly demon named Gashgelag, who nearly killed Half-Face once before (the grievous wounds Khraigorr suffered during this battle gave him his current appellation).

Borderlanders: Barbarian raiders do not patrol the southern border with Ustalay; instead, the *wardstones* stretch along the bank of the Moutray River and



countless small fortifications stand watch over the line. These fortifications are all supported by farms, trading posts, forges, and barracks in which crusaders recuperate before heading back into the battle. These fortified villages also draw a fair number of thrill seekers, adventurers, and ne'er-do-wells, who use them as bases of operations for their own expeditions into the Worldwound. While the crusaders frown on this, they do little to prevent it, and the business resulting from constant runs on adventuring supplies, food, water, weapons, and armor certainly appeals to the borderlanders.

Gashgelag: Gashgelag the Dread is an enormous vavakia, a powerful demon that would ordinarily be ruling a large Abyssal realm in his own right. Gashgelag was forced to flee the Abyss after he failed in an attempt to usurp control of a large island among the Flensing Rocks of Ishiar, a region ruled by Ovono (the nascent demon lord of sharks and shipwrecks)—he came to the Worldwound through a portal while fleeing pursuit. The lack of any oceans or, indeed, significant bodies of water appeals to Gashgelag, and while he doesn't directly serve Deskari (or any demon lord, for that matter), the other demons have allowed him to menace and maraud in the Sarkorian Steppe, especially as Gashgelag specializes in leading small groups of demons in successful attacks against the barbarians. The demon spends the bulk of his time patrolling the wilds, seeking barbarians to capture or kill. He particularly yearns for a rematch against the barbarian Khraigorr Half-Face—in their previous battle over a year ago, Gashgelag nearly slew the barbarian, but his own terrible wounds forced him to teleport away rather than spend a few more seconds finishing the barbarian off, lest the barbarian's enraged mammoth mount deliver him a death blow.

The Hunger That Moves: The towering kakuen-takas, known to Sarkorian refugees and crusaders alike as the Hunger That Moves, are among the most dangerous of the beasts that walk the Sarkorian Steppe. While they can be found throughout the region, they are more numerous along the southeastern areas, and are a constant source of nightmares for the people of Gundrun. Statistics for kakuen-takas appear on page 20 of *Pathfinder Campaign Setting: Inner Sea Bestiary*.

Gazetteer

The Sarkorian Steppes are dotted by ruined cities and villages, some of which serve barbarian raiders as defensible camps, and some of which are claimed by monstrous creatures, dot the Sarkorian Steppe. Countless dry lakes and riverbeds crisscross the Steppe, and much of the land has become almost desert-like in places as a result.

Bridespool Fen: The lake of Bridespool is yet another of the casualties of the Worldwound, yet unlike the other lakes of the Steppe, some moisture remains here—enough to

turn the lake into a rancid bog. Dangerous fungi, filth-encrusted gibbrileths, and hezrous infest the swamp, and the high concentrations of the demonplague in the region lend credence to theories that the infamous malady began here and that a cure for the plague may also lie hidden somewhere within. The demons dwelling here are known as the Plaguemasters of the Bride. They reside in numerous filth-hovels and rancid fortresses, and constantly compete in the search for new contagions to unleash upon Golarion.

Domora: Founded by Domora Hume, the first of Sarkoris's god callers, Domora eventually became the largest city in the Sarkorian Steppe. Two years later, a large force of Mammoth Lord raiders attacked the rapidly growing settlement, and Hume conjured a potent creature from the lake south of town to defend his people. This entity, a lumbering lobster-like creature capable of firing poisonous spines, was an unusually powerful eidolon named Dyad drawn from the Plane of Water. With Dyad's aid, Hume repulsed the barbarians. Thereafter, the amazed and grateful people of Domora began worshiping their savior eidolon as a god. Thus began the career of the first of Sarkoris's god callers. Over the decades that followed, even after Hume's death, the people of Domora continued to worship Dyad, and Hume's descendants summoned aspects of the eidolon in times of need. The city grew into a center of animal husbandry and horse breeding, and served as a major hub for the trapping and hunting performed on the Sarkorian Steppe. Today, Domora is abandoned, and Hume's Pool, where Hume summoned forth Dyad, is just another sun-baked lakebed. Barbarian raiders and demons often use Domora's crumbling buildings as cover for their clashes, but few from either side dare venture into the catacombs below, for it is said that somewhere deep beneath Domora's ruins, in the still-flooded sewers and cisterns, Dyad and her spawn yet dwell, continuing to protect the greatest of the Hume family's treasures.

Forest of Embers: Demons razed the Forest of Soldiers soon after the end of the First Crusade. As thousands of refugees fled fallen Riftshadow through the forest, a cabal of cultists of Flauros, the demon lord of fire, and their army of brimoraks razed it and set it aflame, offering up the immolated refugees as burnt offerings to consecrate a terrible shrine to their master. The forest, now called the Forest of Embers, is currently a region of burnt and blackened trunks and fine ash that blows in the wind off the plateau, and at its heart stands a place of power for those who worship fire or seek mastery over it. Brimoraks, corrupted fire elementals, salamanders, and the largest concentration of Flauros's cultists in the Worldwound infest the forest. Those who visit the heart of the Forest

of Embers are said to come away with an unearthly connection to fire, or they become one with the fire and never return.

Fort Clearwater: Known only to a very few, this small wooden fort is the home of the alchemist Ylyda Ssyn and a beleaguered band of crusaders from the Order of the Solar Lantern. While Ylyda earned great acclaim and the crusaders' allegiance by using her powers against the demons, her fascination with demonic physiology has driven her to extremes, and she now dwells within the Worldwound itself to be closer to the subjects she studies. What's more, some merchants who've made the terrifying supply run out to the fort whisper that her dedication to ending the demonic menace has led her to begin conducting obscene experiments on her own people. (For more information, see the Pathfinder's Journal in the Wrath of the Righteous Adventure Path.)

Gundrun: Until 4667 AR, Gundrun was just another abandoned ruin. As the Third Crusade began, members of the native clans returned to their homeland and attempted to reclaim Gundrun. While their efforts resulted in a disastrous failure, it paved the way for further attempts. Today, Gundrun is an improbability, a free town of Sarkorians who have returned home, and have, to date, managed to exist in the shadow of the Worldwound. The town of Gundrun is detailed in full on pages 51–53 of *Pathfinder Campaign Setting: Lost Kingdoms*.

House of Reflections: The larger of the two lakes known collectively as First Rains once hosted a semi-permanent floating pleasure palace known as the House of Reflections, patronized by the greatest Sarkorian aristocrats and their illustrious guests. Inside the House of Reflections, mirrors that enhanced the beauty of those reflected within lined the walls of the largest ballroom. When Sarkoris fell, the owner of the House of Reflections, a beautiful forlorn elf named Imaloka Ghalmonth-Neerhome turned the pleasure palace into a fortress, and her guests soon began to feel like prisoners. No demonic attack was responsible for the palace's destruction—the floating palace sank when the “guests” attempted a foolish escape that destroyed one of the palace's wings and sank it beneath the lake's surface. Today, the First Rains are dry lakebeds, and the once-sunken House of Reflections is exposed to the air once again. The palace is haunted by the vengeful spirits of those who perished in the disaster, their ghosts bound to their reflections in the thousand shattered mirrors. Within the mirrors, the ghosts appear beautiful, yet when they emerge, their disfigured and rotting visages are deadly to gaze upon. The ghosts themselves are ruled by Imaloka, who was transformed by Abyssal energies and her own bitter rage into a banshee. She still retains her training as a performer—only now, her songs can kill.

Moonscream Glade: Located in Shudderwood, this small village is inhabited by fiendish werewolves who worship the demon lord Jezelda and work to infest the surrounding forest with more of their kind. More details on Moonscream Glade appear on page 33.

Shudderwood: The Shudderwood was the largest forest in Sarkoris before the Worldwound erupted, and remains so to this day, as it was one of the few woodlands to escape the scouring fires of the demonic advance. But even this far from the Worldwound, the northern portion of this forest is twisted and haunted. The undead shades of Sarkorian refugees murdered by the Ustalavs have largely replaced Shudderwood's beasts and monsters, and the battle cries of rival ghostly hordes competing for spectral territory often rend the silence of the night. The forest is also occupied by vicious, tainted fey who hate intruders as much as they hate the demons who poisoned their home.

Large packs of werewolves, many devoted to the demon lord Jezelda but others with allegiances to clans from the south, war within the forest as well.



Gashgelag



STONEWILDS

LOST DRUIDIC HOMELAND

Alignment: CE

Demonic Influences: Cyth-V'sug

Notable Inhabitants: Auzmezar (Master of the Circle of Hierophants, NE male human siabrae* druid 20/hierophant^{MA} 5), Shaorhaz (Lord of Greengrave, CE male vrolikai^{B2} inquisitor of Cyth-V'sug 9)

Monsters and Hazards: Cultists, demons (hezrous, gibrileths*, kithangians*, nabasus, omoxes, shemhazians^{B2}, and vrock), demonic vermin, fiendish plant monsters, undead (ghosts, plagued beasts*, siabraes*, and white wraiths*)

Notable Settlements: None

Typical Weather: Cold, calm

Typical Precipitation: Snow

Survival: DC 28 (40% affliction chance)

The Stonewilds were once an immense woodland known as the Forest of Stones, the evergreen trees of which shielded much of Sarkoris from the Crown of the World's frigid winds. Formerly a druidic stronghold, the vast majority of this forest has been burned and the charred husks of its trees have petrified to stone. Little remains of the numerous stone menhirs the druids used to mark their sacred sites, and even less manages to live within this soured landscape unless it hails from the Abyss... or survives as an undead abomination.

History

The Forest of Stones, so named in honor of the megalithic monuments used to power the former druidic residents' rituals, was the first region of Sarkoris inhabited by humans, yet it has never been civilized. The first Kellids who dwelled here adhered to ancient druidic ways—although history is unclear about whether these druidic beliefs began here or in Iobaria to the east (thought to be the home of the ancestors of the Kellid people). One thing is certain, however: By the time the Kellids settled in the Riftshadow and among the Northmounds, the druidic traditions practiced within the Forest of Stones were already ancient. The Green Faith, by all accounts, was born in this forest, and while this ideology has long since

spread throughout the Inner Sea region and beyond, its greatest philosophers resided here.

The presence of so many powerful druids made taking the Forest of Stones a great challenge. Against the crusaders, the demons had an advantage in the very nature of their foes—their enemies believed in multiple ideologies. Although Iomedaeans led the bulk of the crusades, not all of the crusaders worshiped the Inheritor. During the First Crusade, in fact, a fair number were dispirited and desperate worshipers of Aroden, and in each subsequent crusade, the soldiers' beliefs (or lack thereof) grew more and more varied. With these variations came differences of opinion, with differences grew disagreements, and the demons gained the perfect weapon against the crusaders even when their enemies weren't within the Worldwound.

Dissent and corruption among the crusaders remain primary reasons all four crusades have failed.

But in the Forest of Stones, the demons did not face a collection of foreigners with differing beliefs. Here, the demons confronted an organized group of like-minded, powerful spellcasters who were defending not only their home, but the fundamental birthplace of their entire ethos and philosophy. The druids had not idly chosen the Forest of Stones—this woodland harbored numerous sites of potent natural magic and energies that not only gave the druids their power, but inspired the Green Faith in the first place.

Countless demons died attempting to penetrate and destroy the Forest of Stones, and in the end, Deskari decided to focus his armies further

south. Yet he did not intend to let the Forest of Stones be. Instead of using his own resources to attack the druids, Deskari recruited a powerful demonic minion serving a different demon lord entirely, an entity whose entire existence had been spent devoted to a lord singularly suited toward the corruption and destruction of nature. Deskari called upon a vrolikai inquisitor of Cyth-V'sug named Shaorhaz to solve the druid problem.

Shaorhaz accepted the challenge immediately, and brought his own demon army through the Worldwound

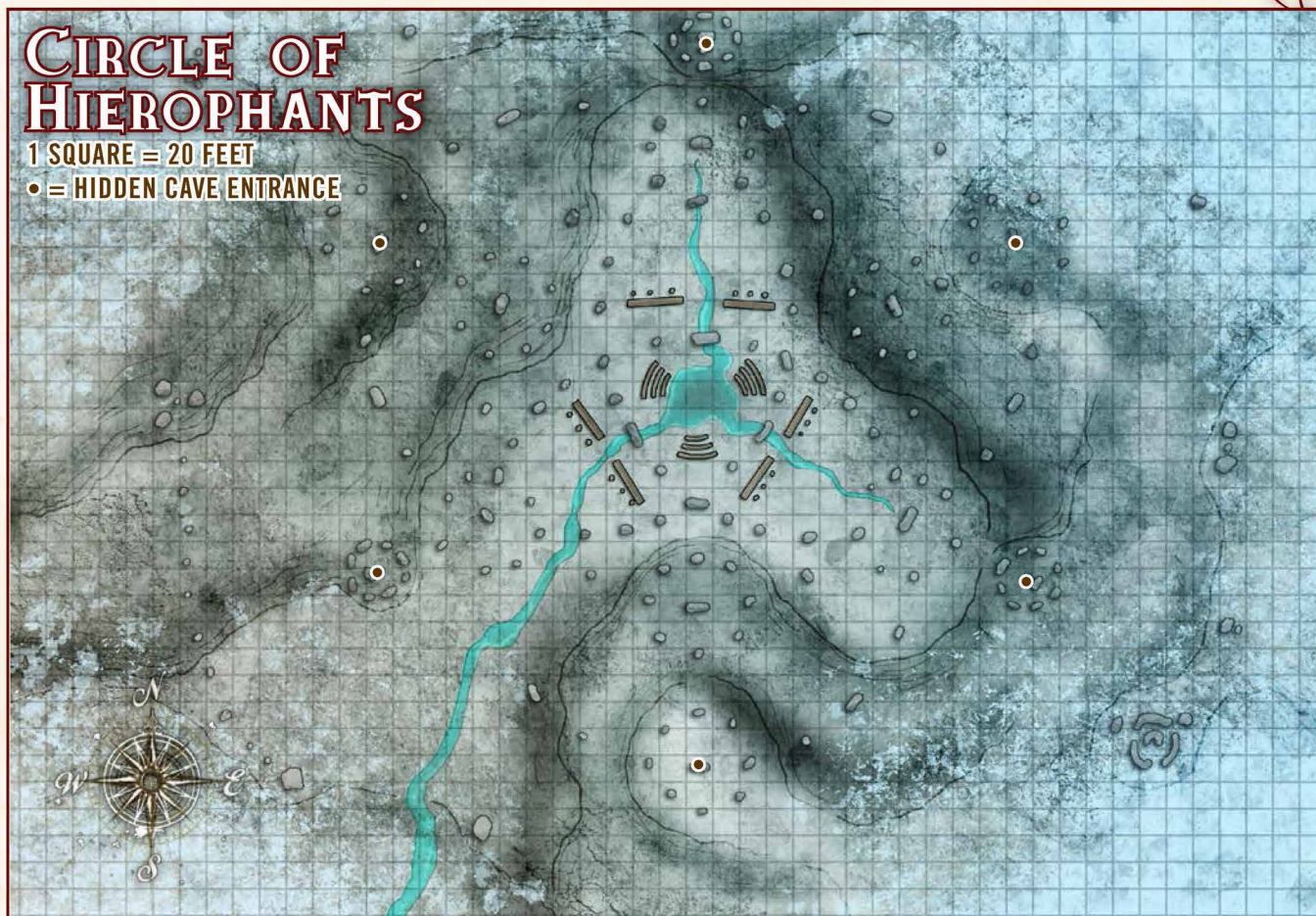


Shaorhaz

CIRCLE OF HIEROPHANTS

1 SQUARE = 20 FEET

• = HIDDEN CAVE ENTRANCE



portal, setting to the task with a remorseless and terrifying zeal. He began by surrounding the forest with his armies and then destroying the sacred stones closest to the edges. Countless demons fell, but the tactic worked: Unable to defend the forest from a constant assault from all directions, the druids' power lessened with each stone megalith shattered and each tree burnt to ashes. In time, the druids, ever the pragmatists, realized they could not win. Yet a final option remained to prevent the complete burning of their homeland. A few druids fled the forest entirely, each carrying secrets of the Green Faith to be hidden away in other places of the world, but most remained behind with their leader, the hierophant Auzmezar. The druids worked a final great magic, one requiring the ultimate sacrifice—turning their backs on the cycle of life and death, they absorbed the enemy's corruption into their own souls. Using this power against the demons, the druids created an immense backlash of sacred fire that blasted the majority of Shaorhaz's army to ashes. This corrupt wave of power transformed the forest's surviving and still-burning flora into stone, but the wave's effect on the druids themselves proved even more dire. To a person,

they perished, yet they did not remain dead—their flesh was blasted, their bones turned to stone like the trees of their home, and the druids rose as undead siabraes (see page 58).

Though his army was devastated by this final attack, Shaorhaz exulted nonetheless, for when the ashes settled, he saw that the Forest of Stones had been almost entirely destroyed, reduced to gnarled, petrified ruins. His army remained in possession of but a shadow of its original might, and the powerful vrolikai knew he could not return to the Abyss in such a weakened state, so he elected to remain in the newly formed Stonewilds. He built a palace he called Greengrave atop the druids' second most sacred site and started rebuilding his resources. In time, though, the demon realized he'd gone too far in his eagerness to destroy the druids, for many of the sacred stones he'd been responsible for razing had held great power. Deciphering the secrets of druidic magic hidden in the menhirs' fragmentary stones soon became his obsession, though the undead siabraes protecting the stones—foes more powerful than their living counterparts—have made the task increasingly difficult.



Inhabitants

Little of the natural world remains in the Stonewilds. The demons of the Worldwound largely leave this land to those serving its new master, Shaorhaz, but even the powerful vrolikai doesn't control the entire region. Powerful undead, many still wielding vestiges of their former druidic might, rule the land's deeper reaches. These siabraes and their undead minions engage in constant low-level warfare against Shaorhaz and his servants, but they are equally remorseless in bringing the fight to any who intrude upon their domain.

Shaorhaz: Before his assault upon the Forest of Stones, the vrolikai inquisitor Shaorhaz commanded an army of thousands of demons. He expended nearly all of these in his war against the druids, and while he currently commands a sizable number of demons, they number but a fraction of the former army's whole. Instead of strengthening his forces, however, the vrolikai has been spending his time studying the ancient secrets of druidic magic, and has come to believe one of the central theories of the Green Faith's teachings—Golarion itself has a life force that is tied to all things of the natural world. To the ever-hungry demon, the opportunity to feast upon the soul of a world is too tempting an opportunity to ignore, but a method of achieving this goal remains elusive. He has grown increasingly obsessed with the idea that the final secret needed to expose the world spirit to his hunger lies hidden in a lost menhir, and with each recovered fragment that does not bear the revelation he desires, he grows more and more desperate in his escalating hunger. Full statistics for this dangerous demon appear in the chapter on nabasu demons in *Pathfinder Campaign Setting: Demons Revisited*.

Siabraes: The undead druids hate all life now, regardless of its faith or purpose. To these deadly spellcasters, any intruder is an affront to their domain and all interlopers, mortals and demons alike, receive the siabraes' wrath in equal measure. That the siabraes retain any of their sacred druidic powers has vexed many philosophers and religious scholars, for the druidic faith is among the stricter religions. One would think that a druid transformed into an undead abomination would deny the spellcaster from his divine powers as surely as would teaching the secret language to a nonbeliever or as would the donning of armor forged by a smith, yet the siabraes nonetheless command powerful druidic magic. Of course, their abilities are much changed from what they were in life—they no longer have the same association with the natural world, after all, but instead share a new and much more horrific bond with a foul new environment.

White Wraiths: Not all of the undead haunting the Stonewilds serve the siabraes. When the city of Drezen fell, many of its crusaders, were cut off from their allies and forced to flee west and north, where they succumbed to the cold and their own despair. After death, they arose as white wraiths, undead who appear to be made of whirling snow and ghostly flesh. Many white wraiths haunt the northeastern edges of the Stonewilds, but they rarely enter the Forest of Stones itself. A white wraith is CR 6, deals 2d6 points of cold damage and 1d8 points of Dexterity damage with its incorporeal touch attack, and isn't powerless in sunlight. It exudes a 20-foot-radius aura of bright light that causes creatures to become dazzled as long as they remain within it. Creatures slain by a white wraith rise as normal wraith spawn in 1d4 rounds.

Gazetteer

Most of the Stonewilds consists of the burnt, petrified forest that inspired the land's name, but empty tundra and broken hills stretch for miles along this woodland's fringes. No settlements existed in this region before the Worldwound opened, and thus, with the exception of the fight against the druids, the demons have largely left this region to rot.

Circle of Hierophants: The druids of the Green Faith have long carved secrets and lore in their secret language upon the faces of menhirs. The symbols etched on these great blocks provide specific information that is meaningless outside of its greater context, a context that includes the area's natural features and other monoliths. The lore contained in one carving is essentially greater than itself, and builds upon other menhirs' carvings in a way that makes it very difficult to start deciphering from the middle—which readers must do, as the lore kept within the monoliths has no beginning or end.

The greatest of the stone circles are those that make up the Circle of Hierophants, once the focus of the Green Faith's philosophy. Here, hundreds of stones, both large and small, bear incredibly complicated rituals, legends, and secrets upon their faces. Several of the circles surrounding and augmenting that central focus rest on small hills of natural origin, giving the entire Circle of Hierophants a three-dimensional component, and the angles between the various stones are often preternaturally precise. Six of the small circles sit atop cave mouths that purportedly give access to deep caverns where more stones stand ranked in elaborate formations, conveying even more information to the initiated. These caves were each tended by one of the Green Faith's leaders, who answered to the faith's acting hierophant. Today, the siabraes make these caves their domains, and the secrets they now develop, discover, and keep are of a much more sinister nature than those they guarded in life.



Goddess's Tear: This lake at the western edge of the Stonewilds was once a paradise of pleasant wooded islands that served as home to druids who had not yet walked the paths below Spiral Hill (a sacred site now located under Greengrave Keep), thereby earning the right to join those within the woods. Their debris- and relic-filled homes remain there still, hidden among the stone trees. The demons have only ransacked a few of these plain, unassuming homes, so it's certainly possible that potent druidic magic lies hidden within these buildings, still guarded by its undead owners.

Greengrave Keep: Built from uprooted standing stones atop the sacred mount of Spiral Hill, this ominous structure serves as Shaorhaz's lair. (See page 31 for more details on this deadly location.)

Guardian Circles: Beyond the Circle of Hierophants, only a small fraction of the stone menhirs known as Guardian Circles remain standing—Shaorhaz's minions systematically destroyed the rest in their assault on the Forest of Stones. Now, the vrolikai has the demons rebuilding these circles in an attempt to decipher their secrets. Abyssal magic wholly corrupts these demon-built circles, and their once-potent powers now bolster demonic life. Some of these circles heal demons standing within them, while others augment them with other effects like *haste*, *greater heroism*, or *unholy aura*. Portals to the Abyss have been known to periodically open within these corrupted circles, and rumors that the stones of some circles are in fact animated as golems are gaining momentum among the few crusaders who have explored the Stonewilds.

The Lake Lost to the Sun: The Lake Lost to the Sun was a grim place even before the demons came—a large narrow body of water with unusually still, dark waters of an unknown depth, said to be the lair of particularly aggressive and unusually intelligent water orms. The lake's dark waters look nearly black even under the noonday sun and have a curious habit of reflecting the image of an overcast sky even on sunny days. The druids of the Green Faith avoided the lake, believing that intruding upon the ancient, primordial nature spirits found there would cause them to rise up and defend those dark waters. The lake's dark reputation persists to this day, and even demons do not frequent this area. What strange and ageless source lies at the lake's bottom still remains a mystery.

Petrified Library: A sub-order of Green Faith druids called the Preservers of Notions once defended this forest, which was known as the Living Library because the forest's trees served as a living repository of knowledge from ages past. Using rituals

and spells now believed to be lost, the Preservers of Notions could merge with these trees and observe events elsewhere in Golarion, both present and past, by looking out upon the world through plants in those times and locations. Shaorhaz's attacks against the Forest of Stones cut the Preservers of Notions off from the rest of the druids, creating an island of defenders here that put up a strong resistance and organized defense. Only when Shaorhaz grew tired of their resistance and focused his full wrath on the Living Library in a single concentrated attack did the Preservers of Notions sacrifice themselves in a potent ritual to petrify every tree in the forest—the same ritual the Green Faith druids later used to protect the Forest of Stones. Today, the woods are known as the Petrified Library, and while the undead druids protecting it are not the most powerful of the siabraes in the Stonewilds, they are technically the oldest.

Guardian Circle





THE WOUNDED LANDS

SOURCE OF THE WORLDWOUND

Alignment: CE

Demonic Influences: Baphomet, Deskari, Pazuzu, Shax, Sifkesh, Xoveron

Notable Inhabitants: Aponavicius (ruler of Drezen, CE female marilith fighter 7), Belseferek (Butcher of the Starlight Host, CE male gallu* ranger 3), Eliandra (High Priestess of Pulura's Fall, CG female aasimar cleric of Pulura 20), Firadreal (Lord of the Hanging Heights, CE male vrock barbarian 6), Isilda (Lady of the Yath, CE female Ulfen ghost cleric of Deskari 17), Jaalika (Mistress of Blackearth Cairn, CE female seraptis^{80D2} cleric of Sifkesh 12), Khorramzadeh the Storm King (ruler of Iz, CE male balor lord), Xanthir Vang (Blackfire Master, CE male tiefling worm that walks⁸² wizard 8/blackfire adept^{POD} 4/archmage^{MA} 3), Yracandra (Mistress of the Hanging Tower, CE female glabrezu sorcerer 7), Zelmisdria (Mistress of the Winged Wood, CE female succubus ranger 11)

Monsters and Hazards: Abyssal geysers, abyssal rifts, bebiliths, cultists, demons (all), demonic vermin, dwiergeths*, grimslakes*, leechweed*, neo-larvae swarms*, retrievers, riftcreepers*, Shax's beard*, urannag*, vescavor swarms^{LK}, warmonger wasps*, warped ones*, woundwyrms^{SB}

Notable Settlements: Drezen (7,489), Iz (abandoned)

Typical Weather: Moderate, windy

Typical Precipitation: Rain

Survival: DC 30 (75% affliction chance)

When one thinks of the Worldwound, invariably imagery of the Wounded Lands comes to mind.

As tragic, dangerous, and deadly as the other four regions of this devastated land are, the

Wounded Lands are the worst. It was here that Areelu Vorlesh aided Deskari in opening the Worldwound in 4606 AR, and the resulting network of portal-riddled canyons and chasms have done more than anything else to devastate what was once Sarkoris. The Worldwound rarely yawns more than a mile wide, but in places its depth reaches thousands of feet in seemingly bottomless rents that have destroyed vast reaches of the upper Darklands realm of Nar-Voth. In fact, in some places and on certain fell nights, the Worldwound is truly bottomless, as rifts

into the Abyss open in its depths to augment the demonic host already infesting the land.

The Wounded Lands are the center of the Abyssal taint, and here, nothing is as it should be. Whereas elsewhere in the Worldwound day and night seem off-kilter and damaged, in the Wounded Lands the sun and stars and moon are all but aliens, for when they do appear amid gaps in the black clouds above, they seem not of this world but of some other reality. Some days, the sun rises in the west and sets in the east, but the nights are worse, for on the rare evenings when the stars and moon are visible...they are too few, too many, or simply too *wrong* for even an untrained stargazer to mistake for the Inner Sea's night skies. Common wisdom says the skies above the Wounded Lands are not Golarion's at all, but that the rifts within the Worldwound below are mirrored in the firmament above, and that if one were to fly high enough, one would fly into the nightmare heights of the Rasping Rifts themselves.

History

In the time of Sarkoris, the uplands known as the Northmounds composed the most significant geographical feature of the realm. Here, at an average elevation of several hundred feet above the surrounding lands, things were colder and more barren than below. Rugged hills, frigid plains, and dense forests decorated the plateau, and numerous rivers drained from the heights toward the edges, cascading from the plateau's cliffs in majestic waterfalls. While most of Sarkoris's population lived in the lowlands surrounding the Northmounds, the nation's

greatest city and de facto capital, Iz, sat atop the central plateau like a crown upon the realm. Though Iz was never a densely populated city, many representatives of the nation's disparate clans dwelt there, along with armies of servants, entertainers, artisans, and merchants—who made up the bulk of the city's populace—to tend their every need. Other small towns and villages, mostly mercantile waystations or farming and hunting communities, dotted the Northmounds, but Iz was far and above the largest.



Khorramzadeh the Storm King



Even in those times, though, Deskari's cult was not unknown. Sarkoris's decentralized religious beliefs allowed a huge number of cults and faiths to start and even prosper over the centuries, and when one more cult began to grow in the central Northmounds, no one took notice. The region was remote, and while local priests and adventurers may have noted the rise of strange insectoid demons and horrific monsters, Iz's people had other matters on their minds. And so the cult of Deskari grew, and completed a vile ritual that brought an avatar of Deskari into the world in preparation for an even greater work of evil—the opening of a rift between this world and the Abyss. Fortunately for Sarkoris, Aroden's arrival in the region solved this problem, for the Last Azlant took it upon himself to destroy the cult. But each time he wiped out one branch, though, a new cult arose in its shadow. In the end, it took Aroden and his followers nearly 3 years to drive the cult eastward from Sarkoris and through Mendeve, finally climaxing when Aroden drove Deskari's avatar and several other powerful and unique demons into the depths of the Lake of Mists and Veils, where they are believed to remain imprisoned to this day.

Yet the cult's work did not die—it merely went dormant, awaiting a newer and stronger leader to pick up the fragments and begin anew the ritual to rend the world.

The opening of the Worldwound was devastating to those who dwelled here. Whereas the armies of the Riftshadow and Mendeve were able to rise up in time to create an organized defense of their lands that ultimately resulted in the somewhat successful First Crusade, the demonic infestation and earthquakes left no such opportunity for defense here. Fully two-thirds of the city of Iz collapsed into the Worldwound on the first day, lost forever to the Abyss. By the time the First Crusade had organized a defense here, the Northmounds were already lost.

Most of the demon armies now dwell in this vast swath of land—the few humanoids found here are cultists and prisoners. The majority of the latter are sacrifices “processed and prepared” in the converted slaughterhouses of Undarin, but a significant number are simply captured victims—gathered-up crusader patrols or foolhardy adventurers who got in over their heads.



Inhabitants

The Wounded Lands have their share of cultists and slaves, but the demons flowing in from the Abyss far outnumber them. Some of these fiends are brought in by commanders in the demon armies, but most simply wander in through the Abyssal rifts that open with ever-increasing frequency in the Worldwound itself. Demonic commanders recruit a few of these wanderers, but most adeptly avoid the armies and seek out their own vile fortunes. The novelty of exploring the Material Plane keeps most of these demons in the Wounded Lands, for even such a corrupted realm is nectar to a demon seeking a non-Abyssal land to wreak ruin upon.

As one might expect of such a realm, a great many exceptionally powerful demonic commanders exist in the Wounded Lands. Some of these demons serve as generals in the various armies devoted to Deskari and other demon lords like Baphomet, who have allied with the Lord of the Locust Host—legendary fiends like the maralith Aponavicius or master tactician and slayer of azatas Belseferek. Others aren't directly associated with the armies and function as their own mercenary lords (like the glabrezu sorcerer Yracandra), or simply seek to carve out their own domains to rule as they please (such as the succubus Zelmisdria). Deskari's armies suffer these opportunistic demons in large part because their presence plays into the horde's overall goals. Then there are those who were not demons before, but who cast their humanity aside after throwing in their lot with Deskari and his minions. Powerful clerics of Deskari, like the ghost Isilda or members of the Blackfire Adepts like Xanthir Vang, have or will soon become valuable and deadly additions to Deskari's forces. Of Deskari's two most powerful agents in the Worldwound, Areelu Vorlesh spends the majority of her time in the lowlands, while the balor lord Khorramzadeh essentially rules the Wounded Land.

Khorramzadeh the Storm King: A staggeringly powerful balor lord equal in might to the greatest of the nascent demon lords, Khorramzadeh serves as the leader of Deskari's armies in the Worldwound. Known as the Storm King for his ability to wreath himself in coils of lightning capable of blasting and burning even creatures normally immune to electricity (such as other demons), Khorramzadeh spends the bulk of his time in Iz's remaining ruins, directing the actions of his numerous generals from afar. Nonetheless, the Storm King is always willing to teleport to particular sites and events that require his attentions. His plans for the destruction of the *wardstones* bolstering the Mendevian, Numerian, and Ustalavic borders are nearing fruition, and he has set aside a special place on the wall above his throne in Iz to mount the head of his greatest enemy among the crusaders—the ancient silver dragon of Kenabres, Terendelev.

Gazetteer

The Rasping Rifts, Deskari's Abyssal realm, strongly influence the Wounded Lands. Very little of the natural world remains in this tortured region.

Blackearth Cairn: Once the tomb of one of Sarkoris's greatest ruling clans, Blackearth Cairn is now under the control of the seraptis demon Jaalika, as are the spirits of the clan members interred within. See page 30 for more details of this tragic location.

Drezen: Using a style reminiscent of their ancient Sky Citadels, a small army of dwarven crusaders constructed the war-hardened city of Drezen and its massive citadel, establishing a lasting foothold during the First Crusade. As a result, numerous barracks, battlements, and storehouses stand chiseled into the hills—enough to garrison an entire legion of crusaders. Unfortunately, even Drezen's potent defenses could not withstand the second wave of demons that emerged from the Worldwound between the First and Second Crusades, and the citadel and city alike fell to Deskari's forces in 4638 AR. Now, cultists devoted to Deskari and Baphomet control the outer ruins, as well as the city's formidable stronghold—their fires lighting the city's battlements, spawning grounds, and the mountain pass where valuable prisoners are taken deeper into the Worldwound. The nearby caves serve as homes for gargoyles, harpies, and hala demons, all of whom delight in harassing the many slaves and prisoners who make up at least half the city's population. Soldiers and mercenaries make up the rest of Drezen's inhabitants; they frequently patrol the streets and eastern approaches before reporting back to the cult leaders and their demonic masters. The city itself is ruled by Aponavicius, a merciless marilith commander of several legions of demonic armies. Aponavicius is quite proud of her prize, for its capture nearly 75 years ago marked the point at which the crusaders realized they had finally lost Sarkoris.

Hanging Tower: Two powerful demons contest ownership of this alien tower, which floats in the air in the northwestern corner of the Wounded Lands. (See page 32 for more details on this site.)

Iz: Iz was the only Sarkorian city that truly rose to the level of a metropolis in size, yet it has always been underpopulated, with many of its massive lodges and towering buildings serving as homes for wealthy individuals and future clanlieges. Today, the Worldwound has swallowed much of the city, with new buildings and even neighborhoods crumbling away each year. Only a third of the original city remains; it is still populated by the ruling class, only the nobles residing here now are powerful demons and commanders of Deskari's armies. Even the humanoid cultists who dwell

in other parts of the Worldwound avoid Iz—they may visit, but the longer even a devout worshiper of Deskari remains in Iz, the better his chances of joining the endless line of sacrifices shipped in daily from Undarin and elsewhere.

The Aurora River, which once flowed through the city, is now a dry bed infested with demonic vermin. Only three of the city's original Five Great Gates remain, along with a section of the city once known as the Throne District. Here, Khorramzadeh the Storm King rules from the Circle at the Center of the World, where the Crystal Citadel of Sarkoris has been refashioned in his own Abyssal image, the glass melted and reshaped into grotesque spires and pillars. Other influential figures maintain homes here as well, great manors that all types of monstrous dangers, demonic or otherwise, inhabit when the homes' owners are not present.

While the majority of Iz's buildings have either been destroyed or looted by demons, some well-hidden and well-protected vaults and strongholds exist still in the city, and the canny adventurer can look to these for both shelter and supplies—if the remaining wards don't kill them first!

Lake Ipona: Only through chance has Lake Ipona remained a lake; the arms of the Worldwound stretch out around it but never quite struck the region to drain away the waters. Of course, the lake has not technically "survived" the land's corruption, for its waters are now hopelessly tainted—foul and poisonous fluids serving as home to hezrous, omoxes, and worse. The lake's edges surge and slop with a strange, almost sentient eagerness, as if the entire thing were somehow alive and trying to learn to crawl and hunt. The creatures that dwell within the "waters" of Lake Ipona are best described as parasites, slipping through the foul liquid and drawing sustenance from it when there's not living flesh and warm blood to consume instead.

Pulura's Fall: One of the only parts of the Wounded Land not entirely under demonic control, the temple known as Pulura's Fall has been besieged by Deskari's army for over a hundred years but has yet to fall. More details on this bastion of hope can be found on page 34.

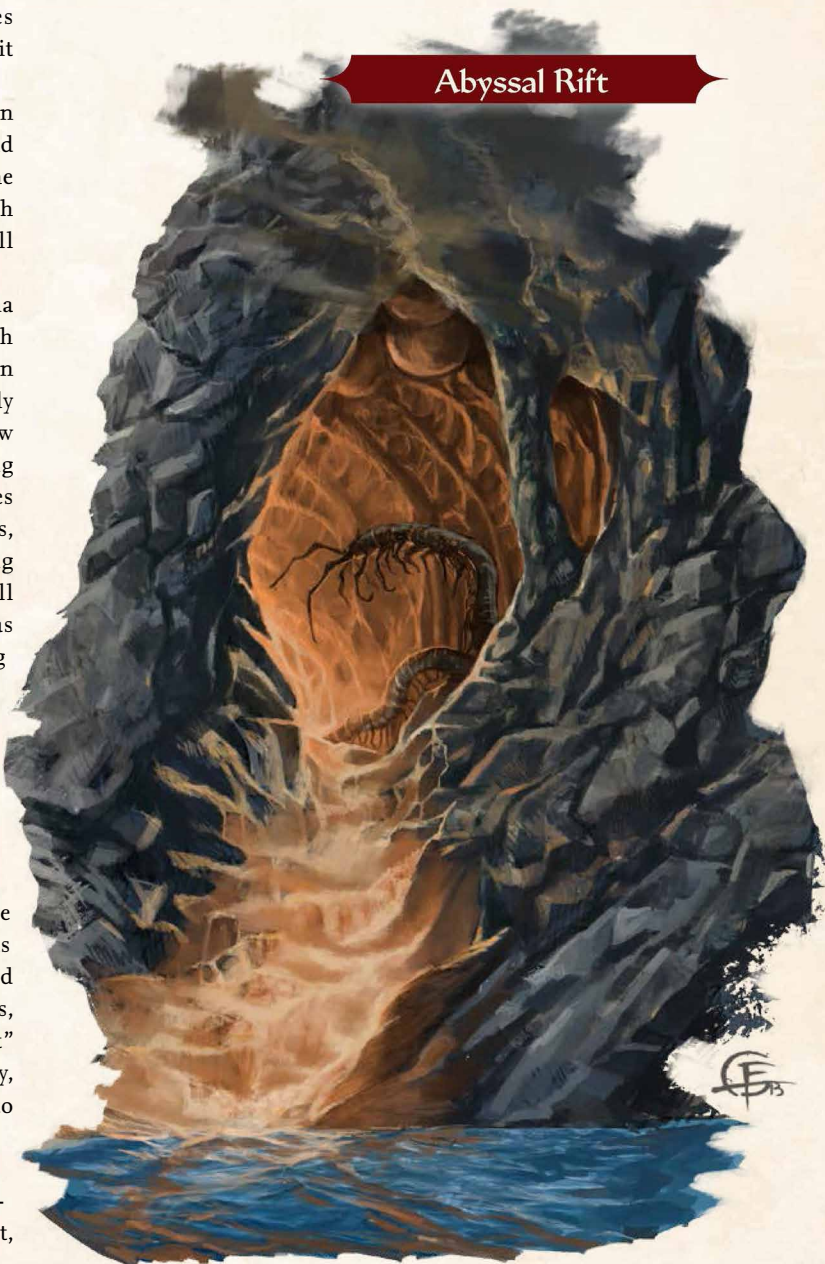
Threshold: This tower-prison previously stood at the highest point of the High Cairns. Here, the Sarkorians kept their greatest arcane spellcasters under lock and key, watched closely by the nation's religious leaders, who ensured the spellcasters' magic did not "corrupt" the divine magic that was the law of the land. Ironically, the magic that eventually allowed the Worldwound to open and corrupt Sarkoris in ways its leaders could never have imagined began in Threshold, as the result of an escape attempt by three prisoners. Now the tower-prison stands at ground zero of the Worldwound's heart,

with one metaphorical foot in the Material Plane and one in the Abyss.

Winged Wood: The Winged Wood remains mostly intact today, yet this does not mean the forest is a place of sane and serene nature. The succubus Zelmisdria conquered the Winged Wood and the powerful green dragon, Azrivauxus, who resided in it. See the entry on Zelmisdria's Boudoir on page 39 for more details.

Yathscar: The site of an organic, living demon tower called Yath, which an adventuring group recently destroyed, this stretch of diseased land looks more like the body of a vast undead beast than a landscape. See page 38 for more details on this nauseating location and its dangerous ghostly mistress.

Abyssal Rift





ADVENTURES IN THE WORLDWOUND

Day 5: The sky roils with violet clouds today. I welcome them, if only because they hide the sky's sickly color. I pray the clouds persist into the night—at least they provide a sane reason for the lack of stars and moon above. This morning saw a rain of rotting insects, and as I write, the ground a hundred paces to what I assume is the east heaves like a living thing in the contractions of labor. The guards watch tensely, wondering what it will birth. Only two more days before this week-long patrol is over and I return to the sanity of home. It cannot come soon enough.

—Journal of an unknown crusader
recovered from the ruins of Raliscrad

The thinnest of threads anchor the Worldwound to reality. Near the Worldwound's deepest rents, those threads have long ago been severed or burned away, allowing the Abyss to seep in and take root. This Abyssal connection transformed what was once Sarkoris into a nightmare realm, and altered its very sky, turning it otherworldly shades: leaden gray, sickly green, bruised purple, insanely warped yellow, or most often an ominous red with void-black clouds. The lands now tremble with frequent, sudden earthquakes and rockslides, many of which sunder the earth, tear open Abyssal rifts, and unleash unspeakable horrors from beyond. But in the Worldwound, more than demons and monsters bring death to the wary or oblivious—the environment is just as lethal.

Poisonous geysers erupt from massive, pustulant mounds, spewing out sickly, yellow-white gout of infectious ichor or piles of wriggling larvae. Noxious gases and slimy, acidic rain ooze from the sky, ranging in toxicity from uncomfortable to incapacitating to fatal to the unprotected traveler. Abyssal storms churn in fierce vortexes of demonic wind, scouring flesh from bones.

Adventuring within the Worldwound is exceptionally dangerous. Most GMs will probably want to avoid running low-level adventures in the Worldwound, because allowing low-level PCs to prosper and succeed in this region (without remarkable circumstances or aid) undermines its danger and menace. It might be better to start a Worldwound-based campaign with the PCs still in one of the bordering nations, perhaps dealing with demon incursions or the effects of demonic plots on neighboring realms. Once the PCs transition into mid-level (about 5th level), they're probably ready for adventure plots that send them deeper and deeper into the Worldwound. The most dangerous regions within the Worldwound make even the mightiest of heroes quail. These realms work particularly well for high-level mythic heroes, for the foes they'll face here could include some of the Abyss's most dangerous demons.

SURVIVING IN THE WORLDWOUND

The Worldwound's environment is a constant source of danger. Most sources of food and water are poisoned, diseased, infested with parasites, or so tainted with Abyssal corruption they're completely unpalatable. Therefore, even acquiring sustenance presents a problem. Navigation also proves difficult, as the skies are totally unstable. Though certain landscape features can serve as landmarks (when they're visible), exploring deep chasms or traveling through one of the region's thick fogs can be quite treacherous. Night falls an hour earlier than it should here, and dawn breaks an hour late.

Smart crusaders and explorers bring their own food and water when travelling in the Worldwound—and wise ones

Weather in the Worldwound

Weather patterns in the Worldwound are affected by the chaos of the Abyss as well. Survival checks made to predict weather in the Worldwound take a –20 penalty, and attempts to influence the weather via *control weather* require a successful DC 30 caster level check to succeed. If you wish to roll random weather for a particular day, use the following table in place of the one on page 439 of the *Core Rulebook*.

d%	Result
01–30	Normal weather for the region (see regional stat blocks in Chapter One)
31–50	Normal precipitation for the region (see regional stat blocks)
51–60	Windstorm (01–60) or thunderstorm (61–100; roll randomly to determine the energy type unleashed by lightning strikes [acid, cold, electricity, fire, or sonic])
61–70	Heat wave (or cold snap in Frostmire)
71–80	Ashstorm ¹ (or blizzard in Frostmire)
81–90	Supernatural precipitation (equivalent to hail, but the precipitation is composed of teeth, moaning insects, bits of jagged crystal, arrowheads, frozen eyeballs, or something equally frightening)
91–95	Windstorm and thunderstorm plus tornadoes (1% of tornadoes cause 1d3 Abyssal rifts as they pass)
96–98	Hurricane with isolated occurrences of <i>storm of vengeance</i>
99–100	Abyssal storm ²

¹ Treat as a duststorm, plus all exposed to the ashstorm take 1 point of fire damage per round in addition to the other effects common to duststorms.

² Abyssal storm: Treat as an ashstorm combined with a thunderstorm. Instead of lightning strikes, the storm creates Abyssal rifts.

overestimate their needs. The base DC to get along in the wild in the Worldwound varies according to region (see the regional stat blocks in the previous chapter). Locating food and water is only part of the issue. Anyone who drinks water or eats food harvested from somewhere in the Worldwound risks exposure to parasites or disease—individuals who consume food or water from the land must roll a percentage check for exposure once per day. The chance of exposure varies by region (see the appropriate regional stat block). *Purify food and drink* has no effect on food or water harvested from the wild of the Worldwound, but it does decontaminate imported provisions that later became contaminated. If someone becomes afflicted, roll on the following table to see what sort of parasite or disease infects her.



d%	Food Affliction	Water Affliction
01–40	Demonplague	Demonplague
41–60	Psychosis ^{GMG}	Bowel worms
61–90	Random minor spellblight ^{UM}	Blinding sickness
91–95	Random major spellblight ^{UM}	Demon fever
96–100	Roll a water affliction	Roll a food affliction

Worldwound Hazards

In addition to the increased difficulty of finding safe food and water, other supernatural events, such as those listed below, are frighteningly common in the Worldwound.

Abyssal Geysers (CR 2+): The raw Abyssal energy thrumming throughout the Worldwound seeps up through the ground, forming misshapen, puckered mounds of earth measuring from 6 inches to several feet across. At random intervals these mounds explode, venting geysers of energy into the air. These mounds also explode if they're disturbed (stepped upon, prodded, damaged with a spell, and so forth). A successful DC 15 Acrobatics check is required to move through a square infested with dormant Abyssal geysers without setting one off.

Once a geyser erupts, it explodes in a 30-foot-radius burst, dealing 4d6 points of energy damage to all creatures in that area (Reflex DC 15 for half). Determine the damage's energy type (acid, cold, electricity, fire, or sonic) randomly. A successful DC 20 Perception check enables a character to notice an Abyssal geyser's dangers before triggering it accidentally. Once a geyser is triggered, it generally won't trigger again, but some can quickly rebuild their potential and erupt multiple times. Some geysers are more powerful. Each 2d6 points of damage added to a geyser's damage increases its burst radius by 5 feet, its Reflex save DC by 1, and its CR by 1, to a maximum of 20d6 points of energy damage (Reflex DC 23 for half) in a 60-foot radius (a CR 10 Abyssal geyser).

Abyssal Rift (CR 10): Permanent Abyssal portals can be found scattered throughout the Worldwound, and temporary ones—called Abyssal rifts—have been known to open as well. Abyssal rifts function as the *gate* spell (CL 20th) used for planar travel, and are generally about 5 feet in diameter but can be smaller or larger. For 1d6 minutes before a rift opens, the air and ground thrum and vibrate with magical energies—a successful DC 29 Knowledge (arcana or planes) check, allows a character to correctly deduce that a rift is about to open. Once a rift opens, it remains open for 3d6 rounds before closing. Sometimes a rift's orientation can cause landslides, create whirlpools, or even create a pit-like obstacle. It could also allow dangerous Abyssal denizens to stumble through and become trapped within the

Material Plane. A rift could even open inside an Abyssal sea (creating a sudden flood), within the heart of an Abyssal volcano (creating an unexpected surge of lava), or worse. Casting *dimensional anchor*, *dimensional lock*, *dispel chaos*, or *dispel evil* on a rift's location can prematurely close it.

Hazardous Flora and Fauna

The primary predators in the Worldwound today are demons; extraplanar creatures like bebiliths, dwiergeths, riftcreepers, and urannags; and monsters powerful enough to hold their own against such dangerous intruders, such as manticores, bulettes, and wyverns. Animals and other wild creatures below CR 5, such as wolves and bears, once inhabited the region in great numbers, but today only the most powerful species (including many variants of megafauna) can survive for long. Those that fall often become plagued beasts (see page 56 for this undead template) or are otherwise corrupted by the Abyssal energies. The numerous demonic vermin (see page 52 for this template) that infest the Worldwound are a prime example of this form of corrupted life.

The Worldwound's remaining flora and fauna have been transformed. Now corrupt and dangerous, things like bowel worms and leechweed are among the numerous threats and hazards to those exploring this land.

Bowel Worms (CR 6 hazard):

These horrific parasites live and breed in tainted water, and can infest any creature that drinks from the Worldwound's lakes, rivers, and pools. When these microscopic parasites enter a humanoid creature's intestinal tract, they take on an unholy life. Within 2d4 hours after ingesting bowel worms, the victim must attempt a DC 15 Fortitude save. Success indicates the victim harmlessly digested the bowel worms, but failure causes the victim

to suddenly cramp up, suffering horrific intestinal pain that causes him to become staggered. The victim also takes 1d4 points of Constitution damage each round until he's taken a total of 4 points of Constitution damage. A full-grown bowel worm then burrows from his belly and crawls out onto the ground—a pallid, arm-length, maggot-like, eyeless worm with a nasty collection of toothy mouths on one end. Once a bowel worm escapes, it is helpless and can't move. Dealing it any amount of damage, such as by stomping upon it, kills it. As it dies, it emits a high-pitched shriek like that of an infant in mortal pain.



Leechweed

After the victim passes the bowel worm, he takes 1 point of bleed damage, but is no longer staggered, and takes no further Constitution damage... at least for another 2d4 hours, whereupon the victim must attempt another DC 15 Fortitude save to prevent another bowel worm from maturing and burrowing free. These saves continue until the victim succeeds at a saving throw (at which point the infestation is over), or until the victim dies.

The fact that these horrific parasites mature only within humanoid hosts, and that they seem to serve no real purpose once born except to die, has long vexed sages. In truth, these wretched worms are a true manifestation of the Abyss—life that exists only to cause misery and pain. Bowel worms are an infestation—*remove disease* or any other effect that cures diseases removes them, but immunity to disease offers no protection, as the affliction itself is caused by these horrible parasites.

Corrupted Creatures: Very few natural creatures exist in the Worldwound—most of those encountered in the region have blundered into the realm accidentally and will soon be dead of disease, parasitism, or predation. On the other hand, some do persist and survive, but after a certain amount of time even these lucky survivors fall, becoming fiendish creatures that now exist solely to seek out invaders and slaughter them. Monstrous vermin in particular undergo a stranger transformation, becoming demonic vermin (see page 52).

Leechweed (CR 3 hazard): These plants cluster thickly in the muddy marshes of the western Worldwound, typically growing in a 5-foot-square patch. A single plant is slightly smaller than a human hand, and consists of a mass of dark green leaves from which a single feeding stalk extends. The tip of this stalk contains a small, lancet-like protrusion that can pierce flesh with ease. Spotting a patch of leechweed before blundering into it requires a DC 17 Knowledge (nature) or DC 22 Perception check. A living creature that comes into contact with a patch of leechweed swiftly learns the source of the plant's name, as dozens of feeding stalks suddenly stab and slash at any bits of exposed flesh. As soon as a creature is in contact with leechweed, the plant attempts an attack against it with a +9 bonus. The attacks continue at the end of each of the creature's turns if it doesn't move away from the plant. On a hit, the plant deals 1d4 points of damage and 1d6 points of bleed damage. Fire kills leechweed, as does holy damage or any magical effect that specifically harms plants (such as *blight*).

Midnight Morel (CR 7 hazard): These mushrooms typically grow in 5-foot-diameter patches, each burgeoning with dozens of pale stalks capped by conical, honeycombed caps in blue or black that can reach heights of 8 inches. These carnivorous fungi feed on small insects and other creatures by shooting tiny filaments

Demonplague

Of the afflictions wreaked upon Sarkoris by the Worldwound and Deskari's host, the demonplague is perhaps the most insidious. This vile sickness spreads through water, affecting plant and animal life alike. In higher creatures, the demonplague causes madness and then death, but in animals and other unintelligent beasts, it continues beyond death, animating them as undead horrors called plagued beasts (see page 56). The plague also twists and corrupts plant life—most of the hazardous plants detailed below are the results of normal plants becoming corrupted by the demonplague.

An explorer in the Worldwound can be exposed to the demonplague in a number of ways. Plagued beasts carry the sickness, and contact with a living sufferer can result in infection. In addition, each day a person attempts a Survival check to live off the land in the Worldwound, there's a chance he is exposed to the plague, as described on page 28 and varying in likelihood by region. A creature suffering from demonplague begins to grow paranoid, and is prone to increasingly realistic hallucinations. Its body slowly decays away, starting with the loss of fingernails, teeth, and hair, but advancing to complete limb loss or gaping wounds in the hours before death.

Beyond the Worldwound's borders, the plague is much less virulent. Creatures gain a +4 bonus on saving throws against demonplague outside of the Worldwound, and those suffering from it aren't contagious (although creatures like plagued beasts can still infect victims with it).

DEMONPLAGUE

Type disease, injury or ingested; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d3 Con damage and 1d6 Wis damage, and victim is fatigued if it takes any ability damage from the disease; certain creatures slain by demonplague rise as plagued beasts (see page 56); **Cure** 3 consecutive saves

that snatch food and pull it into their hollow caps, which also serve as digestion chambers. Though this attack poses little threat to creatures larger than wasps or flies, a midnight morel's method of reproduction is another matter. Whenever a living creature of Small or larger size comes within 5 feet of a midnight morel, the fungus exudes a cloud of invisible spores, forcing the creature to attempt a DC 18 Fortitude save to resist becoming infested. A successful DC 20 Knowledge (dungeoneering) check or DC 25 Perception check allows a character to notice the dangers presented by a midnight morel before coming within its spore range. Direct sunlight renders a midnight morel dormant, but doesn't otherwise harm it (although both *sunbeam* and *sunburst* automatically



destroy any midnight morels in their areas). Damage from holy sources (such as holy water or a holy weapon) destroys midnight morels, as does fire.

Once a creature is infested with a midnight morel's spores, the spores remain dormant for 1d6 hours. Sudden pangs of pain then spread through the target, causing it to become sickened and immediately take 1d6 points of Constitution damage. Every minute thereafter for 1d4 minutes, the victim must attempt a new DC 18 Fortitude save or take another 1d6 points of Constitution damage as its skin grows increasingly black, moist, and honeycombed, not unlike the cap of a midnight morel. Now and then, filaments flick out from the honeycombs growing on the creature, trying to snatch tiny insects and other snacks.

A creature slain by this Constitution damage collapses and immediately transforms into a new patch of midnight morels, creating one 5-foot-diameter patch for each square of the creature's previous space. If the victim doesn't die, it remains sickened from the pain and its flesh remains discolored and honeycombed for as long as it continues to suffer the Constitution damage. This spore infestation is a poison effect, and thus can't infest creatures that are immune to poison, like demons.

Neo-Larva Swarm (CR 7): A chaotic evil soul that ends up on the Abyss becomes a particularly foul type of petitioner known as a larva. Though the Worldwound isn't technically a part of the Abyss, it's suffused with enough Abyssal energies that a similar process sometimes occurs in the dirt and earth there. Neo-larvae are not true petitioners, but false proxies—mindless but dangerous to those who stumble upon them. A single neo-larva appears as a 3- to 6-inch-long maggot with a human head and a mouth filled with tiny, sharp teeth.

Neo-larva swarms are birthed from heaving mounds of infection in the earth itself. They might gestate for a week or more in these pits, feeding voraciously on the weakest of their brood before boiling out of the ground to seek larger prey. Burrowing through the ground or slithering over it, they move steadily until they find some unsuspecting creature to crawl upon—and into. Their statistics are as a rot grub swarm (*Pathfinder RPG Bestiary* 3 215) but with a burrow speed of 10 feet and immunity to fire.

Shax's Beard (CR 8 hazard): Closely resembling an edible form of rock moss through most of its life cycle, this corrupted fungus grows amply in the most barren regions of the Worldwound. Named for Shax, the Blood Marquis and demon lord of murder, the spores of Shax's beard can cause psychosis in the minds of intelligent creatures. A successful DC 20 Knowledge (nature) or a DC 25 Perception check is required for a character to notice the danger Shax's beard presents before coming within its spore range. When any intelligent living creature comes within 5 feet of a patch

of Shax's beard, it must attempt a DC 20 Will save to resist becoming infested with the invisible, scentless spores. Once a creature is infested, it develops a psychosis remarkably quickly as the spores rework the victim's personality, transforming it into a murderous killer with a keen ability to hide its sadistic secret. Full rules on psychosis appear on page 251 of the *Pathfinder RPG GameMastery Guide*.

ADVENTURE SITES

When the Worldwound swallowed up Sarkoris, the doomed nation's proud clanholds fell into ruin, its holy places and monoliths were defiled, and the tombs of its ancestors were gutted by fiends. The horrors loosed upon the land have been held in check by the unceasing vigilance of those who stand watch on the Worldwound's borders, aided by the presence of the *wardstones*. Meanwhile, the wealth of a nation remains behind in demon-infested ruins, despoiled crypts, and the personal lairs of innumerable fiends.

The remainder of this chapter details several different adventure sites where adventurers can recover some of this lost wealth and ancient magic. Each entry begins with a short summary of the site's location, its master (the creature or organization that rules the site), its notable inhabitants (the most common foes one might encounter in the adventure site), and any features of note (important structures, magic, rumors, traps, treasure, and so on). Any monster that appears in this book is marked with an asterisk (*).

Blackearth Cairn

Haunted Sarkorian Royal Crypt

Location: The Wounded Lands

Master: Jaalika (CE female seraptis⁸⁰¹⁰² cleric of Sifkesh 12)

Inhabitants: Cultists, demons (babaus, incubi⁸³, shadow demons, vermlaks⁸⁰¹⁰²), ghosts, wights, wraiths

Features: Complex hauntings, magic-infused chapels devoted to the demon lord of suicide, monstrously complex resetting traps, rumors of fabulous treasure

Situated in the heart of the Field of Thrones amid countless other shattered and defiled crypts of past Sarkorian royalty, Blackearth Cairn stands intact, and its promise of hidden wealth still lures demonic and mortal treasure seekers alike. Yet Blackearth Cairn contains something more than just graves to plunder—it's protected by a potent defense that even demonic tomb robbers don't expect.

The leaders of the Blackearth clan ruled with all the wisdom of their ancestors, and the mark of their rule was the *Crown of Feasting Ravens*, an ornate golden crown decorated with etchings of a battlefield around its rim and circling onyx ravens on the crown's points above. The voices of past rulers can whisper through this crown,

providing counsel to the crown's wearer, imparting advice, giving praise, or admonishing misdeeds as the situation merits. With the wisdom and learning of generations, the Blackearth clan prospered. Yet there was a secret price. Upon a ruler's death, his or her soul vanished into the crown and a new raven joined the flock upon its golden battlefield. By giving up their rewards in the afterlife, the clan's leaders hoped to keep their living heirs and descendants powerful. But when the childless clanliege Arkilan Blackearth II died at his own hand after the loss of his wife in 4303 AR, the *Crown of Feasting Ravens* fell into quiescence atop Arkilan's brow deep in the silent cairn. Rule of the clan passed to one of Arkilan's distant cousins, but the crown was forgotten.

When the Worldwound split Sarkoris open, the souls bound to the *Crown of Feasting Ravens* took notice. The spirits of the crown, feeling the Abyssal intrusions, infused the very structure of the cairn and raised the dead within as guardians to protect it. And for decades, the powerful wraith and wight defenders and the numerous crown-created haunts kept the crypt safe from looters. These spirits eventually became so eager to lash out at the demonic forces that they opened the cairn's doors in invitation. Until the cairn's reputation as a deathtrap spread among the demons, many accepted that invitation and were slaughtered by the undead awaiting them within the cairn's numerous underground chambers.

But 7 years ago, the cult of Sifkesh turned its attention to the crypt when the powerful seraptis demon Jaalika led a group of priests of the demon lord of suicide into the crypt. Whether the crown was drawn to Jaalika's power, or whether Arkilan's suicidal end weakened the crypt's defenses against the lord of suicide's minions, these cultists took control of Blackearth Cairn. Now the *Crown of Feasting Ravens* sits atop the four-armed demon's brow, and the crown's spirits toil and dance at her whim. The cult has little interest in aiding Deskari and the other demonic agents in the Worldwound. Instead, they seem content to linger here in the cairn, wiling the years away in an ever-expanding project to convert the site into an unholy cathedral devoted to Sifkesh. What Jaalika and her cultists are waiting for is unclear, but their presence has made Blackearth Cairn more dangerous than ever.

Greengrave Keep

Demon Fortress Atop Druidic Secrets

Location: The Stonewilds

Master: Shaorhaz (CE male vrolikai^{B2} inquisitor^{APG} of Cyth-V'sug 9)

Inhabitants: Cultists, demons (particularly hezrous, gibrileths^{*}, kithangians^{*}, nabasus, shemhazians^{B2}, and vrock), demonic vermin, fiendish plant monsters, plagued beasts, wraiths

Features: Corrupted druidic magic, despoiled standing stones, twisted mazes of brambles and carnivorous plants

Before the Worldwound opened, the great northern woodland of Sarkoris, known then as the Forest of Stones, was the birthplace and sacred homeland of the druids of the Green Faith. The druids fought long and hard against the encroaching demons, but in the end the forest fell, conquered by a vrolikai inquisitor of Cyth-V'sug named Shaorhaz. Shaorhaz was no real ally to Deskari, but when the balor lord Khorramzadeh offered Shaorhaz control over the entire region in return for merely wiping out the Green Faith, the vrolikai knew a good offer when he saw one. He immediately went into action. His armies of hezrous, kithangians, nabasus, and vrock made short work of the forest. They scoured it from the outside in, destroyed circles of standing stones, and corrupted druids, animals, and plants alike to their cause. When he was done, the Forest of Stones was destroyed, petrified by the final desperate defense of its druid guardians. Those druids who hadn't fled were forced to turn their backs on

Greengrave Keep





nature and become undead siabraes just to protect their few remaining fortresses.

Shaorhaz left the siabraes to their crumbling holdfasts, and set his armies to work building him a palace—a home away from his Abyssal home. Built primarily from standing stones uprooted from hundreds of sacred druidic circles throughout the north, the place came to be known as Greengrave Keep, for it was made of the tombstones of the Green Faith.

Greengrave Keep sits high above the surrounding landscape, perched atop a craggy hill decorated here and there with the burnt, petrified husks of trees. Although Shaorhaz's demonic architects completed the primary construction of Greengrave Keep not long after the forest burned, they continually add new wings and extensions as previous additions crumble away from battle damage or neglect. Craggy towers rise up in various states of completion and integrity, merging at odd angles like something out of a mad architect's nightmares. Vrocks roost in filthy aeries at the keep's highest points, while nabasus and kithangians prowl the tunnels below. Cultists of Cyth-V'sug, the demon lord of disease and fungus, serve Shaorhaz eagerly, and new additions to the cult arrive frequently to reinforce their numbers, as those serving the ravenous vrolikai tend to have drastically shortened lifespans.

Crude approximations of the druids' original stone circles surround the keep. The demons constructed these circles to enact rituals of their own, wanting to warp and control the land as the Green Faith's hierophants did before them. For the most part they have failed, but mazes of fiendish brambles and other plants warped by demonic intention testify that Shaorhaz has not been entirely unsuccessful. Shaorhaz believes that hidden within the standing stones' carvings lies the key to unlocking all druidic magic and infecting the traditions with a contagious corruption that will disrupt all adherents to the Green Faith on Golarion. The fact that he ordered the destruction of many of these stones remains a constant source of frustration to the demon. He now spends much of his time painstakingly rebuilding and reconstructing shattered menhirs recovered in the Stonewilds and hauled back to Greengrave Keep by teams of plagued animals driven by demons.

Because Shaorhaz never managed to wholly claim the Circle of Hierophants, the most sacred site in the Stonewilds, as his own, he used what he considered the next most sacred site as Greengrave Keep's foundation. The fortress sits atop an immense artificial hill shaped like a flat-topped pinwheel spiral. Druids built this mound, known as Spiral Hill, millennia ago as a grand site of ritual magic. On the summer and winter solstices,

a procession of druidic hierophants once wound their way through stone circles marking the connection of ley lines discernible only to them. The journey always ended atop Spiral Hill, where they performed day-long ceremonial rites and sacrifices to initiate new druids into the higher ranks of the faith. At the climax of this initiation, the newly ascended druidic hierophants magically sunk through the earth into a labyrinth within the hill itself, where they continued their trials of combat and mental fortitude through a ceremonial underworld created specifically for that purpose. This passage tested the druids' knowledge and skill, and upon completion, they emerged as senior members of the circle, empowered by their experiences below the hill. What precisely they found and who or what granted them additional power remains lost for now, but that could soon change.

Shaorhaz believes the dungeons below Greengrave could contain hints about, or even a solution to, his current quest to corrupt druidic magic. Though he possesses the skill and knowledge to perform the rituals to open the way to these dungeons, he lacks faith—the key to opening the portal to the strange underworld demiplane locked below his new home. Experiments with captured and corrupted druids have, to date, all failed, but with each failure the vrolikai gets one step closer to opening Spiral Hill and plundering its secrets. Few members of the Green Faith alive today realize how Shaorhaz's plans threaten them, but regardless they have kept their knowledge of the ritual secret—for if an eager druid were to find the way into Spiral Hill and succeed, she would have to defend it from Shaorhaz, who would certainly follow as soon as the portal opened. With few members of the Green Faith capable of directly opposing the powerful vrolikai and his minions, they have played a silent and worrisome waiting game for decades, hoping that Shaorhaz will be driven off before he finds what he seeks.

Hanging Tower

Mysterious Floating Enigma

Location: The Wounded Lands

Masters: Yracandra (CE female glabrezu sorcerer 7), Firdreal (CE male vrock barbarian 6)

Inhabitants: Cultists, demons (babaus, brimoraks^{801D2}, deraknis*, kalavakuses⁸², succubi, vrocks)

Features: Alien tower of unknown origin, multiple extraplanar pockets, powerful time-based and force-based magic traps, roost of Pazuzu-worshipping vrocks

To say that the so-called Hanging Tower stands at the edge of the Northmound Plateau overlooking Frostmire and the Stonewilds is something of an error, for the tower doesn't stand at all. Shaped like an inverted obelisk of dark red marble, the tower isn't connected to

the ground—its lowest point hovers with an impossible stability several inches above the earth. Not only does the structure's physical impossibility point to an unearthly origin, its exterior and internal architecture resemble nothing in the Sarkorian tradition. Though some suggest it's yet another unimaginable abomination disgorged from the Abyss, its recent appearance (in 4698 AR) indicates its origin might not be tied to the opening of the Worldwound.

The Hanging Tower measures a staggering 458 feet in height from its lowest point to its 150-foot-wide apex. The tower appears to be made of stone, but a thin shell of magic akin to that created by *temporal stasis* shrouds its surface, preventing anyone from interacting with the tower's actual material, so its composition remains a mystery. Only one entrance allows access into the tower, a trapezoidal archway on its eastern face, 20 feet above the ground. Through the arch lies a trio of entirely empty rooms arranged around a spiral stairwell that ascends to the higher levels. Demons long ago forced their way through the exterior door and stripped the rooms of their contents—if indeed any contents ever existed.

Since it mysteriously appeared, the tower has been occupied by the well-spoken yet horrifically mercurial glabrezu Yracandra, a small army of demons, and her coven of mortal spellcasters, all seeking to plumb the structure's secrets for their master Deskari. To date, they've accomplished little, reaching merely halfway into the structure's interior and unable to bypass the significant wards protecting the deeper chambers from intruders and decay. Tellingly, these wards specifically exclude chaotic outsiders from accessing many sections, again suggesting the structure might not be Abyssal in origin. Further complicating Yracandra's efforts to plunder the tower, much of interior operates under the restrictions of a *dimensional lock*, and impenetrable walls of *temporal stasis* seem to flick on and off according to frustratingly complex schedules. To make matters even worse for the fiends, a roost of vlocks loyal to Pazuzu has colonized the tower's roof. Their leader, Firadreal, declared himself master of the so-called Hanging Heights atop the tower roof. Now, control of the structure fluctuates as he and Yracandra constantly struggle against each other.

In 4709 AR, a group of Shining Crusaders on a mission deep into the Worldwound fell victim to the glabrezu and found themselves recruited as explorers for parts of the upper tower inaccessible to the demons. The adventurers made far more progress than the demon realized, but while exploring the interior, their leader, **Aucinda Fermender** (NG female half-orc rogue 12), threw off Yracandra's mind-control magic and led her party in a desperate attempt to defeat the glabrezu. Yracandra

and her minions slaughtered the entire group, except for Aucinda, who fled into the tower's upper reaches. Shortly after the slaughter, Aucinda managed to get a message to her commander back in Kenabres, updating him on her situation, but no one has heard from Aucinda in the past several years.

Moonscream Glade Demonic Werewolf Village

Location: Sarkorian Steppe

Master: Ahari Blackbriar (CE female werewolf gnome cleric of Jezelda 14)

Inhabitants: Fiendish werewolves, fiendish wolves, fiendish dire wolves

Features: Numerous trapped buildings, ruined castle dungeon

Although the Shudderwood's dense undergrowth and looming treeline mark the obvious boundary of the Sarkorian Steppe, Sarkoris once claimed much of this forest. Likewise, today nearly half the woodland lies under the Worldwound's influence. The demon armies don't focus much of their attention here, though within the woods lie plenty of Abyss-influenced dangers—such as the village of Moonscream Glade.

Before the fall, this village was called Moonglade, but its current citizens are more violent and bloodthirsty than the village's previous inhabitants. No one knows whether those dwelling in the village changed its name to Moonscream Glade or those whose misfortune brought them there did so. Regardless, the name fits, for this village shelters families of demonic werewolves.

Moonscream Glade is clustered at the base of a low hill in a 1-mile-wide clearing. A mostly collapsed castle built in an ancient Ustalavic style guards the hill. Life in Moonscream Glade seems to go on as one might expect in a typical Ustalavic forest settlement.

When the village was known as Moonglade, it was the largest of a collection of several thorps and hamlets, and served as a trade hub for them all. Today, exploration of these other settlements reveals mass graves and signs of terrible violence, with no signs of recent habitation.

The rustic villagers claim ignorance of whatever fate befell their neighbors and events within the Worldwound itself. Their feigned ignorance doesn't hold up to even casual scrutiny, but those who confront the citizens merely hasten their own capture. The fiendish werewolves prefer to ambush visitors after dark while the new arrivals sleep in one of the villages' three inns, but they aren't afraid to shift form and overwhelm too-curious visitors during the day.

Many villagers know the tale of Moonglade's death and Moonscream Glade's birth, and they're proud and even eager to share this story with their captives. As the story



goes, a small group of Sarkorian adventurers led by a gnome named Ahari Blackbriar staggered into the village one day with tales of the devastation occurring in the nation's heart. The villagers welcomed these refugees, and in the following days, Blackbriar's band proved their worth by helping to bolster the village's defenses even as the smaller villages and hamlets in the Moonglade's hinterlands suffered an increasing number of attacks from demonic wolves. Moonglade accepted refugees from these hamlets with open arms, but as the attacks increased, its resources became depleted. Increasingly, the villagers turned to Ahari and her fellow adventurers for aid, advice, and protection.

One month after the band's arrival, demonic wolves attacked some hunters within a few hundred yards of Moonglade, and the citizens begged Ahari for help. In response to their request, Ahari gathered everyone to the village's square, promising them lifelong protection from the demonic wolves—if they consented to her offer.

It was then that she and her fellows revealed the truth—they were the attacking wolves. Ahari told the villagers that any who would step forward and accept the gift of Jezelda, Mistress of the Hungry Moon and the demon lord of werewolves, would be spared and allowed to continue their lives within Moonglade. Those who declined would be fed to the villagers who accepted the offer.

Today, those dwelling in Moonscream Glade speak of that day with awe and reverence. Ahari Blackbriar still rules the village, living amid the ruins of the castle atop the hill, but all of Moonscream's citizens are fiendish werewolves themselves, and often form packs to travel into the woods toward Ustalav's border for new prey. Several times, members of Moonscream Glade have emigrated, establishing new packs of demon wolves deeper in these woods. The strongest of these packs are led by an antipaladin named Adimarus Ionacu, a sadist who sought out Ahari in order to receive Jezelda's gift. Adimarus and Ahari, now lovers, plot on soon expanding their influence farther south, striking across the border in an attack that might well take the Ustalavic county of Lozeri by surprise (see *Pathfinder Campaign Setting: Rule of Fear*).

Pulura's Fall

Besieged Temple of an Empyrean Lord

Location: The Wounded Lands

Masters: Eliandra (CG female aasimar cleric of Pulura 20), Belsefelek (CE male gallu* ranger 3)

Inhabitants: Clerics of Pulura, azatas (bralanis, ghaeles, lillends, yamahs^{MCOM}), constructs

Features: Drained lakebed haunted by ghosts and other undead, temple of Pulura containing potent anti-demon wards, perpetual light snowfall, clear night sky overhead

Not every Sarkorian bastion of good and law crumbled when the Worldwound opened. Amazingly, deep in the Wounded Lands one such bastion yet remains, having withstood over a century under siege with no *wardstones* shielding its borders and no crusaders battling to protect it. Prior to Sarkoris's destruction, the location known as Pulura's Fall was a great cascading waterfall. Now, the great lakes above and below the cliffs are drained and barren, and the vanished falls stand as mute, tortured cliffs. But the waterfall's namesake remains, a sprawling temple complex devoted to the empyreal lord Pulura, the Shimmering Maiden (see *Pathfinder Campaign Setting: Chronicle of the Righteous*). The largest portion of the temple stands above the falls, near the former lakeshore. Passages and stairwells cut into the cliff connect this structure to a second one at the base of the falls below.

Before the fall of Sarkoris, the nobles of Iz used this river and its lakes for burials, sending the honored dead downriver from the Sarkorian capital on funeral barges. As these barges reached Pulura's Fall, priests blessed the bodies, lit the barges on fire, and then guided them over the falls. Today, bones, offerings, and remnants of these burned ships litter the dry lakebed below. During the initial demonic assault against the temple before the First Crusade, demonic necromancers awakened the corpses of the honored dead in the lake below, hoping to turn them against Pulura's clergy. Their demonic magic failed spectacularly. As the dead clambered to life, glowing with a pale starlight radiance, they took up the arms they'd been buried with and turned upon the necromancers with silent fury. Unfortunately for those trapped in the temple, these wraiths, ghosts, and other undead turned their wrath upon them as well—the awakened dead didn't recognize anyone, demons or mortals, as allies. Since then, both the demons and the undead have tried time and again to penetrate the walls of Pulura's Fall, but as long as Pulura's faithful remain within, the ancient, potent wards that protect the temple still hold. Pulura's Fall continues to withstand this dual siege from demons above and undead below, a constant thorn in the side of the Worldwound's leaders.

The gallu Belsefelek, commander of the besieging army, is an unusually tactics-minded and patient warmonger. He knows that he can outlive any mere mortal, so he has adopted a different approach. Though his army has yet to breach the temple's defenses, he also knows the remaining priests can't escape the temple's walls. Demons and undead don't age, but mortals do, and subsisting on divinely created food and water can't hold off the advance of years for Pulura's faithful. Therefore, Belsefelek and the other besiegers stand patient, waiting for the last few defenders to die of old age—for time will ultimately prove the nuisance priests' greatest enemy. In

the meantime, Belsefelek keeps himself and his immense army of brimoraks (see *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2) and abrikandilu barbarians busy patrolling the lands surrounding Pulura's Fall, mercilessly picking off those attempting to deliver aid to the temple.

Snow falls lightly for several miles around the temple, giving it a cool, serene beauty. Over time icicles have formed on the rocks of the fall, creating a silent, frozen palisade of cascading ice to replace the vanished waterfall. Above the temple hovers another miracle: a single patch of clear night sky. Rather than the roiling storm clouds, scarlet haze, and foreign stars seen elsewhere within the Worldwound, the sky at night above Pulura's fall is normal and serene, watched over by the prominent stars that form the 12 constellations so familiar to travelers and sacred to Pulura's followers.

This effect, as well as the bulk of the wards that protect the temple still, are maintained by Eliandra, perhaps the most powerful surviving cleric of Pulura on Golarion after the opening of the Worldwound resulted in the deaths of her superiors. Eliandra has only grown more powerful over the past century, her lifespan enhanced and lengthened by the same magic that keeps the temple safe, but she knows that if the temple falls or she sets foot outside its protective walls, the weight of the past century will collapse upon her in a single moment. The priests trapped within know in their hearts that Pulura has a purpose for them, and they believe that someday soon the Shimmering Maiden will reveal her plan. Until then, they continue to hope—and pray.

Raliscrad

Ruined City of Demon-Enthralled Slaves

Location: Riftshadow

Master: Minagho (CE lilitu rogue 6)

Inhabitants: Cultists, demons (abrikandilus*, coloxuses⁸³, glabrezus, incubi⁸³, ooliodroos*, shadow demons, succubi, vermleks⁸⁰¹⁰²), enthralled crusaders, ghouls, psychopomps⁵⁸

Features: Partially flooded catacombs, Pharasma's Green Faith temple, sealed vaults of Sarkorian treasure, enthralled champions of the crusade now serving a demonic mistress

The ruined town of Raliscrad sits at the confluence of the Sarkora and Isk rivers, and was once a prosperous settlement on one of the most heavily traveled trade routes through the heart of Sarkoris. Abandoned in the early days of the Worldwound, much of the city's accumulated wealth remained behind to be plundered and savaged, as did Ivyfane, one of the strangest temples to Pharasma in northern Avistan. A local syncretism of the Green Faith and Pharasma worship, the temple's stone walls were covered with extensive engravings of plants through the

seasons, showing natural growth and renewal, paralleling Pharasma's aspects of birth and death. In the central plaza a bejeweled, four-sided pillar showed the Lady of Graves's various aspects in profile, wrapped in a coil of natural ivy and flowering vines.

Raliscrad has suffered greatly during the decades, but its stone buildings have endured the abuse well, and many of the larger ones still stand in part. Over the years, command of the ruins has shifted numerous times between various demons, but for the past 20 years, a powerful lilitu named Minagho has ruled the ruins, claiming the Ivyfane as her domain. The lilitu has done extensive restorations on the temple, though she's made countless small adjustments to the building's iconography to incorporate her own vile ideals. The city itself contains a surprisingly high population of humanoids, all of whom are the lilitu's slaves, thralls, or underlings. A number of her cultists are middling necromancers, including their mortal chief, **Corminot Wolmor** (CE male human cleric of Baphomet 11), who was once a priest of Iomedae but is now a devotee of Minagho and her demonic lord Baphomet.

Though nearly half of the city lies in crumbled ruins or has sunk into the increasingly marshy ground over the past century, an extensive complex of catacombs remains largely intact under the city's upper reaches. These tunnels connect the Ivyfane to several other buildings, and many include elaborate, centuries-old tombs. The sprawling labyrinth also includes storerooms, a significant library housing priceless religious and secular works from Sarkoris's heyday, and numerous vaults to which the wealth of multiple clans was entrusted prior to their destruction in the chaotic days after the opening of the Worldwound. Minagho has preserved, restored, and corrupted many of these, but some of the deeper vaults resist even her intrusion—here, powerful psychopomps still stand guard over the chambers and dead within.

The commander of these guardians is the enigmatic psychopomp **Atzemsira** (N female morrigna^{PF48} inquisitor 6), a strange being Minagho has contacted several times via proxy in attempts to secure an alliance or deal to learn the final secrets of the Ivyfane. Each time, though, Atzemsira has seen through Minagho's expertly hidden treachery and false promises, and of late Minagho has turned her attentions elsewhere—she's become increasingly involved in helping to orchestrate the cult of Baphomet's infiltration of the Mendevian crusaders, and has been spending an increasing amount of time in disguise on the front lines, working to subvert and lure ever more powerful leaders to her service.

If outsiders intrude upon Raliscrad and avoid the lilitu's followers, they might find a potent ally in Atzemsira and



the few remaining psychopomps in her service, who walk the streets in clever disguises to avoid demonic detection. Those willing to act against the fiend's desecrations might avoid virtually all of the ruins' other dangers, and possibly gain permission to excavate the treasures left behind from a century earlier. The guardians consider it far better that the wealth of the vanished nation travel to those who would appreciate it rather than fall into a lilitu's clutches.

Sabertooth Vale

Possessed Barbarian Camp

Location: Frostmire

Master: Ulmar Beursson (CE male Kellid barbarian 14) possessed by Alulasavi (CE female shadow demon sorcerer 12)

Inhabitants: Dire tigers, demon-possessed barbarians, grimslakes*, megafauna⁸², shadow demons

Features: Field littered with traps built from the bones of megafauna, numerous public torture sites for captured prisoners, ritual slaughter site in nearby cave

Although they don't present an organized defense like those on the Worldwound's eastern and southern borders, the barbarians of the Realm of the Mammoth Lords have fought against the demons' westward expansion. Their ferocious protection of their ancestral hunting grounds, combined with the relative paucity of civilized targets to tempt demons in the area, has resulted in a stalemate of sorts along this border. Yet not all the barbarians defeated in this fight simply die; some become undead servitors or dominated thralls of their captors. To the barbarians, though, the worst fate isn't having one's body or mind enslaved—the worst is being possessed by a demon. For in such a state, the barbarians' minds can do nothing but watch as the demons use their bodies, perfected by war, as weapons against the barbarians' own kin.

Such was the fate of the Roaring Sabertooth tribe. In 4710 AR, the 15 greatest berserkers of the Roaring Sabertooths traveled into the Sarkorian Steppe on what would be their twentieth raid into the demon-haunted land. It would also be their last. After attacking and defeating a band of schirs (*Bestiary* 3 74) and babaus led by kalavakus (*Pathfinder RPG Bestiary* 2 78) traveling across the steppe with two dozen Mammoth Lord barbarian captives in tow, the Roaring Sabertooths took the captives under their wing and promised to escort them back home. The barbarians camped that night, but as they slept, the freed captives rose up against them—they were, in fact, possessed by powerful shadow demons. The demons quickly abandoned their emaciated and weakened hosts, and seized control of the Roaring Sabertooth warriors.

Instead of inexperienced barbarians, the demons now controlled a group of seasoned berserkers. Led by one of Shax's more murderous devotees, the shadow demon Alulasavi, the demons forced the Sabertooths to slaughter the captives they had just rescued and consume the bodies. They then marched the possessed Sabertooths back to their home camp, and forced them to slaughter their families and then feed upon these fallen as well. It was this act that drove the Sabertooths insane, but trapped in their own bodies they couldn't even cry out in their madness.

Since then, the shadow demons have used their hosts to further expand their numbers, capturing new members and bringing new shadow demons in to the Worldwound to control their prisoners. As part of their fun, the demons sometimes release control of the possessed barbarians during a fight, for the insane, raging warriors no longer care who or what they kill. The Sabertooths range throughout the Sarkorian Steppe, and are growing increasingly notorious as the violence of their raids into the Realm of the Mammoth Lords has recently eclipsed the raids they made before they were possessed. The barbarians keep their own lair far to the north, in a narrow valley they call Sabertooth Vale. They retreat here after their raids to torment and torture captives, saving them to eventually either cannibalize or "recruit" into the tribe.

Much of this torture occurs in a large cavern at the far end of the valley, in a chamber containing a number of concealed pits. The fiends stash most of the wealth stripped from the dead deeper in these caves, and have tricked a large number of grimslakes into serving as the caves' guardians. The most debased of the shadow demons enjoy possessing a new victim whose body and talents are insufficient to merit induction into the tribe, and instead walk the body into the caves to enjoy the sensation of being eaten alive by the horrific worms.

Alulasavi's latest plan is particularly gruesome. She recently discovered that one of the tribe's last groups of victims included Fulmar, son of Bromag, a powerful chieftain of the Drake-Tongue Tribe. The Drake-Tongues are one of the most established and powerful of the tribes that have fought against the demons. Even now, Bromag's kin rally several allied tribes under a single flag and prepare to launch a revenge attack on Sabertooth Vale—all as Alulasavi has planned. The Sabertooths have filled the approach to their vale with horrific magical traps and the remains of slaughtered megafauna to funnel the horde in and capture them. A small army of new shadow demons lurks in the caverns below the vale, ready to seize control of the barbarian army when it blunders, full of raging revenge, into Alulasavi's trap.

Valahuv***Holdout Against the Worldwound*****Location:** Riftshadow**Master:** Ommors, the Bringer of Twilight (NE female sangudaemon^{BOTD3} cleric of Szuriel 5)**Inhabitants:** Entrapped demons, misled barbarians of the Balemoon clan, wandering undead**Features:** Forgotten shrines and abandoned offerings, fortified village and keep, labyrinthine dungeon

Overlooking the walled town of Valahuv—a bastion of civilization and home to some 300 emaciated Sarkorian refugees—the Balemoon Clanhold is a rarity in the Worldwound, a fortified keep improbably holding out against the demons. Within its courtyards lies the Delvegate, an ornate portcullis leading into dismal vaults deep within the Thunderstair cliffs. The Balemoon clan and those they protect tell outsiders that their god Tammerri—the eidolon of their chieftain **God Caller Feinroh Balemoon** (LN male human summoner 4)—protects them, but in reality something far more powerful and far darker has been providing that service.

Centuries ago, the sangudaemon Ommors hunted the Sarkorian Steppe, cutting a bloody swath across multiple villages and leaving only exsanguinated, soulless corpses in her wake. As she slaughtered, however, Ommors became increasingly intrigued by Sarkorian religious beliefs—in particular, their perception of divinity in anything and everything beyond mortality. Exploiting these beliefs, Ommors presented herself to the people of Valahuv as a divine presence, offering protection in exchange for sacrifices. To her delight, the humans quickly came to accept her as a prominent member of their local pantheon. At first she required only a small amount of blood every 7 days, but as time passed and their faith in their blood goddess grew, so too did her demands. Soon, she required the bodies of criminals, then the honored dead, then living criminals, until finally she ordered the citizens to condemn living sacrifices to enter the Delvegate on a weekly basis. In time, word of these atrocities could no longer be ignored, and champions from the Balemoon clan came to Valahuv to challenge and thwart the evil. The clan defeated Ommors's worshipers, but chose not to slay the sangudaemon—instead, they used a *forbiddance* spell and other magic to lock her away in the deepest level below Delvegate.

And there, for many years, Ommors dwelled. The Balemoon clan seized control of the dungeons beyond the Delvegate and took the stewardship of Valahuv under its protective wing, excluding Ommors from their regional pantheon. And life was good—until the opening of the Worldwound. Relatively isolated from the initial attacks, the people of Valahuv stubbornly decided not to evacuate. But when the first demons reached their home, the Balemoons

barely defeated the invaders. Knowing that more demons would come soon to finish the job, the desperate god callers descended to Ommors's vault and begged for her protection. Ommors consented, but only in return for her freedom and reinstatement as not just a deity but *the* goddess of Valahuv. The Balemoon clan consented, and when next the demons came, the powerful daemon slaughtered them before they even reached the community. Time and again the daemon defended her new flock, always under the cover of night. The citizens of Valahuv never learned the truth of how their benefactors had turned, but in the years that followed, the suffering of those dwelling in the town has been sweet nectar to Ommors deep below.

Since the opening of the Worldwound and the First Mendevian Crusade, Ommors has reveled in the carnage. She no longer spends all her time in her vaults, but rather explores the Worldwound for months at a time, feeding off of the remnants of the endless border conflicts. Yet she always returns to Valahuv, for she has grown accustomed to feeding on not just the occasional sacrifice of her worshipers, but more subtly on their despair and fear. She also preys freely upon humans who approach the town and demons foolish enough to endanger her stockyard of human cattle.

The meandering passages beyond the Delvegate burrow deep into the Thunderstair cliffs, holding centuries' worth of tombs and shrines to long-abandoned gods as well as the remains of Ommors' many victims. When supplied fresh sacrifices, the fiend paints the stones with a sticky, reeking coat of their blood. She takes more time to enjoy the suffering of abducted demons, keeping dozens of them bound in bloody cocoons scattered throughout the depths. Many of her victims rise as undead shells to wander the halls. These hungry, mindless creatures function as the daemon's guard dogs, viciously swarming anything foolish enough to intrude upon her unholy domain.

Newcomers to Valahuv are rare, and while the town's latest chieftain, God Caller Feinroh Balemoon, genuinely cares for his people, he's suspicious of outsiders, and only takes in those who promise to never climb the Thunderstair. If ever confronted about Valahuv's dark protector, the chieftain is quick to explain the necessity of the "god's" continued existence—after all, what are a few sacrifices in exchange for keeping the rest of the town's residents safe? While he deeply regrets the necessity of the murders, he does his best to sate the daemon with the blood of criminals and raiders—and occasionally nosy outsiders. Though many people in Valahuv might be happy enough to see the sacrifices end, Balemoon is quick to remind adventurers that defeating Ommors only solves one of Valahuv's problems—for when word of the sangudaemon's death inevitably spreads, the demons will soon return.



Yathscar

Grave of the Tower of Yath

Location: The Wounded Lands

Master: Isilda (CE female Ulfen ghost cleric of Deskari 17)

Inhabitants: Cultists, demonic vermin, demons (babaus, deraknis[®], gibrileths[®], hezrous, kithangians[®], schirs[®]), dwiergeths[®], grimslakes[®], urannag[®], warped ones[®]

Features: Forests of crumbled insectoid limbs, rivers and lakes of blood, rotting hills of tumorous flesh

Only a few years have passed since the destruction of the Tower of Yath. A semi-sentient fragment of the Abyss transposed into the eastern reaches of the Worldwound, it acted as a living conduit for a tide of Abyssal energies capable of breaching the protective boundary of Mendev's *wardstones*. Had the tower

been allowed to grow to fruition, it would have become a crown jewel of Deskari's cult and a significant threat to Mendev, but in 4711 AR an unlikely band of adventurers managed the even unlikelier triumph of bringing down the tower and slaying its mistress, the treacherous priestess Isilda. Today, the site where the Tower of Yath once stood is a wasteland of putrescent flesh sloughed from the tower's mass as it fell. The tormented ground around the site shuddered and heaved like diseased flesh when the tower stood, and today it continues to do so, but as an undead landscape of hill-sized tumors marred by acres of scars, rivers of blood and pus, and the buzzing of millions of insects gorging and dying on the necrotic tissue.

The tower's remains now form a low mound at the center of a lake of rotting blood, and the grimslakes and dwiergeths crawling about on its surface are the least of its dangers. Although the tower has collapsed, the mound remains riddled with passageways in the shape of rotting, empty arteries and sagging gullets.

The tower's former ruler exists here still as an enraged, despondent ghost who lusts for revenge upon those she deems responsible for her death and Yath's dismissal from this world. As in life, she seeks to own strong, talented, and attractive men, offering favor and wealth in exchange for their servitude as if Yath still existed and she still competed with other so-called intermediaries. The location of her mortal remains—hidden within a ragged dome of half-rotten, calcified, cartilaginous flesh culled from Yath's heart—remains forbidden to demons and mortals alike. Here, Isilda displays the taxidermic remains of her former lovers. When not giving orders to devoted cultists and imploring demons to follow her once again, the undead cleric broods, speaking to her dead lovers as if they still lived.

On the southern shore of the lake of blood, a gate-tower once controlled access to the bridge that crossed to Yath itself. A new temple rises there now, built by cultists still loyal to Isilda's memory, though many of her former flock have simply abandoned their high priestess. Faced with the slow hemorrhage of her original followers, Isilda calls more via dreams, imploring them to recreate Yath, forging it anew or raising it from the grave in the same way she returned from death.

A number of demons still cling to her, though dramatically fewer than the armies that once flocked to her command unbidden. Her followers linger at the Yathscar for various reasons. Some stay out of belief that she could yet resurrect Yath, finding something to replace the stolen anchor that made its presence on Golarion possible—and that ultimately led to its fall.



Isilda

Others stay to watch and enjoy the ghostly cleric's fits of depression and fury.

Isilda's ghost has been destroyed three times since Yath's fall, twice by demons seeking to gain control of the Yathscar and enact their own designs, and once by mortal paladins of Mendev seeking to put down the last legacy of Yath once and for all. But she has always appeared again to take swift revenge on her would-be destroyers, and in the few short years since she became a ghost she has grown much more powerful than when she lived. To any delving into Yath's ruins and its tangle of underground, organ-like caverns, her resurgence remains the greatest threat. Finding and destroying her focus is the key to finally destroying her, though that focus could be anything: the remains of her lovers, her own bones, or quite possibly Yath's former anchor now taken far beyond the reach of the Worldwound itself.

Zelmidria's Boudoir

Succubus Den and Dragon Lair

Location: The Wounded Lands

Master: Zelmidria (CE female succubus ranger 11)

Inhabitants: burning dryads and other corrupted fey, cultists, demonic vermin, demons (abrikandilus*, brimoraks⁸⁰¹⁰², succubi, schirs⁸³, oolioddroos*, vrock), fiendish drakes

Features: Ashen wasteland of burned forest, regions of perpetually smoldering trees and screaming dryads, ruined villages and battlefields from the time of the First Mendevian Crusade

The Winged Wood once stretched from the old Sarkorian Marchlands to the West Sellen River, though now it comprises little more than a wasteland of ash and perhaps 20 square miles of tortured, perpetually smoldering trees. At the forest's center, the old fiendish green dragon Azrivauxus sits atop an ever-growing hoard of treasure plundered from the ruins of surrounding villages and scavenged from the rotting corpses of demons and crusaders alike. Yet Azrivauxus is not the ruler of this wood, for she serves a much more dangerous mistress—the succubus Zelmidria.

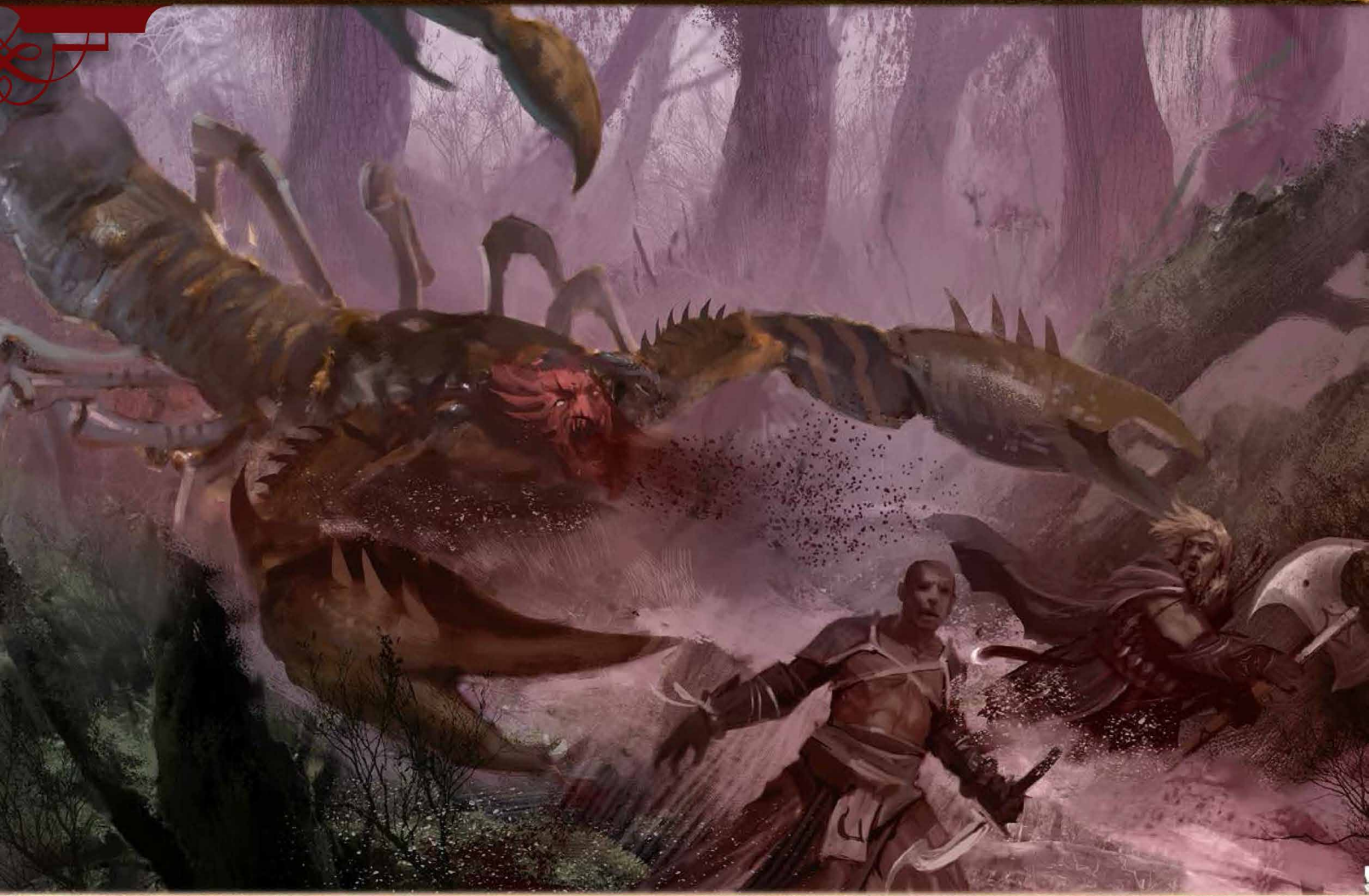
Zelmidria first came through the Worldwound nearly 95 years ago as an agent of Nocticula. The demon lord of lust was eager to learn if she could capitalize upon the Worldwound, but as the years wore on, Nocticula's interests in the Worldwound waned in light of other concerns, even as Zelmidria grew more and more intrigued by the possibilities she found here. She had already more or less abandoned her duties to Nocticula by the time she encountered the green dragon Azrivauxus, and after managing to seduce the old dragon she decided to make the ruins of the Winged Wood her domain.

Over the last several decades of close contact with the dragon, Zelmidria has gradually warped the creature's very essence, transforming her into a fiendish dragon. Today, depending on the succubus's mood, the dragon treats her variously as a mother, a lover, or a daughter, adding a further level of complex perversion to their relationship. The succubus constructed a strangely incongruous home at the heart of the blasted forest—a stately manor that would better fit in the noble district of an affluent city. Azrivauxus herself roosts in a massive deadfall that looms like a hill over this manor.

The surrounding woods continue to burn even today, more than a century after a legion of brimoraks first set them aflame. Zelmidria entrapped and corrupted the dead forest's dryads, dooming them to a tortured existence as their host trees perpetually smolder. Eternal wounds cover these dryads. The miserable creatures stare out with hollow eyes, and fall into random fits of hysterical screaming. The succubus finds them adorable, referring to them collectively as her “lovely burning daughters” and occasionally compelling them to see to her whims.

Sightings of a succubus riding a demonic dragon diminish the morale of crusader troops unlucky enough to encounter the pair when the villains make one of their frequent raids along the West Sellen River. These raids have made Zelmidria notorious not only among the crusaders, but among the cultists of Deskari, for the succubus thinks of herself as her own master, owing service to no one. Storm Lord Khorramzadeh has lusted for Zelmidria since long before the Worldwound opened, and her periodic visits to Iz to attend to these lusts have gone a long way toward ensuring her continued ability to operate independently in the area. Other demon generals offer her large bribes in the form of magic, gold, or disposable lovers to gain her aid—offerings they have easy access to because of the proximity of the succubus's boudoir to the border.

Though the succubus and her dragon are the most dangerous denizens of the Winged Wood, and though her burning dryads are perhaps the most populous of the region's inhabitants, numerous other dangers dwell within this area. Demonic vermin are particularly common in the woods, especially demonic mantises and demonic spiders of all shapes and sizes. A large number of forest drakes, rift drakes, and (along the areas near waterways) river drakes dwell here, but these monsters have all succumbed to the Worldwound's corruption. The majority of these drakes are merely fiendish creatures, but an increasing proportion seem to be half-fiends. Cultists too flock to the woods in greater numbers, and many have come to worship Zelmidria as a goddess. The fact that some of the clerics among these cultists are being granted spells is worrisome indeed.



WORLDWOUND BESTIARY

Two more of my soldiers, one of them my squire, went missing this evening after a fight. No one saw them leave. Tempers are short. I expect the locust demons to hit us again before the dawn, just as I expect my missing soldiers to be with them, recruited by evil spirits, fighting at their side. But the sound of those hideous scavenger worms in the carnage just beyond the barricade, crunching open bones and slurping corpses dry. That may drive us mad before the locusts even come...

—Final entry from Commander Halven's watch log, recovered from the ruins of the Eagle Rock massacre.

RANDOM ENCOUNTER TABLES

The encounter tables presented on this page are not meant to be exhaustive lists of creatures that dwell within the Worldwound—the inclusion of a “GM’s Choice” allows for the introduction of other demons or creatures as you see fit. Note that the Worldwound is intended to challenge higher-level parties—low-level creatures can certainly be encountered here, but be wary of including too many encounters of CR 8 or lower, as these make the Worldwound seem a less-challenging locale.

Crusader Patrol (CR 11): Usually, this patrol consists of seven Mendevian crusaders (LG human cavalier 5) led by a commander (LG human paladin 9). These hardened warriors assume the PCs are unfriendly, and attempt to capture them alive for questioning—successful Bluff or Diplomacy checks can convince the crusaders the PCs aren’t possessed or demons in disguise.

Cultists (CR 10): This group consists of four cultists (CE human cleric 5) led by a high priest (CE tiefling cleric 9). At your option, the cultists may be leading a band of prisoners to a nearby fortification or ruin for sacrifice, or they could be escorting a single powerful (CR 9 or higher) demon. The cultists worship one of the demon lords who have significant influence in the region in which the encounter occurs.

Low Templars (CR 10): Low templars are crusaders who lack spiritual conviction. This band of four such miscreants (CN human fighter 5/low templar^{ISWG} 2) may have recently abandoned a patrol and are making their way back to a southern border to escape the war, or they could be using crusader resources to loot a battlefield or an old Sarkorian ruin. They’re not evil, but give them time.

Raiding Party (CR 11): This mounted band of 1d4+2 Mammoth Lord barbarians (CN human barbarian 6/mammoth rider^{POP} 1) scours the western Worldwound looking for demons to slay, they assume any individuals they encounter are demons or, at the very least, are possessed by demons, and generally attack on sight.

Frostmire

d%	Result	Avg. CR	Source
01-05	Raiding party	11	See above
06-20	1d4 demonic deadfall scorpions	11	See page 52
21-30	2d4 will-o’-wisps	11	B1 277
31-35	1d6 frost giants	12	B1 149
36-40	1d6 succubi and 1d6 incubi	12	B1 68, B3 73
41-50	1d6 deraknis	13	Page 43
51-60	1d4 hezrous	13	B1 62
61-80	1d8 fiendish marsh giants	13	B2 129, 292
81-90	1 fungus queen and 1d4 fungoid fiendish marsh giants	13	ISB 12, B2 129
91-100	1d6+2 urannag	13	See page 60

Riftshadow

d%	Result	Avg. CR	Source
01-20	Cultists	10	See above
21-40	Low templars	10	See above
41-45	Crusader patrol	11	See above
46-60	2d6 babaus	11	B1 57
61-65	1d8 spectres	11	B1 256
66-75	1d6 vrock	12	B1 69
76-85	2d4 shadow demons	12	B1 67
86-90	1d4 kalavakuses	12	B2 78
91-95	1 oolioddroo	13	See page 50
96-100	1d6 deraknis	13	See page 43

Sarkorian Steppe

d%	Result	Avg. CR	Source
01-15	Low templars	10	See above
16-30	Crusader patrol	11	See above
31-50	Raiding Party	11	See above
51-55	1 gibbireth	11	See page 46
56-70	2d8 brimoraks	11	BOTD2 56
71-80	2d6 wraiths	11	B1 281
81-85	1d6 kithangians	12	See page 47
86-90	2d6 grimslakes	12	See page 55
91-93	1 kakuen-taka	14	ISB 20
94-100	Plagued beasts	Var.	See page 56

Stonewilds

d%	Result	Avg. CR	Source
01-15	Cultists	10	See above
16-30	1d8 warmonger wasps	11	See page 61
31-40	2d6 white wraiths	12	See page 20
41-50	1d8 kithangians	13	See page 47
51-65	2d6 nabasus	14	B1 64
66-70	1d4 omoxes	14	B2 79
71-80	2d6 vrock	15	B1 69
81-85	1 siabrae	15	See page 58
86-90	1 shemhazian	16	B2 80
91-100	Demonic vermin	Var.	See page 52

Wounded Lands

d%	Result	Avg. CR	Source
01-10	Cultists	10	See above
11-15	Crusader patrol	11	See above
16-25	2d6 vespavor swarms	11	LK 50
26-35	1d8 bebilitths	14	B1 32
36-40	1d6 retrievers	14	B1 234
41-60	2d6 warped ones	14	See page 62
61-70	2d6 deraknis	15	See page 43
71-75	1d4 dwiergeths	15	See page 54
76-80	1 riftcrawler	15	See page 57
81-85	1 woundwurm	15	ISB 61
86-90	1 shemhazian	16	B2 80
91-100	Demonic vermin	Var.	See page 52



DEMON, ABRIKANDILU

This deformed, horned, hunchbacked humanoid has a forked, ratlike tail and two thumbs on each taloned hand.

ABRIKANDILU

CR 3



XP 800

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

Init +0; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 32 (5d10+5)

Fort +5, Ref +4, Will +3

Immune electricity, poison; Resist acid 10, cold 10, fire 10

Weaknesses hatred of mirrors

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+2 plus mutilation), 2 claws +7 (1d4+2)

Ranged improvised weapon +5 (1d6+2)

Special Attacks destructive attacks, mutilation

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*cause fear* (DC 12), *shatter* (DC 13)

1/day—*summon* (level 1, 1 abrikandilu 50%)

STATISTICS

Str 15, Dex 11, Con 12, Int 6, Wis 10, Cha 13

Base Atk +5; CMB +7 (+9 sunder); CMD 19 (21 vs. sunder)

Feats Improved Sunder, Iron Will, Power Attack, Throw Anything^B

Skills Appraise +6, Climb +10, Disable Device +8, Perception +12;

Racial Modifiers +4 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–12)

Treasure standard (all art objects are broken)

SPECIAL ABILITIES

Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, they gain a +5 racial bonus on Strength checks made to break or destroy objects.

Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror.

Mutilation (Su) An abrikandilu's bite causes hideous, ugly wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 13 Fortitude save or gain a –1 penalty on all Charisma-based checks. This penalty can stack as high as a –5 penalty with multiple bites and failed saves, and lasts even after the wounds are healed. The penalty reduces by 1 point every 24 hours. This is a curse effect. The save DC is Constitution-based.

Known as wrecker demons, abrikandilus delight in destroying beauty, be it the rending a fine painting to shreds, reducing a magnificent statue to rubble, or scarring a lovely face. Abrikandilus form from the souls of those who in life vandalized art or destroyed objects of beauty, particularly from those whose acts of destruction were born from jealousy. All abrikandilus loathe only one thing more than beauty—their own reflection. Curiously, the countenances of other abrikandilus do not vex a wrecker demon, but the sight of its own deformed shape drives it into a furious anger.

Abrikandilus are used often as ground troops in demonic wars, for they are excellent brutes on the battlefield and do not require weapons or armor to excel at combat. Their penchant for destroying works of art brings a demoralizing element to battle, for little remains after abrikandilus attack works of beauty. Even when they are defeated, the damage they've dealt endures, a constant reminder of the infinite value of what they destroyed.

An abrikandilu stands 4 feet tall and weighs 200 pounds.



DEMON, DERAKNI

The size of a horse, this demonic locust has a scorpion's stinger and an almost-human face. Its front legs end in clawed hands.

DERAKNI

CR 10



XP 9,600

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

Init +10; **Senses** darkvision 60 ft., scent; Perception +25

DEFENSE

AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)

hp 126 (11d10+66)

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

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

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

Melee bite +18 (1d4+8 plus poison), 2 claws +18 (1d4+8), sting +18 (1d8+8/19-20 plus poison)

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

Special Attacks drone

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

At will—*contagion* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*

3/day—*enervation*, quickened
summon swarm

1/day—*insect plague*, summon (level 4,
1 derakni or 1d4 vescavor swarms 40%)

STATISTICS

Str 26, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +20; **CMD** 36 (44 vs. trip)

Feats Flyby Attack, Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*summon swarm*)

Skills Acrobatics +20, Fly +22, Perception +25, Stealth +16, Survival +17; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or swarm (3-10)

Treasure standard

SPECIAL ABILITIES

Drone (Su) The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as a free action as part of its move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or become confused for 1d4 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

Poison (Ex) Bite or sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Deraknis, also known as locust demons, are among Deskari's favorite minions, both in the Abyss and in the Worldwound. Great flights of these creatures plague the skies above the Wounded Lands in particular, but they can be encountered anywhere in the Worldwound. These creatures' leering humanoid visages are armored with chitinous plates, and their front feet end in small claws that look strangely like human hands. A derakni can use these hands to manipulate objects or wield items, but generally eschews using weapons or shields entirely.

Often, deraknis are encountered in the vicinity of hives of vescavors (*Pathfinder Campaign Setting: Lost Kingdoms* 50). Indeed, vescavor swarms eagerly serve deraknis as minions, and, save for truly unusual circumstances, a derakni never needs to worry about taking damage from or being distracted by a vescavor swarm that shares its space. Deraknis typically aid in the devastation of large regions, often in preparation for the advance of larger demonic armies, and the Worldwound is one of their crowning glories.

A derakni is 14 feet long and weighs 1,200 pounds. These wretched demons arise from the souls of those who, in life, purposefully engineered disasters or aided in their development—particularly souls whose disasters resulted in mass famines or droughts.





DEMON, GALLU

This horned, winged, wolf-headed demon has bone-white flesh onto which have been riveted plates of spiky armor.

GALLU

CR 19



XP 204,800

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

Init +8; **Senses** darkvision 60 ft., *true seeing*; Perception +36

Aura *cloak of chaos* (20 ft., DC 25), *havoc* (30 ft.)

DEFENSE

AC 34, touch 18, flat-footed 30 (+8 armor, +4 deflection, +4 Dex, +8 natural)

hp 332 (19d10+228); fast healing 10

Fort +27, **Ref** +16, **Will** +21

Defensive Abilities armor plating; **DR** 15/cold iron and good;

Immune bleed, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30

OFFENSE

Speed 50 ft., fly 50 ft. (good)

Melee +1 *wounding falchion* +31/+26/+21/+16 (2d4+17/15–20), bite +25 (1d8+5), gore +25 (1d6+5)

Special Attacks rain of blood, wounding blood

Spell-Like Abilities (CL 19th; concentration +26)

Constant—*cloak of chaos* (DC 25), *true seeing*

At will—*confusion* (DC 21), *fear* (DC 21), *geas/quest*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 22)

3/day—*dimensional lock*, quickened *hold monster* (DC 22), *song of discord* (DC 22)

1/day—*mass hold monster* (DC 26), *summon* (level 7, 1 gallu 20%, 1 marilith 35%, or 1d4 nalfeshnees 60%), *symbol of insanity* (DC 25), *word of chaos* (DC 24)

STATISTICS

Str 33, **Dex** 18, **Con** 34, **Int** 18, **Wis** 23, **Cha** 25

Base Atk +19; **CMB** +30 (+32 bull rush); **CMD** 48 (50 vs. bull rush)

Feats Critical Focus, Improved Bull Rush, Improved Critical (falchion), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*hold monster*), Staggering Critical, Vital Strike

Skills Bluff +29, Disguise +29, Fly +30, Intimidate +37, Knowledge (engineering) +26, Knowledge (history) +26, Knowledge (planes) +26, Perception +36, Ride +26, Sense Motive +28; **Racial Modifiers** +8 Intimidate, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

ECOLOGY

Environment any (Abyss)

Organization solitary or platoon (1 gallu, 1–3 mariliths, and 3–12 vrock)

Treasure standard (+1 falchion, other treasure)

SPECIAL ABILITIES

Armor Plating (Su) The armor plates covering much of a

gallu's body grant it a +8 armor bonus. They also function as armor spikes during grapples, but cannot be used as off-hand weapons. In addition, these armor plates can possess one additional armor special ability chosen from the following options: *acid resistance* 20, *cold resistance* 20, *fire resistance* 20, *ghost touch*, *moderate fortification*, or *sonic resistance* 20. A gallu demon can switch the active armor special quality once per hour as a swift action—as a general rule, the gallu demon keeps the armor plating set to moderate fortification. These armor plates do not encumber the gallu or impose armor check penalties, maximum Dex bonuses, or arcane spell failure chances. They cannot be removed, sundered, or destroyed while the gallu lives, and they rust away into nonmagical fragments of iron upon the gallu's death.

Aura of Havoc (Su) A gallu's presence wreaks havoc, infusing battlefields with elements of chaos and entropy that disrupt careful coordination and tactical plotting by manipulating fate and chance. This aura extends to a 30-foot radius around the gallu. The aid another action can never grant bonuses in this area, nor does flanking grant bonuses to hit in the affected area (although flanked foes remain susceptible to sneak attack damage). A creature summoned into this area by any creature other than a demon must succeed at a DC 26 Will save to avoid being confused for 1d4 rounds. Paladins and creatures with the lawful subtype must make a DC 26 Will save each round they begin their turn in this aura to avoid being nauseated for 1 round. Demons ignore the effects of a gallu's aura of havoc. The save DCs are Charisma-based.

Rain of Blood (Su) As a standard action once per minute, a gallu can command the wounds of all creatures within 30 feet to erupt into a gory deluge of blood; any wounded creature in the area of effect immediately takes 3d6 points of damage from the rain of blood and must succeed at a DC 31 Fortitude saving throw. Failure indicates that the damage becomes bleed damage and the affected creature becomes staggered from the pain as long as the bleed damage continues. Creatures that are immune to bleed damage are immune to this ability's effects. The save DCs are Constitution-based.

Wounding Blood (Su) The spikes that hold a gallu's armor plates in place extend as far into the demon's body as they do outside of it, causing rivulets of blood to constantly run from the creature's flesh. This continual bleeding does not inconvenience or harm the gallu; instead, it grants the wounding special ability to all manufactured weapons wielded by the gallu. The dripping blood does not affect the gallu's natural attacks.

On the endless battlefields of the Abyss, the demon lords' vast armies clash and tear at each other in horrific displays of warfare and bloodshed. These conflicts often

arise from border disputes between demonic realms, or when one demon lord finds an excuse to attack another. But many of these immense wars have no good reason at all, for gallus eagerly foment war for war's sake; they are master engineers of martial strife. These hateful, destructive demons arise from the souls of warmongers and war profiteers—nefarious leaders, corrupt priests, or subversive merchants who used their power to perpetuate existing wars or even to trigger new ones, all for the express purpose of personal gain or sadistic pleasure.

Known to some as warmonger demons, the gallus are not as enormous as many of the other powerful demons; despite their near-human size, however, they are among the deadliest of demonkind. Standing 8 feet tall and weighing 450 pounds, these creatures have wolflike (but hairless) horned heads, batlike wings, and pale flesh. Their feet end in hooves, and their tails resemble those of lions. Gallus can assume humanoid shape as well, and typically do so when interacting with mortals, allowing them to more easily sow seeds of war among those they interact with.

These demons are relatively difficult to summon—*gate* spells can conjure them from the Abyss, but few other mortal spells can call them forth. As a result, most gallus encountered outside the Abyss have traveled there via portals or similar methods. Gallus are innately crafty creatures; when coming to a new world, they resist their natural urges to destroy in favor of infiltration. Extraordinarily patient, they can spend decades or more in disguise as they subtly build their influence and acquire positions of power; they then use those positions to incite government officials and other powerful individuals to wage war on their neighbors. Only when the hostilities have completely devastated their host, leaving it in smoking ruins, do gallus shed their human flesh and appear in their true form to gloat and torment the conflict's few survivors before moving on to seek fresh victims.

In the Worldwound, gallus serve an additional role as commanders in the numerous demonic armies. Many control multiple divisions, each led by a marilith general, and report in turn to one of the Worldwound's leaders, like Khorramzadeh, Areelu, or Aponavicius. But not all of the Worldwound's gallus command armies. Those who serve Baphomet primarily utilize their deceptive natures to infiltrate various Mendevian mercenary orders, Mammoth Lord barbarian tribes, settlements on

the fringes of more civilized lands, and other factions arrayed against the Worldwound. From within those groups, they serve as advisors, urging those they've infiltrated into launching ill-timed or poorly planned attacks on their demonic foes. These gallus occasionally feed their humanoid "allies" legitimate intelligence about demonic fortifications or troop movements, knowing that a little truth can go a long way in encouraging mortals to act upon their more violent urges.





DEMON, GIBRILETH

This flying, bulbous, tumor-riddled mass has numerous arms, no legs, and a leering, three-eyed face.

GIBRILETH

CR 11



XP 12,800

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

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

DEFENSE

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

hp 137 (11d10+77)

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

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

OFFENSE

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

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

Ranged tumor +14 (2d6 acid plus disease)

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

Special Attacks disease (see page 29), whip specialist

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

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

3/day—*stinking cloud* (DC 16)

1/day—*summon* (level 4,

1 gibrileth 35%),

waves of fatigue

STATISTICS

Str 24,

Dex 19,

Con 24,

Int 13, **Wis** 16, **Cha** 17

Base Atk +11; **CMB** +19

(+23 trip); **CMD** 35

(37 vs. trip)

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

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

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ tumors

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or infection (3-8)

Treasure standard (+1 *scorpion whip*, other treasure)

SPECIAL ABILITIES

Disease Any weapon a gibrileth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrileth or damaged by a weapon it wields is exposed to this virulent disease. A successful DC 22 Fortitude save is needed to resist this creature's particular strain of demonplague—full details on this widespread sickness appear on page 29. The save DC is Constitution-based.

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

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

Gibrileths are known as filth demons because their appearance is so vile that even other demons find them appalling—including some hezrous. A gibrileth's body is

composed almost entirely of quivering, globular, acidic tumors, save for its batlike wings and the nest of spindly, atrophied arms growing from the top of its body. It can walk with a clumsy gait, using its long arms, but it prefers to be on the wing.

These creatures enjoy spreading nausea and sickness, either via their spell-like abilities or through violence—in fact, they are one of the primary sources of demonplague throughout the Worldwound. Gibrileths particularly relish the taste of partially liquefied, diseased flesh, and many keep infected victims in pens like cattle for periodic snacking, allowing their sickness to season them properly before feeding. Gibrileths rise from the souls of mortals who deliberately encourage the spread of disease or sickness, many of whom died of disease themselves.

A gibrileth is approximately 10 feet in diameter, with a wingspan of 16 feet. These foul, bloated demons typically weigh about 2,400 pounds.



DEMON, KITHANGIAN

This creature combines the features of a scorpion and a horse—slavering humanoid faces peer from between its two pincers.

KITHANGIAN

CR 9



XP 6,400

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

Init +4; **Senses** darkvision 60 ft., all-around vision; Perception +18

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 115 (11d10+55)

Fort +12, **Ref** +9, **Will** +7

DR 10/good; **Immune** electricity, fear, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 50 ft.

Melee 2 claws +16 (1d6+6/19–20 plus grab), 2 stings +16 (1d6+6/19–20 plus poison)

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

Special Attacks hatred, rasping tongues

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

Constant—*Speak with animals*

At will—*hold animal* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *unnatural lust*^{UM} (DC 14)

3/day—*air walk*, quickened *unnatural lust*^{UM} (DC 14)

1/day—*baleful polymorph* (DC 18), *summon* (level 3, 1 kithangian 35%)

STATISTICS

Str 22, **Dex** 11, **Con** 20, **Int** 7, **Wis** 19, **Cha** 16

Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 28

Feats Improved Critical (claw), Improved Critical (sting), Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*unnatural lust*)

Skills Handle Animal +17, Intimidate +17, Perception +18, Stealth +10

Languages Abyssal, Celestial, Draconic; *Speak with animals*, telepathy 100 ft.

SQ change shape (*beast shape II*, Medium or Large animal), swift transformation

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or pack (3–8)

Treasure standard

SPECIAL ABILITIES

Hatred (Ex) A kithangian gains a +2 bonus on all attack rolls and damage rolls made against all creatures of the animal type. In addition, animals take a -2 penalty on all saving throws against a kithangian's supernatural or spell-like abilities.

Poison (Ex) Sting—*injury*; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str plus nauseated; *cure* 2 consecutive saves.

Rasping Tongues (Su) The faces between a kithangian's claws have long rasping tongues covered with tiny teeth.

Whenever a kithangian successfully grapples a foe with its claws, a rasping tongue slithers out from the face within and burrows into the creature's body. Each round that the creature is grappled, it takes 1d6 points of damage and 1d4 points of Charisma damage as its sense of self-identity is warped and twisted. A successful DC 18 Will save negates the Charisma damage. The save DC is Charisma-based.

Swift Transformation (Su) A kithangian can use its change shape ability as a swift action.

Kithangians, also known as beast demons, are reprehensible monstrosities born from the souls of those who abused and tormented animals in life. Universally male, the sudden spread of fiendish elements through within an area's fauna is a sure indication of a kithangian's presence in a region. The fact that most creatures that birth litters of young with the half-fiendish template die in the process is of little concern to the kithangian, for it merely moves on to new hunting grounds when uncorrupted animal victims grow too rare.





DEMON, LILITU

While this seductive woman has goat horns, goat hooves, and a serpentine tail, her eyeless face is her most disturbing feature.

LILITU

CR 17



XP 102,400

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

Init +9; **Senses** darkvision 60 ft., *true seeing*; Perception +34

DEFENSE

AC 34, touch 24, flat-footed 28 (+4 deflection, +5 Dex, +1 dodge, +10 natural, +4 profane)

hp 263 (17d10+170)

Fort +19, **Ref** +23, **Will** +20

Defensive Abilities evasion, profane grace; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

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

Melee 4 claws +25 (2d8+8/19–20), tail slap +20 touch (1d6+4 plus branding)

Special Attacks create husk, husk link, profane pact, swift claws

Spell-Like Abilities (CL 17th; concentration +28)

Constant—*fly*, *tongues*, *true seeing*, *unholy aura* (DC 26)

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

3/day—quicken *charm monster* (DC 22), *persistent image* (DC 23), *seeming* (DC 23)

1/day—*demand* (DC 26), *dominate monster* (DC 27), *project image* (DC 25)

1/week—*binding* (DC 26), *wish* (granted to a mortal humanoid only)

STATISTICS

Str 27, **Dex** 20, **Con** 30, **Int** 21, **Wis** 23, **Cha** 26

Base Atk +17; **CMB** +25; **CMD** 49

Feats Critical Focus, Deceitful, Dodge, Improved Critical (claws), Mobility, Power Attack, Quicken Spell-Like Ability (*charm monster*), Spring Attack, Staggering Critical

Skills Acrobatics +25, Bluff +40, Diplomacy +28, Disguise +29, Fly +37, Intimidate +25, Knowledge (local) +25, Knowledge (nobility) +25, Knowledge (religion) +22, Perception +34, Sense Motive +26; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

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

ECOLOGY

Environment any (Abyss)

Organization solitary or cult (1 lilitu and 6–12 succubi)

Treasure double

SPECIAL ABILITIES

Branding (Su) Each time a lilitu damages a living creature with her tail slap, the wound leaves an angry and

permanent red brand. In addition, the creature struck becomes staggered for 1 round from the pain. A successful DC 26 Will save negates the staggered condition and reduces the duration of the brand from permanent to 1 hour. The save DC is Charisma-based. Removing brands is difficult—each casting of *restoration*, *dispel chaos*, or *dispel evil* removes 1 brand. *Heal* removes 1d4+4 brands. *Greater restoration* removes a number of brands equal to the spell's caster level. *Miracle* and *wish* can remove all brands at once. The number of brands a creature gains in this manner has a cumulative series of effects, as summarized below.

1–3 Brands: The lilitu can affect the branded creature with its create husk, husk link, and profane pact abilities.

4–6 Brands: The branded creature takes a –2 penalty on all Will saves made against a lilitu's spells, spell-like abilities, and supernatural abilities. The branded creature's aura now radiates chaos and evil.

7–9 Brands: The branded creature's Wisdom score is reduced by 4. A chaotic evil creature is immune to this effect.

10 or more Brands: The penalties to the creature's Will saves and Wisdom score listed above double. In addition, the branded creature automatically fails all Will saves made against a lilitu's spells, spell-like abilities, and supernatural abilities. A chaotic evil creature is immune to this effect.

Create Husk (Su) Once per day as a swift action, when a lilitu deals enough damage with a weapon, spell, or spell-like ability to kill a humanoid within 30 feet, she can instead opt to transform that slain humanoid into a husk. A successful DC 26 Fortitude save negates this effect, allowing the victim to die normally. A humanoid transformed into a husk withers away into an immobile and desiccated corpse, but does not actually die—in this state, the creature remains aware of its surroundings but can take no actions at all. A husk is essentially treated as an object with hardness 15 and 60 hit points. If a husk is destroyed, the effect ends and the body dies. This is a curse effect—removing this curse restores the victim to life at a number of negative hit points equal to the creature's Constitution –1; a husk restored to life in this way has 1 round to stabilize or be saved before it dies. A lilitu can maintain a number of husks simultaneously equal to her Charisma modifier (8 husks for the typical lilitu); if she creates one too many husks, a previously created husk is released and immediately dies. Lilitus hide their husk collections in very safe places. The save DC is Charisma-based.

Husk Link (Su) By spending a minute in blasphemous contact with a husk she created, a lilitu can establish a supernatural link to that husk. As long as she and that husk remain on the same plane, divination spells reveal the linked husk's alignment to be the same as the lilitu's alignment (chaotic evil). The husk link allows a lilitu to use her change self ability to assume a husk's original form—when she does, she gains a +20 bonus on Disguise

checks made to impersonate that person. If a lilitu with an active husk link ever takes enough damage to be slain, the husk takes the killing-blow's damage instead and is destroyed, instantly severing the active husk link; if the lilitu is disguised in the husk's original form, she instantly reverts to her true form.

Profane Grace (Su) A lilitu gains a +4 profane bonus to AC and on Initiative checks and Reflex saves.

Profane Pact (Su) Once per day as a full-round action, a lilitu may forge a profane pact with a willing humanoid creature bearing at least one lilitu brand by touching the creature for 1 full round. A single creature may have no more than one profane pact from a lilitu at one time. This functions identically to a succubus's profane gift ability (*Pathfinder RPG Bestiary* 68), save that it grants a +4 profane bonus to an ability score of the humanoid's choice, and it does not grant a telepathic link to the target.

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

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

Lilitu demons are subversive and hidden horrors, demons who work much more subtlety in their constant quest to destroy and devastate. Whereas most demons prefer to rend and destroy, the lilitu is more akin to the succubus—she labors in humanoid guise to infect society from within with sin. Known to some as temptation demons, lilitus enjoy little more than leading mortals into all matter of sinful acts, in the hopes that when the mortal perishes, that soul will fuel the Abyss. Despite some superficial similarities to succubi, lilitus are not solely concerned with the sin of lust. The exact nature of sin that a lilitu tempts a mortal into committing varies, for these demons are adept at reading mortal desires and secrets, quickly discerning which sinful acts a specific target can be convinced to perform.

Lilitus have numerous tools at their disposal for the encouragement of promoting sin, but they much prefer their humanoid victims to commit sins of their own free will. As such, lilitus generally use their abilities to deceive and beguile mortals rather than forcing them to execute these heinous acts. A son convinced to kill for his mother (the disguised lilitu) to rectify a grave injustice done to her produces more delight than simply mind-controlling a humanoid into doing such a deed.

In her true form, a lilitu appears as an eyeless, horned, snake-tailed—but otherwise beautiful—human woman. Despite her lack of eyes, a lilitu can see with supernatural ease. A lilitu forms from the soul of a mortal who lured others of its kind to commit sins.

Lilitus serve many demon lords, although the demon lords associated with the classic seven deadly sins—Areshkagal (greed), Jubilex (sloth), Nocticula (lust), Orcus (wrath), Shax (envy), Socothbenoth (pride), and Xoveron (gluttony)—are their favorites. Lilitus who serve these seven demon lords are unique in appearance, reflecting their sins more physically than others of their kind. A lilitu of Jubilex might appear to be made of slime, while a lilitu of Xoveron might be morbidly obese.

Lilitus typically stand 6 feet tall and weigh 130 pounds.





DEMON, OOLIODDROO

This skeletally thin woman has a mothlike face. It flies upon four dragonfly wings and wears a mantle of shadows.

OOLIODDROO

CR 13



XP 25,600

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

Init +7; **Senses** darkvision 60 ft., see thoughts; **Perception** +32

DEFENSE

AC 28, touch 22, flat-footed 20 (+4 deflection, +7 Dex, +1 dodge, +6 natural)

hp 175 (14d10+98)



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

Defensive Abilities shadow mantle; **DR** 10/good; **Immune** electricity, mind-affecting effects, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 30 ft., fly 40 ft. (perfect)

Melee 2 claws +21 (1d4+2), tongue +21 (1d6+2 plus thought siphon)

Special Attacks oviposition, sneak attack +3d6

Spell-Like Abilities (CL 14th; concentration +20)

At Will—*calm emotions* (DC 18), *charm person* (DC 17), *detect thoughts* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *modify memory* (DC 19), *sending*

3/day—*hold person* (DC 19), quickened *invisibility*, *suggestion* (DC 19)

1/day—*dream*, *feeblemind* (DC 21), *nightmare* (DC 21), *summon* (level 4, 1 oolioddroo or 1d4 shadow demons 35%)

STATISTICS

Str 14, **Dex** 25, **Con** 24, **Int** 21, **Wis** 24, **Cha** 23

Base Atk +14; **CMB** +16; **CMD** 38

Feats Dodge, Lightning Stance, Mobility, Quicken Spell-Like Ability (*invisibility*), Spring Attack, Weapon Finesse, Wind Stance

Skills Acrobatics +21, Bluff +23, Diplomacy +23, Fly +32, Knowledge (arcana) +22, Knowledge (planes) +22, Perception +32, Sense Motive +32, Spellcraft +22, Stealth +28, Use Magic Device +23; **Racial Modifiers** +8 Perception, +8 Sense Motive, +4 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 300 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or cult (3–6)

Treasure standard

SPECIAL ABILITIES

Oviposition (Su) As a full-round action once per day, an oolioddroo can use its tongue to implant its eggs into the brain of a helpless, sleeping, unconscious, or willing creature, dealing 1 point of Intelligence damage. Typically, the oolioddroo uses *modify memory* immediately after an oviposition, making its victim forget the violation. The egg gestates in the victim's brain for 24 hours, after which a small caterpillar-like larva emerges and nestles painlessly into the victim's brain. At this point, the oolioddroo can track the victim's location as if the victim were under the effect of a *status* spell, can communicate telepathically with the victim across any distance, and can use its *detect thoughts*, *modify memory*, and *suggestion* spell-like abilities through the link to target the victim. The larva (and link to its oolioddroo) becomes inert whenever the victim and the oolioddroo are on separate planes. Victims carrying this larva detect as chaotic and evil. Anyone who reads the victim's thoughts, such as via *detect thoughts*

or telepathy, can attempt a Sense Motive check opposed by the oolioddroo's Bluff check to notice the presence of a second, alien set of thoughts in the target's mind. *Dispel chaos* and *dispel evil* immediately ends the oviposition—the implanted larva melts into harmless fluid and is absorbed by the victim's body. This is not a disease effect, though, so *heal* or *remove disease* offer no aid in ending the effect. As an immediate action, an oolioddroo can use its *feeblemind* spell-like ability on the carrier—it uses this “scorched earth” tactic if it fears that the host is about to be rescued or cut off from its influence, such as occurs when the effects are ended via *dispel chaos* or *dispel evil*. Using *feeblemind* in this way automatically destroys the larva, regardless of whether or not the victim saves against the *feeblemind* effect, so an oolioddroo typically waits until the last moment to use this ability.

See Thoughts (Su) An oolioddroo can see a creature's thoughts, interpreting them as a shifting mass of images, colors, and shapes that infuse a creature's aura. An oolioddroo gains the effects of *see invisibility* against creatures with an Intelligence score as a result of this unusual sense. This ability also grants the oolioddroo a +8 racial bonus on Sense Motive checks. When it uses *detect thoughts*, it does not have to study an area or subject to gain all 3 rounds of information—it gains all of this information on the 1st round of using the ability. In addition, it gains a +4 racial bonus on the save DC of its *detect thoughts* spell-like ability. A blind oolioddroo loses the ability to see thoughts.

Shadow Mantle (Su) The supernatural shadows that wreath an oolioddroo grant the creature a +4 racial bonus on Stealth checks and a +4 deflection bonus to its Armor Class.

Thought Siphon (Su) Whenever an oolioddroo damages a creature with its tongue attack, it can drink away one of the creature's thoughts or memories. A creature can resist this attack with a successful DC 23 Will save. On a failed save, the oolioddroo chooses to target the victim with one of the following effects. The save DC is Charisma-based.

Memory Drain: The victim is immediately affected by the oolioddroo's *modify memory* spell-like ability. The oolioddroo can adjust up to 5 minutes of memories immediately—it does not need to increase the spell's casting time to match the duration of the *modified memory*.

Skill Drain: The victim loses all skill ranks in a skill of the oolioddroo's choosing for 24 hours. Lost skill ranks can be recovered immediately with a *restoration* or *greater restoration* spell.

Spell Drain: The victim immediately loses one prepared spell or one unused spell slot of the oolioddroo's choice; this lost spell or spell slot can be replenished normally.

Wisdom Drain: The victim takes 2 points of Wisdom drain.

Tongue (Ex) An oolioddroo's tongue attack is a primary attack that does piercing and slashing damage. Whenever an

oolioddroo damages a foe with its tongue, it can use its thought siphon attack.

Oolioddroos, known also as moth demons, are a particularly insidious breed of fiend that can infest the brain of a living creature with their eggs, allowing them to manipulate creatures' thoughts and minds from afar. Sometimes an oolioddroo's victim can go for months or even years before the demon capitalizes on the link and forces the victim to undertake a particularly nefarious or vile deed. In the worst cases, the victim can commit crimes or heinous acts at the oolioddroo's bidding and then immediately forget about these acts, creating the perfect sleeper agent who not only unknowingly does the oolioddroo's bidding, but might even be significantly involved in efforts to oppose the acts of sabotage and terrorism the oolioddroo commands. To the oolioddroo, the torment, shame, and despair a victim feels upon realizing he's been at least somewhat responsible for the actions is as delicious and delightful as the pain and suffering caused by the acts themselves.

An oolioddroo appears as a skeletally thin woman with gray flesh. Its shadow mantle typically appears in the form of a flowing, diaphanous, black gown, but the demon can control the shape of this supernatural defense to make it appear as regular black clothing or simply its own shadow. The oolioddroo's face is that of a horned moth, and her tongue, while flexible, can penetrate flesh and bone with ease. An oolioddroo stands 6 feet tall, but only weighs 100 pounds. These sinister demons form from the souls of those who used brainwashing, mind-control, and similar techniques, either magical or mundane, to trick or force the innocent into committing terrible acts of brutality.

An encounter with an oolioddroo can be rather complex, especially if a PC is its intended victim. If an oolioddroo attempts to seize control of a lone PC, one tricky tactic is to simply ask the character's player to attempt all the necessary rolls and checks beforehand. Typically, one of these demons attempts to implant eggs in a sleeping or lonely character, so you can just have that character make a Perception check (at a –10 penalty if the character is sleeping) and a saving throw against the *modify memory* spell—if both fail, you can continue with the assumption that the implanted egg hatches without the player noticing. Thereafter, the source of the strange voices and compulsions in the character's thoughts, as well as the source of the periodic *suggestions* and other magical attacks, can be as frighteningly mysterious to the player as well as the character. Of course, you should take care not to go too far with this—if the PC or an ally uses *detect evil*, for example, don't forget to give them the clue that something strange is going on when a normally non-evil PC radiates an unexpected aura!



DEMONIC VERMIN

This oversized vermin bears demonic features and the unmistakable glint of intelligence in its eyes.

DEMONIC DEADFALL SCORPION

CR 9



XP 6,400

CE Huge magical beast (augmented vermin)

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

AC 24, touch 11, flat-footed 21 (+2 Dex, +1 dodge, +13 natural, -2 size)

hp 115 (10d8+70)

Fort +13, **Ref** +7, **Will** +7

DR 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 50 ft.

Melee 2 claws +15 (1d8+10 plus grab), sting +15 (1d8+10 plus poison)

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

Special Attacks death throes (DC 21, 9d6 cold damage), constrict (1d8+10), sudden strike

Spell-Like Abilities (CL 9th; concentration +11)
1/day—darkness, insect plague, vomit swarm

STATISTICS

Str 31, **Dex** 15, **Con** 22, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 32 (44 vs. trip)

Feats Dodge, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth)⁸, Toughness⁸, Vital Strike

Skills Acrobatics +15, Climb +23, Perception +19, Stealth +21 (+29 in forests); **Racial Modifiers** +4 Perception, +8 Stealth (+16 in forests)

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–10)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves.

Sudden Strike (Ex) During a surprise round, a demonic deadfall scorpion may act as if it had a full round to act, rather than just one standard action.

DEMONIC GIANT SPIDER

CR 2



XP 600

CE Medium magical beast

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 22 (3d8+9)

Fort +5, **Ref** +4, **Will** +1

DR 5/cold iron; **Immune** acid, electricity, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+3 plus poison)

Special Attacks abyssal energy (acid), breath weapon (60-ft. line, 2d6 acid, DC 13 half), web (+5 ranged, DC 13, 3 hp)

Spell-Like Abilities (CL 2nd; concentration +4)
1/day—darkness

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–16)

Treasure standard

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 10, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17 (29 vs. trip)

Feats Combat Reflexes, Power Attack, Toughness⁸

Skills Acrobatics +9, Climb +32, Perception +10, Stealth +13 (+17 in webs); **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth (+8 in webs)

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength; *cure* 1 save.

Deskari's influence upon the Worldwound's verminous life cannot be ignored for long by visitors to this tainted land. While some giant vermin have resisted Deskari's influence, most have succumbed to it. Such creatures are almost always encountered along the Worldwound's periphery. As one travels deeper into the blighted land, the immense insects, spiders, and other vermin encountered in the canyons and rivers take on an increasingly unsettling intelligence and demonic features. In many ways, these demonic vermin are no longer true denizens of the Material Plane—they are, after a fact, what happens when the chaos and evil of the Abyss infuse a mindless creature. They are the unholy spawn of vermin—and mortal sins.

Countless variations of demonic vermin exist in the forbidding wasteland that is the Worldwound. When a nest of similar monsters is encountered, they all typically share the same demonic powers and traits, but another nest of the same species could exhibit entirely different abilities, depending on the nature of the Abyssal energies that have corrupted and transformed them. Uncorrupted giant vermin that wander into or are otherwise brought into the Worldwound do not immediately fall victim to this vile transformation, but several months of exposure can, at the GM's whim, cause such creatures to spontaneously transform into one of these hideous monstrosities.

Creating a Demonic Vermin

“Demonic vermin” is an inherited or acquired template that can be added to any vermin (hereafter referred to as the base creature). A demonic vermin retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Chaotic evil.

Type: The creature’s type changes to magical beast. Do not recalculate HD, BAB, or saves. While a demonic vermin is not an outsider, it is treated as if it had the demon subtype for the purposes of resolving all effects relating to that subtype.

Armor Class: Natural armor improves by +2.

Special Qualities and Defenses: A demonic vermin gains immunity to electricity and poison and resistance to acid 10, cold 10, and fire 10. It also gains DR 5/cold iron (if 11 HD or less) or DR 10/cold iron (if 12 HD or more). As demonic vermin are intelligent, they lose the mindless trait.

Melee: A demonic vermin’s natural weapons are unchanged, but they are treated as chaotic and evil for the purpose of resolving damage reduction.

Special Attacks: A demonic vermin retains all the special attacks of the base creature. In addition, it gains one of the following special abilities of your choosing—you can, of course, invent different abilities of your own as well. The save DC for any of these attacks is equal to 10 + 1/2 the demonic vermin’s HD + the demonic vermin’s Constitution modifier.

Abyssal Energy (Su): Choose one of the following energy types—acid, fire, or cold. The demonic vermin gains immunity to that energy type, and also gains a breath weapon that inflicts that type of energy damage. This breath weapon is a 60-foot-line, and deals 1d6 points of damage per CR point possessed by the demonic vermin (Reflex save halves). It can be used once every 1d4 rounds.

Additional Senses (Ex): The vermin has a large number of extra eyes and other sensory organs. It gains all-around vision, scent, and a +8 racial bonus on Perception checks.

Death Throes (Su): When the vermin is slain, it can make a single melee attack (using any one of its natural attacks) as an immediate action. It then explodes into acid, fire, electricity, or cold (your choice), dealing 1d6 points of damage per CR point possessed by the demonic vermin (Reflex save halves).

Diseased (Su): The demonic vermin is immune to disease, and its natural attacks inflict demonplague (see page 29) on a hit (Fortitude save negates).

Drone (Su): By rubbing its wings or limbs together as a standard action, the demonic vermin produces a loud, discordant drone

that causes those within 30 feet of it to become sickened (if the vermin is CR 8 or less) or confused (if the vermin is CR 9 or higher) for 1d6 rounds (Will save negates). This is a sonic mind-affecting effect.

Skitter (Ex): The creature has uncanny speed and erratic movements. The vermin’s speeds all increase by 10 feet, it gains Mobility and Spring Attack as bonus feats, and it gains a +4 racial bonus on Initiative checks.

Spell-Like Abilities: In addition to gaining one of the special attacks listed here, all demonic vermin gain access to a limited number of spell-like abilities, depending on its Hit Dice. Each ability is usable once per day. Caster level equals the creature’s CR.

CR	Abilities
1–4	<i>darkness</i>
5–8	<i>vomit swarm</i> ^{APG}
9–12	<i>insect plague</i>
13–16	<i>greater teleport</i> (self plus 50 lbs. of objects only)
17–20	<i>earthquake</i>

Abilities: Str +4, Con +2. A demonic vermin’s Intelligence becomes 10 and its Charisma becomes 15 (unless the base creature has higher values, in which case they remain unchanged).

Feats: A demonic vermin gains feats as appropriate for its Hit Dice, and gains Toughness as a bonus feat.

Skills: A demonic vermin has skill points per racial Hit Die equal to 4 + its Intelligence modifier. The following are class skills for demonic vermin: Acrobatics, Bluff, Climb, Fly, Knowledge (planes), Perception, Sense Motive, and Stealth.

Languages: A demonic vermin speaks Abyssal, Celestial, and Draconic. It also gains telepathy to a distance of 100 feet.





DWIERGETH

This beast's bulbous body perches atop four sucker-ended, multi-jointed legs, with a snake-like maw gnashing at either end.

DWIERGETH

CR 13



XP 25,600

CE Large aberration (extraplanar)

Init +11; **Senses** all-around vision, darkvision 60 ft.; Perception +16

DEFENSE

AC 28, touch 17, flat-footed 20 (+7 Dex, +1 dodge, +11 natural, -1 size)

hp 175 (13d8+117)

Fort +13, **Ref** +11, **Will** +15

DR 10/lawful; **Immune** blindness, dazzling, poison, visual effects; **Resist** cold 20, fire 20; **SR** 24

OFFENSE

Speed 60 ft., climb 60 ft.

Melee 2 bites +19 (4d6+11/19-20 plus grab)

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

Special Attacks fast swallow, forever gullet, swallow whole (8d6 slashing damage, AC 15, 17 hp)

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

Constant—*feather fall*

At will—*gust of wind* (DC 15)

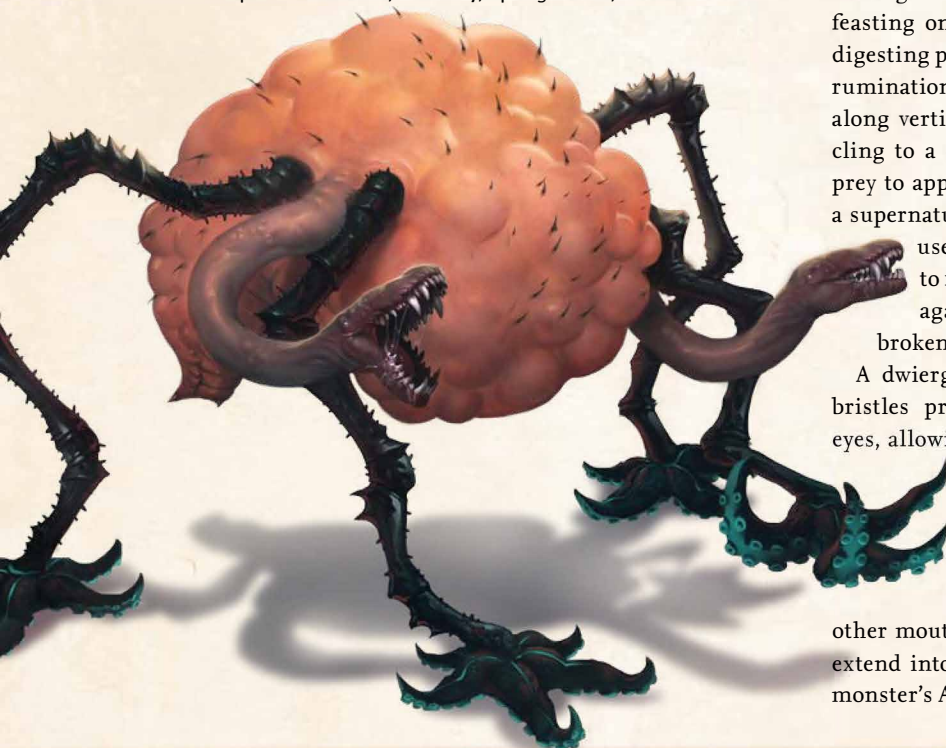
1/day—*control winds* (DC 18), *wind wall*

STATISTICS

Str 32, **Dex** 25, **Con** 28, **Int** 5, **Wis** 24, **Cha** 17

Base Atk +9; **CMB** +21 (+25 grapple); **CMD** 39 (43 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (bites), Improved Initiative, Mobility, Spring Attack, Wind Stance



Skills Climb +37, Perception +16

Languages Abyssal

ECOLOGY

Environment cold mountains

Organization solitary, pair, or pack (3-6)

Treasure incidental

SPECIAL ABILITIES

Forever Gullet (Su) When a dwiergeth swallows a creature whole (being able to swallow Small creatures or smaller), the act of swallowing shunts the victim through extradimensional orifices within the creature's body and into a seemingly endless maze of tooth-lined entrails that exist outside of reality, similar to the labyrinth created by a *maze* spell but horribly organic and hungry. If a swallowed creature successfully cuts its way out of a dwiergeth, it must attempt a DC 21 Fortitude save as it crawls out of the hole. If the victim is successful, it escapes the creature, but on a failure, the victim merely crawls from one extradimensional intestine to another and must endure another round of being swallowed whole. A dwiergeth can continue to use swallow whole even after a creature cuts its way out. A creature casting any teleport-based spell or spell-like ability while within 5 feet of a dwiergeth must make a successful DC 21 Will save or the teleportation effect instead sends the target into the dwiergeth's forever gullet. When a dwiergeth is under the effects of *dimensional anchor* or in an area that prohibits extradimensional travel, it loses the abilities of its forever gullet, but its swallow whole ability functions normally. The save DC is Charisma-based, and it has a +2 racial bonus.

Dwiergeths hunt the Worldwound's deadly rift valleys, feasting on demon flesh as readily as any other meat, digesting prey in a gnawing process of transdimensional rumination. Sure-footed dwiergeths leap and sprint along vertical surfaces with disturbing ease, and often cling to a cliffside for hours or even days, waiting for prey to approach from either above or below. They have a supernatural mastery over the wind as well, and make use of their spell-like abilities to cause climbers to fall from cliffs or flying creatures to be dashed against rocky walls—it's easier to eat bleeding, broken meat, after all.

A dwiergeth's anatomy is quite unusual. Trembling bristles protruding from the creature's flesh act as eyes, allowing it to see in all directions at once, but the monster's strangest feature lies within. Although dissection of a slain dwiergeth reveals a single coiling digestive tract filled with sharp teeth winding from one of its mouths through its bulbous body to the other mouth, the entrails of a living dwiergeth actually extend into other strange dimensions generated by the monster's Abyssal heritage.

GRIMSLAKE

This nauseating maggot-like creature has a long tail covered with frightening hooked suckers.

GRIMSLAKE

CR 6



XP 2,400

CE Large aberration (extraplanar)

Init +5; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +13

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 68 (8d8+32); fast healing 5

Fort +6, Ref +5, Will +10

Defensive Abilities slashing scales; Immune disease; Resist acid 10, fire 10

OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft.

Melee bite +11 (2d6+6 plus grab), sting +11 (1d6+6 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+6), marrow drain, penetrating jaws

Spell-Like Abilities (CL 6th; concentration +6)

3/day—death knell (DC 12), ray of exhaustion (DC 13)

1/day—slow (DC 13)

STATISTICS

Str 22, Dex 13, Con 19, Int 6, Wis 14, Cha 11

Base Atk +6; CMB +13 (+17 grapple); CMD 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Step Up

Skills Climb +25, Perception +13

Languages Abyssal

ECOLOGY

Environment any

Organization solitary, pair, or tangle (3-10)

Treasure incidental

SPECIAL ABILITIES

Marrow Drain (Ex) A grimslake's tail is covered with suckers that extend long, thin, razor-sharp tendrils to drill into its victim's bones, draining them of marrow. The grimslake can drain marrow from any creature it is grappling or from any helpless creature as a swift action. The victim can resist this painful attack with a successful DC 18 Fortitude save; otherwise, he becomes staggered from the horrific agony for 1 round and takes 1 point of Constitution drain. The save DC is Constitution-based.

Penetrating Jaws (Su) A grimslake's bite attack penetrates cold iron and silver damage reduction.

Slashing Scales (Ex) The scales running in a line down a grimslake's back have razor-sharp ridges and spines, and the creature is adept at lashing at attackers with these scales. Any creature that attacks a grimslake with a natural weapon, unarmed strike, or light weapon must succeed at a DC 15 Reflex save to

avoid taking 1d4 points of slashing damage. The save DC is Dexterity-based.

The grimslake is a nauseating creature commonly found amid Abyssal battlefields, where it crawls among the bodies, sucking away marrow and other vital tissues found within the dead. Of course, when fresh carcasses aren't available, grimslakes eagerly turn to living victims—they take particular delight in the sound of screams as they feed. While on the Abyss, they often hunt lesser demons, but these semi-intelligent scavengers find mortal humanoids a particular delicacy.

The hermaphroditic grimslakes use the remnants of their meals as incubators for their eggs. After eating, they fill the drained bodies with their eggs and fertilize them. Then they abandon the eggs to search for new feeding grounds, leaving behind a hideous legacy. Other scavengers instinctively avoid the egg-filled bodies, and 10 to 12 days later, the corpses burst open, releasing a mass of grimslakes the length of a human arm. These creatures fall upon each other in a ravenous orgy of cannibalism, growing quickly as they consume their kin until, a few days later, the few surviving, fully grown grimslakes go off in search of new food and incubators.

On the Abyss, some demon lords use grimslakes to dispose of bodies. Others use them as implements of torture. The worst keep them as food sources—not to eat the grown specimens, of course, but to dine on corpses pregnant with the grimslakes' seething young.





PLAGUED BEAST

This fanged horse is in an advanced state of decay, yet despite its dripping maggots, it moves as if it were very much alive.

PLAGUED STEED

CR 2



XP 600

Plagued beast horse (*Pathfinder RPG Bestiary* 177)

NE Large undead (augmented animal)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)

hp 16 (2d8+7)

Fort +5, **Ref** +6, **Will** +1

Defensive Abilities channel resistance +2; **DR** 5/slashing;

Immune cold, undead traits



OFFENSE

Speed 50 ft.

Melee bite +5 (1d8+5 plus disease), 2 hooves +0 (1d4+2)

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

Special Attacks disease (DC 13) (see page 29)

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** 2, **Wis** 13, **Cha** 15

Base Atk +1; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Endurance, Run^B, Toughness^B

Skills Perception +6

SQ docile

The demonplague has a particularly hideous effect on animals and other unintelligent beasts that succumb to its ravages—fallen creatures arise from death and continue to spread the vile plague with their bite. Certain demons and humanoid cultists are fond of using plagued beast horses as mounts.

Creating a Plagued Beast

“Plagued Beast” is an acquired template that can be added to a living, corporeal creature with an Int score of 1 or 2. A plagued beast uses all of the creature’s statistics and special abilities except as noted here.

CR: As base creature +1.

Alignment: Neutral evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes and subtypes indicating kind. Do not recalculate saves, BAB, or skill ranks.

Armor Class: Increase from the base creature by +2.

Hit Dice: Change all of the creature’s racial HD to d8s.

As undead, plagued beasts use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: Plagued beasts gain darkvision 60 feet and channel resistance +2. A plagued beast also gains damage reduction 5/slashing. They are immune to cold, and gain all of the standard undead traits.

Melee: A plagued beast gains a bite attack that deals damage based on the plagued beast’s size. If the beast already has a bite attack, the bite’s damage increases by one step, as if it had increased one size category.

Special Attacks: A plagued beast inflicts demonplague (see page 29) with each successful bite attack. The save DC to resist the disease is equal to 10 + the plagued beast’s HD + 1/2 the plagued beast’s Charisma modifier.

Abilities: +4 Str, +2 Dex. A plagued beast has a minimum Charisma score of 15—if the base creature’s Charisma is lower, increase it to 15. If it’s 15 or higher, do not adjust the plagued beast’s final Charisma. A plagued beast has no Constitution score; as an undead, it uses its Charisma in place of Constitution when calculating hit points, Fortitude saves, or any special ability that relies on Constitution.

Feats: A plagued beast gains Toughness as a bonus feat.

RIFTCREEPER

This slithering mass of bubbling red ooze extrudes a nest of long, thin tendrils, as if tasting the air in search of prey.

RIFTCREEPER

CR 15



XP 51,200

CE Gargantuan ooze (extraplanar)

Init +12; Senses blindsight 60 ft., tremorsense 120 ft.; Perception +3

DEFENSE

AC 30, touch 14, flat-footed 22 (+8 Dex, +16 natural, -4 size)

hp 217 (15d8+150); fast healing 10

Fort +15, Ref +13, Will +8

Defensive Abilities adaptive defenses; Immune acid, ability damage, ability drain, exhaustion, fatigue, ooze traits

OFFENSE

Speed 30 ft., climb 30 ft., swim 20 ft.; gelatinous surge

Melee 2 slams +22 (4d6+14 plus 2d4 acid and grab)

Ranged 6 strands +15 touch (2d4 acid and attach)

Space 20 ft.; Reach 20 ft.

Special Attacks constrict (slam, 4d6+14 plus 2d6 acid), pull (strand, 20 feet)

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

Constant—feather fall

STATISTICS

Str 39, Dex 27, Con 30, Int 7, Wis 16, Cha 10

Base Atk +11; CMB +29 (+31 bull rush, +33 grapple); CMD 47 (49 vs. bull rush, can't be tripped)

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +37, Swim +22

Languages Abyssal (cannot speak)

ECOLOGY

Environment any mountain

Organization solitary

Treasure standard

SPECIAL ABILITIES

Adaptive Defenses (Su) After being damaged by any magical effect that deals cold, electricity, fire, or sonic damage, a riftcrawler's body instantly adapts to become immune to that form of energy. A riftcrawler can only adapt to one of those four types of energy at a time—if it adapts to a new energy type, it loses its immunity to the previous type. Otherwise, the immunity lasts for 1 hour.

Gelatinous Surge (Ex) Once per minute as a standard action, a riftcrawler can extrude a protoplasmic tendril of ooze to attach to any vertical surface within 120 feet. It can then transfer its entire bulk along that tendril as part of that move action to change its location to the surface to which it's now attached. This movement does not provoke attacks of opportunity. Any creatures along its line of travel are subjected to a bull rush attempt.

Strands (Ex) A riftcrawler can extend up to six thin, sticky strands from its body at a time as a standard action, launching them to a maximum range of 120 feet. These attacks resolve as ranged touch attacks. On a hit, a strand deals 2d4 points of acid damage to its target and attaches to the creature. These strands are quite strong, but any amount of slashing damage severs them (a strand has AC 25). As long as a strand remains attached to a target, that creature takes an additional 2d4 points of acid damage at the start of its turn. A riftcrawler can automatically absorb the strands into its body if it uses its gelatinous surge ability (and, in doing so, it releases any attached creatures).

Heaving masses of unnatural protoplasm known as riftcrawlers prowl the Worldwound's shattered canyons. Despite their name, these intelligent, malevolent oozes are quite agile and swift, slithering up and down canyon walls or swimming through even the foulest water. Natives of the Abyss, riftcrawlers have adapted disturbingly well and quickly to the Worldwound. Although smart enough to understand Abyssal, riftcrawlers have little interest in conversing with their food.





SIABRAE

This petrified skeleton is clad in rotting furs. Stone antlers grow from the crown of its skull, and its eyes are polished white orbs.

SIABRAE

CR 15



XP 51,200

Female old human siabrae druid 14

NE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +32

DEFENSE

AC 27, touch 11, flat-footed 27 (+6 armor, +2 deflection, -1 Dex, +10 natural)

hp 178 (14d8+112)

Fort +15, **Ref** +5, **Will** +16; +4 vs. fey and plant-targeted effects

Defensive Abilities blighted rebirth, channel resistance +4;

DR 10/adamantine and bludgeoning; **Immune** fire, poison, undead traits; **Resist** acid 20

OFFENSE

Speed 20 ft., burrow 30 ft.; earth glide

Melee +2 *defending quarterstaff* +13/+8 (1d6+3), gore +11 (1d8+1 plus petrification [DC 23])

Special Attacks blightbond, blight mastery, wild shape 6/day

Domain Spell-Like Abilities (CL 14th; concentration +21) 10/day—acid dart (1d6+7 acid)

Druid Spells Prepared (CL 14th; concentration +21)

7th—quicken *contagion* (DC 20), *creeping doom* (DC 24), *elemental body IV^o* (earth only), *fire storm* (DC 24)

6th—*antilife shell*, quickened *barkskin*, *greater dispel magic*, *stoneskin^o*, *stone tell*,

5th—*animal growth* (DC 22), *baleful polymorph* (DC 22), quickened *entangle* (DC 18), *transmute rock to mud*, *wall of stone^o*

4th—*blight* (DC 21), *dispel magic*, *freedom of movement*, extended *greater magic fang*, *rusting grasp*, *spike stones^o* (DC 21)

3rd—extended *bull's strength*, *call lightning* (DC 20), *contagion* (DC 20), *meld into stone*, *poison* (DC 20), extended *spider climb*, *stone shape^o*

2nd—extended *longstrider*, *flaming sphere* (2, DC 19), *fog cloud*, *heat metal* (DC 19), *soften earth and stone^o*, *tree shape*

1st—*entangle* (2, DC 18), *faerie fire*, *magic stone^o*, *obscuring mist*, *produce flame* (2)

0 (at will)—*detect magic*, *flare* (DC 17), *guidance*, *light*

D domain spell; **Domain** earth

STATISTICS

Str 12, **Dex** 9, **Con** —, **Int** 12, **Wis** 24, **Cha** 22

Base Atk +10; **CMB** +11; **CMD** 26

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Quicken Spell, Toughness

Skills Intimidate +16, Knowledge (nature) +20, Knowledge

(planes) +11, Knowledge (religion) +18, Perception +32, Sense Motive +32, Stealth +22, Survival +9; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Druidic, Sylvan

SQ a thousand faces, nature bond (Earth domain), nature sense, trackless step, wild empathy +20, woodland stride,

ECOLOGY

Environment any blighted land

Organization solitary or circle (2–8 siabraes plus 3–12 undead minions)

Treasure NPC gear (+2 *wild hide armor*, +2 *defending quarterstaff*, *headband of mental prowess* +2 [Wis, Cha], *ring of protection* +2)

When the Worldwound opened, the druids of the Green Faith fought longer and harder than any other Sarkorian citizen against the rising demon tide. Those druids who stubbornly (or faithfully) refused to flee their sacred lands managed something that few others in Sarkoris did—they prevented the wholesale invasion and corruption of their land from demonic influence, but only at a terrible cost. They took the corruption into themselves, and today, these druids exist as blighted, undead parodies of their former selves. Known as siabraes, these powerful druids have embraced undeath, bolstered with the strength of the wounded-but-still-living world beneath their feet, and fight not only against demonic trespass into their realm, but against all living creatures, for they are filled with bitterness and hatred for their brethren, whom they regard as cowards. The Green Faith was meant to die, the siabraes believe, for the truth and glory of the Stonewilds to emerge.

Siabraes do not form spontaneously; they arise only when a druid of sufficient power (at least 11th level) willingly gives her spirit over to undeath in a horrific ritual that must occur at the heart of necromantically empowered standing stones. Some druids are initially unwilling participants in these rituals—captives brought to the stones by elder siabraes to increase their numbers. To date, no druid has ultimately been able to resist this eldritch transformation with any other recourse than pure death. Siabraes may exist elsewhere, but only in the northern Worldwound are they encountered in significant number.

Creating a Siabrae

“Siabrae” is an acquired template that can be added to any creature with at least 11 levels of druid (hereafter referred to as the base creature). A siabrae never has the blight druid archetype (*Pathfinder RPG Advanced Player's Guide* 98); its transition from a member of the Green Faith takes it into this dismal new unlife via a different path. A siabrae retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Neutral evil.

Type: The creature's type changes to undead with the earth subtype. Do not recalculate HD, BAB, or saves.

Armor Class: A siabrae has a +10 natural armor bonus or the creature's normal bonus, whichever is better.

Hit Dice: Change the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels are unchanged. As undead, siabraes use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A siabrae gains darkvision 60 feet, tremorsense 60 feet, channel resistance +4, DR 10/adamantine and bludgeoning, and immunity to fire (in addition to all those granted by its undead traits). The siabrae also gains the following defensive ability.

Blighted Rebirth (Su): When a siabrae is destroyed, it may attempt a DC 20 Fortitude save to avoid destruction. The siabrae automatically makes this saving throw if it is in contact with blighted or diseased terrain (such as most of the Worldwound's terrain). A successful save causes the siabrae's body to crumble to dust, as the blighted earth absorbs its essence. Its enduring essence begins forming a new body in a random location within 1d10 miles (this new location must contain a mass of unworked stone large enough for the siabrae's body to form within). This process takes 1d10 days, after which the siabrae emerges from the stone with a peal of thunder, though without its gear.

Speed: A siabrae gains a burrow speed equal to its land speed, and the earth glide universal monster ability.

Melee: A siabrae grows a pair of stony antlers from its skull that grant it a gore attack that deals damage based on the siabrae's size, but as if it were one size category larger than its actual size. This gore attack is always a primary attack, even when the siabrae also uses weapons. If the siabrae wishes, it can retain these antlers in any form it assumes via wild shape. Shards of the stony antlers break off in wounds—a siabrae's antlers constantly replenish themselves as these shards break off. A creature damaged by a siabrae's gore attack must make a successful Fortitude save (DC = 10 + 1/2 the siabrae's HD + the siabrae's Charisma modifier) or turn to stone permanently.

Special Attacks: A siabrae retains all the special attacks of the base creature. If it had the ability to use wild shape, it retains this ability, but it can assume only the form of creatures that cannot fly. Any form it assumes (via wild shape or polymorph effects) or any creature it summons appears malnourished, diseased, or even in an advanced state of decay, although these are cosmetic effects; they do not impact actual game statistics. In addition, a siabrae gains the following special attacks. The save DC for any of these attacks is equal to 10 + 1/2 the siabrae's HD + the siabrae's Charisma modifier.

Blight Mastery (Su): Any of a siabrae's spell or effects that would normally be restricted to affecting animals can also affect undead animals.

Blightbond (Ex): A siabrae has an unholy bond with the blighted earth. It loses any animal companion or access to domains it had from its druidic nature bond ability. In place of nature bond, the siabrae's close ties to the blighted landscape grant it one of the following cleric domains: Animal, Death, Destruction, Earth, Madness, or Repose. This ability otherwise functions the same as nature bond.

Abilities: Str +2, Wis +2, Cha +2. Being undead, a siabrae has no Constitution score.

Feats: A siabrae gains Toughness as a bonus feat.

Skills: A siabrae gains a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A siabrae always treats Intimidate, Knowledge (planes), Knowledge (religion), Sense Motive, and Stealth as class skills. Otherwise, a siabrae's skills are the same as the base creature.





URANNAG

What appeared at first to be a sadistic spiked cage suddenly writhes into unholy life, with bladed, articulated arms.

URANNAG

CR 8



XP 4,800

CE Huge construct (extraplanar)

Init +4; **Senses** tremorsense 60 ft.; Perception +18

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 100 (11d10+40)

Fort +5, **Ref** +5, **Will** +5

DR 5/adamantine and good; **Immune** gaze attacks, visual effects and illusions, sight-based attacks, construct traits; **SR** 19

Weaknesses exposed mechanisms

OFFENSE

Speed 10 ft.

Melee 3 claws +17 (1d8+7 plus entrap)

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

Special Attacks encage, entrap (DC 15, 1d10 rounds, hardness 10, hp 10)

STATISTICS

Str 25, **Dex** 11, **Con** —, **Int** 2, **Wis** 15, **Cha** 2

Base Atk +11; **CMB** +20; **CMD** 30 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (arms)

Skills Perception +18, Stealth +9 (+21 in shallow water); **Racial**

Modifiers +8 Perception, +8 Stealth (+20 in shallow water)

SQ living trap

ECOLOGY

Environment any swamp

Organization solitary, pair, tangle (3–5), or menace (6–12)



Treasure incidental

SPECIAL ABILITIES

Encage (Ex) As a swift action, an urannag can attempt to encage a creature that is not aware of it and is sharing its space, or a helpless creature it has entrapped. The target creature can resist this attempt with a DC 22 Reflex save. On a failure, the target treats the urannag's space as difficult terrain, but cannot move out of that space or up more than 10 feet. Each round a creature remains encaged, it takes 2d6 slashing damage from the sharpened gears and blades thrashing and whirring inside the creature. A creature can escape being encaged by making a successful CMB check or Escape Artist check (DC = the urannag's CMD) as a full-round action, or can smash through a cage wall. These walls are AC 22, have hardness 10, and 22 hp—once a hole is smashed into a wall, it automatically repairs itself the next time the urannag encages a foe. The save DC is Strength-based.

Exposed Mechanisms (Ex) Although an urannag is a construct, it can be damaged and harmed by the same methods used to disarm and disable traps. A DC 20 Disable Device check can be attempted against an urannag as a full-round action that provokes an attack of opportunity. On a successful check, the urannag takes damage equal to 3d6 + the character's total ranks in Disable Device and it must make a DC 16 Fortitude save to avoid being staggered for 1 round (the damage bypasses the urannag's damage reduction).

Living Trap (Ex) Defensive abilities that apply to traps (such as trap sense) apply against an urannag's attacks.

The strange urannag (ur-AWN-ag, the singular and plural are the same) has long vexed scholars who have argued whether or not the thing is a creature or merely a complex trap. In truth, it is a little bit of both—yet another unsettling example of how reality on the Abyss doesn't quite match mortal expectations. Behaviorally, an urannag acts similarly to an ambush predator, yet it has no need for sustenance and is driven to trap and flense prey simply out of an inborn sense of cruelty and sadism.

Construction

Most urannag are created spontaneously by the Abyss, but enterprising spellcasters have found methods to duplicate the construction of these strange creatures. An urannag's body is made of 2,000 pounds of iron, and its frame must be forged over an Abyssal heat source, which infuses the creature with its chaotic and evil urges.

URANNAG

CL 10th; **Price** 35,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *keen edge*, *limited wish*, *planar binding*; **Skill** Craft (sculpture) DC 19; **Cost** 17,500 gp.

WARMONGER WASP

This wasplike creature seems to be partially made of metal. Its wings create an iridescent glow as they buzz loudly in the air.

WARMONGER WASP

CR 7



XP 3,200

CE Large construct (extraplanar)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, -1 size)

hp 85 (10d10+30); fast healing 5

Fort +5, **Ref** +9, **Will** +4

Immune electricity, construct traits

OFFENSE

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

Melee bite +15 (1d8+4), 2 claws +15 (1d6+4), sting +15 (1d6+4/19-20 plus poison)

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

Special Attacks static discharge, poison

STATISTICS

Str 18, **Dex** 23, **Con** —, **Int** 3, **Wis** 13, **Cha** 1

Base Atk +10; **CMB** +15; **CMD** 31

Feats Ability Focus (poison), Great Fortitude, Improved Critical (sting), Improved Initiative, Weapon Finesse

Skills Fly +14, Perception +13, Stealth +13; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal (cannot speak)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or flight (3-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

Static Discharge (Su) Once every 1d4 rounds as part of a move action taken to fly at least 10 feet, a warmonger wasp's wings can discharge a bolt of electricity to a range of up to 60 feet. The bolt explodes upon reaching its target, creating a 20-foot-radius burst that deals 6d6 points of electricity damage (Reflex DC 15 half).

Like the more powerful retriever, the warmonger wasp is a construct built from the protoplasmic flesh and chaotic fecundity of the Abyss itself. Appearing as partially organic, partially metallic, warmonger wasps serve the demonic armies as air support in large battles, and the armies of the Worldwound are no exception. Their electricity-based explosions work well on battlefields where demons and mortals clash, as electrical attacks have no effect on demons. It's more accurate to say that warmonger wasps are grown rather than constructed, and while the procedure of crafting these foul constructs is beyond the ken of mortal



crafters, spellcasters can conjure them to do their bidding (see below). Warmonger wasps are only intelligent enough to understand simple commands, and only ones universally associated with battlefield conditions.

In the Worldwound, a large number of warmonger wasps have been left to their own devices. These “wild” wasps buzz through the skies, constantly watching for any non-demons to swoop down on and attack. Cultists and other worshipers of Deskari not escorted by demons are quick to speak in Abyssal and show their unholy symbols when confronted by a flight of warmongers. PCs eager to do the same can convince the wasps to leave them alone with a successful DC 20 Bluff check—provided the attempt is made while speaking Abyssal.

A warmonger wasp is about 10 feet long, with a 20-foot wingspan. They weigh 1,200 pounds.

Conjuring a Warmonger Wasp

Although a warmonger wasp is not an outsider, it may nonetheless be conjured by either *planar ally* or *planar binding*. The spellcaster must take care to do so, however, using special rare incenses, the secretions of rare and violent insects, and complex diagrams inked on the floor and walls with expensive phosphorescent inks, lest the wasp attack the spellcaster upon the spell's completion. These components cost 15,000 gp and replace the usual costs associated with casting either spell (including *planar binding*'s Charisma check requirement).



WARPED ONE

This insane, twisted, humanoid-shaped tangle of limbs and gnashing teeth thrashes and howls, all too eager to wreak havoc.

WARPED ONE

CR 8



XP 4,800

CE Medium outsider (chaotic, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +10

Aura warp field (30 ft.)

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)

hp 105 (10d10+50)

Fort +12, Ref +9, Will +9

Defensive Abilities amorphous, insane; **Immune** mind-affecting effects, petrification, polymorph effects; **Resist** electricity 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee 4 claws +16 (1d4+6/19–20)

Special Attacks fleshwarping

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*blur*

At will—*dimension door* (self plus 50 lbs. of objects only)

1/day—*unstable summoning*

STATISTICS

Str 22, **Dex** 19, **Con** 20, **Int** 12, **Wis** 5, **Cha** 15

Base Atk +10; **CMB** +16; **CMD** 30 (34 vs. trip)

Feats Combat Reflexes, Improved Critical (claws), Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Acrobatics +17, Climb +19, Knowledge (planes) +14, Perception +10, Stealth +23, Swim +19, Use Magic Device +15

Languages Abyssal

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or mob (3–14)

Treasure standard

SPECIAL ABILITIES

Fleshwarping (Su) A warped one's body constantly shifts and changes as raw Abyssal energies course through it, reshaping and rebuilding it in minor but hideous ways. Once a warped one enters combat, these growing energies begin to alter its statistics in small ways. At the start of a warped one's turn, roll on the following table to see what additional effect its fleshwarping has on it for that round—all of the following mutations have a duration of 1 round unless otherwise noted.

d8 Result

1	<i>Infusion of Chaos:</i> The warped one's body ripples and shifts rapidly as it grows and absorbs fingers, tendrils, sightless eyes, toothless mouths, tumors, and other mostly useless organs out of its body. The warped one gains DR 10/lawful.
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- 2 *Enhanced Musculature:* The warped one grows much more muscular. It gains a +2 enhancement bonus on melee attack rolls, melee weapon damage, CMB checks, Strength-based checks, and to its CMD.
- 3 *Lean and Swift:* The warped one grows lean and agile, with longer legs and additional joints in its limbs. It gains a +2 dodge bonus to its AC, a +2 enhancement bonus on Reflex saves, and its speed increases by 10 feet.
- 4 *Prismatic Scales:* Multicolored scales grow from the warped one's flesh. It gains resistance to acid 10, cold 10, and fire 10.
- 5 *Razor-Sharp Talons:* The warped one's claws grow additional, sharper talons. Its claw attacks gain bleed 1d6.
- 6 *Multiple Eyes:* The warped one grows additional eyes and other sensory organs. It gains a +8 bonus on Perception checks and gains all-around vision.
- 7 *Accelerated Metabolism:* The warped one sheds its claws and teeth and immediately grows new ones, its wounds heal, and its colors grow brighter. It gains a +2 enhancement bonus on Fortitude saves and immediately heals 3d8+10 points of damage (if it's currently unwounded, it gains these hit points as temporary hit points that last for 1 hour or until depleted).
- 8 *Armor Plating:* The warped one grows a thick hide and dark scaly plates granting it DR 5/, and its natural armor bonus increases by +4.

Insanity (Ex) A warped one's mind is completely unhinged, a raw chaos of madness. It uses its Charisma modifier on Will saves instead of its Wisdom modifier, and it is immune to mind-affecting effects. Any attempt to contact a warped one telepathically (including using spells like *detect thoughts*) produces a backlash effect, dealing 1d4 points of Charisma damage to the one attempting the contact. A DC 17 Will save negates this effect. The save DC is Charisma-based.

Unstable Summoning (Sp) A warped one can rend the boundaries between worlds to summon creatures to aid it in combat, but it has little control over what sorts of monsters or demons respond to its summonings. When a warped one uses its unstable summoning, there's a 50% chance that a creature (or a group of creatures) arrives to aid the warped one. Creatures summoned in this way are immune to that particular warped one's warp field. To determine the nature of the summoned aid, roll on the table below. This is a 5th-level spell effect.

d8 Result

1	1d4+1 mephits (determine type randomly)
2	1d4+1 Medium elementals (determine type randomly)
3	1d3 salamanders
4	1d3 Large elementals (determine type randomly)
5	1d3 babaus
6	1 shadow demon

- 7 1 succubus
8 1 warped one

Warp Field (Su) A warped one exudes a field of mental and physical entropic energy to a radius of 30 feet that twists and warps the minds and bodies of all other living creatures. Creatures who begin their turn inside of a warp field must succeed at a DC 17 Will save. Failure indicates that the creature is confused for 1 round and suffers one mutation from the table below. These mutations emerge swiftly and painfully, causing the victim to become sickened for 1 round and to gain one random mutation from the following table for 1 round. Once a creature succeeds at its saving throw against a warp field, it is immune to further effects from that specific warped one's warp field for 24 hours. This is a polymorph effect. The save DCs are Charisma-based.

d8	Result
1	<i>Club Foot:</i> One of your feet becomes badly deformed. Reduce your speed by 10 feet.
2	<i>Cataracts:</i> Your eyes film over with cataracts. You are blinded.
3	<i>Demonic Horns:</i> You grow several bony horns from your skull. You must succeed at a DC 17 Reflex save or any headband or hat you wear becomes broken.
4	<i>Boneless Mass:</i> You fall prone and your movement rate is reduced to 0 feet. You must succeed at a DC 17 Fortitude save to avoid being stunned for 1 round.
5	<i>Twisted Hands:</i> Your hands twist and deform. You drop all held objects and worn rings and cannot use your hands to make attacks or cast spells for 1 round.
6	<i>Twisted Visage:</i> Your face deforms into a hideous mockery. You cannot speak or cast spells with verbal components.
7	<i>Malnourished:</i> You become skeletally thin. All worn items (save boots, head, and headband items) drop from your body, and you must succeed at a DC 17 Fortitude save to avoid being entangled in your gear. When you return to your normal shape 1 round later, dropped items remain on the ground in your square.
8	<i>Obesity:</i> You become monstrosously obese. Your land speed is reduced to 5 feet. In addition, if you fail a DC 17 Reflex save, any items you have equipped in the armor, belt, body, chest, neck, shoulders, or wrist slots become broken.

Demons form from the interaction of sinful human souls upon the fecundity of the Abyss itself, but this is not the only way the demonic plane creates life. In certain parts of this blasphemous realm, non-sinful souls or even living humanoids can be overwhelmed and transformed into demon-like creatures. So powerful are the energies corrupting and warping these humanoids that chaotic force continues to leak from their creations and continuously affect the creatures' flesh—forever twisting

and mutating them in endless agony. These poor victims have been transformed into warped ones.

No two warped ones look exactly alike, although they all share certain common features. They always appear as two to four demonic humanoids awkwardly fused together into a single human-sized monstrosity. While they can have several limbs, they always have four that sport particularly sharp talons. Once a warped one enters combat, the excitement of imminent bloodshed (both that of its victims and of itself) causes the entropic energies within it to change and mutate. A fight against a warped one is a harrowing experience, for not only do the warped one's physical traits change continuously, these mutations affect and cripple those nearby in devastating ways.

As using a warped one in combat adds lots of additional dice rolls to encounters, you may want to "synchronize" their fleshwarping and warp-field abilities when using multiple warped ones in battles, so each round they all exhibit the same trait and their warp fields all have the same effect.

A warped one is 7 feet tall and weighs 350 pounds.



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WORLDWOUND TIMELINE

Date	Event
Unknown	The Green Faith comes to the Circle of Hierophants.
-1600	The Kellids, with the aid of druids of the Green Faith, defeat the frost giants of the Northmounds at the site that would soon become home to the Threshold, and eventually be the site at which the Worldwound opens.
3672	The rise of Sarkoris; Iz is founded on the site of ancient frost giant ruins.
3844	Storasta is founded.
4012	Undarin is founded.
4172	Domora Hume summons Dyzad from the depths of Hume's Pool, becoming the first god caller.
4217	The daemon Ommors arrives in Delvegate.
4256	Dyinglight is founded.
4406	The cult of Deskari first rises in Northmounds.
4416	The Balemoon Clan defeats the cult of Ommors.
4433	Aroden defeats Deskari's avatar, driving the demon's cult into the Lake of Mists and Veils, making the Northmounds safe.
4598	Areelu Vorlesh is captured and imprisoned in the Threshold.
4600	Areelu Vorlesh leads a rebellion in Threshold after she contacts Deskari. Countless portals open in Threshold.
4601	Queen Galfrey takes the crown in Mendev.
4602	Areelu seizes full control of Threshold.
4605	Areelu's influence spreads through the high cairns surrounding Threshold.
4606	Areelu and Deskari, working from both sides of reality, open the Worldwound. Aroden dies. Iz is destroyed. Demons spread into the Northmounds.
4607	The siege of Pulura's Fall begins; Dyinglight evacuates.
4608	Demons begin attacking Mendev and lowland Sarkoris.
4609	The House of Reflections sinks into the depths of the First Rains.
4610	Areelu Vorlesh invades Widowknife Clanhold and discovers the final steps of a ritual to transform herself into a half-succubus.
4615	Fiendish marsh giants claim Dyinglight.
4617	Deskari unleashes Shaorhaz upon the Forest of Stones.
4618	The Church of Iomedae begins to rally the First Crusade.
4619	Demonic necromancers raise the dead of the lake below Pulura's Fall; the dead turn on the necromancers.
4620	The Preservers of Notions petrify the Living Library to protect its secrets from Shaorhaz's armies.
4621	The druids of the Forest of Stones petrify the remaining trees and become undead siabraes rather than allowing their secrets to fall into Shaorhaz's clutches.
4622	The faltering Church of Aroden launches the First Mendevian Crusade.
4625	Shaorhaz constructs Greengrave Keep from druidic megaliths.
4628	Drezen is founded.
4630	The First Crusade ends; the crusaders drive the demons from Mendev and lowland Sarkoris back to the Wounded Lands.
4634	Fiendish werewolves capture the village of Moonglade.
4636	A second wave of demons emerges from the Worldwound.
4638	Drezen falls to the marilith Aponavicius, triggering the start of the Second Crusade.
4639	Crusaders abandon Storasta to the demons and erect <i>wardstones</i> in a desperate attempt to contain the fiends.
4644	The last remnant of Sarkoris, the city of Storasta, falls—its defeat is immortalized in "The Song of Sarkoris"; refugees fleeing from Storasta nearly overwhelm Gundrun, and then flood the Ustalavic border, sparking the Demonskin War (also called the Bloodwater Betrayals).
4645	The Second Crusade ends with the loss of Sarkoris, but is successful in halting the demon army's advance.
4646	The last rebels abandon Gundrun; it becomes a ghost town.
4650	Deskari recruits Baphomet to aid in subverting crusaders.
4665	The Third Crusade begins with a violent "witch burning" in Kenabres that taints public perception of the Church of Iomedae.
4668	The Third Crusade ends in shame with very little effect on the demons.
4684	Corksberg Keep is selected as a defensive location for the <i>Demonscope</i> —a dangerous relic recovered by the paladin Clydwell; when Clydwell sacrifices himself to keep the balor Goriath imprisoned within the artifact, the Church of Iomedae elevates Clydwell to sainthood, renames the keep in his honor, and founds the Order of the Holy Sentinels to guard the dangerous artifact.
4689	Yealek-Vor discovers the lost sky citadel of Jormurdun.
4691	Minagho takes control of Raliscrad.
4692	Khorramzadeh the Storm King attacks Kenabres and cracks the <i>wardstone</i> there, but is forced to abandon the attack after the silver dragon Terendelev nearly kills him; the Fourth Crusade begins as a result of the near-disaster.
4698	The Hanging Tower appears in the northwestern Wounded Lands.
4702	The Brotherhood of Tala is founded in Mendev.
4704	The seraptis Jaalika invades and seizes control of the Blackearth Cairn.
4707	The Fourth Crusade ends as resources grow scarce and the will to continue the hopeless-looking war dwindles; the Brotherhood of Tala crafts the <i>Orb of Tala</i> .
4708	A paladin of the Order of the Holy Sentinels named Holton Albright is deceived by a demon disguised as an angel into believing that Saint Clydwell's spirit is trapped in the <i>Demonscope</i> and that Holton should release it. A band of adventurers manages to prevent the fallen paladin's actions from releasing the balor Goriath; in the battle, Goriath is banished from the <i>Demonscope</i> back to the Abyss, rendering the artifact inert.
4709	Aucinda Fermender becomes trapped in the Hanging Tower; Isilda betrays the Brotherhood of Tala.
4710	The shadow demon Alulasavi and her followers capture Sabertooth Vale; Yath rises from the Abyss; the frequency of demon attacks along the Mendevian border increases significantly.
4711	The Tower of Yath is destroyed before it can release a new army of demons from the Abyss into the Worldwound; the Silver Crusade establishes itself in Nerosyan and swiftly gains fame for its actions against the Worldwound.
4712	The decorated paladin Staunton Vhane of Kenabres is revealed to be an agent of the cult of Baphomet by a woman named Irabeth; Vhane flees Kenabres before he can be captured and is now believed to be serving Aponavicius in Drezen.
4713	The current year.

THE WORLDWOUND

A century ago, the nation of Sarkoris was murdered. Today, the fallen nation is a horrific, post-apocalyptic nightmare cloven by a vast canyon that connects Golarion to the demon-haunted reaches of the Abyss. This rift is known as the Worldwound, and through it the demonic hordes pour forth, set on defiling the world of mortals and claiming it for their own. Though the demons have so far been held back at the borders by barbarians and crusaders alike, the region that was once Sarkoris remains a fiendish beachhead on the mortal realm. Worse, the Worldwound itself is slowly growing—and if something isn't done to halt this blight, the demons it spawns might one day swallow all of Golarion!

Inside this book, you'll find:

- ▶ Ruined cities, such as the shattered capital city of Iz, the frozen city of Dyinglight, and the river city of Undarin.
- ▶ An exhaustive examination of the strange and otherworldly hazards of this demon-ruled region.
- ▶ Key historical sites such as the Circle of the Hierophants, the Shroud of Unicorns, and Threshold, the fortress where the Abyssal portal first opened.
- ▶ Adventure sites ready for exploration, as well as locations like the holdout town of Gundrun, a safe harbor in a deadly land.
- ▶ More than a dozen new monsters, including several new demons and two new monster templates, ensuring PCs will never lack for foes in this devastated realm!

The Worldwound is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting. In addition, the Worldwound is the setting for the demon-slaying Wrath of the Righteous Adventure Path, making this book a perfect supplement for that campaign.



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