



APPENDIX



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APPENDIX 1

CONTINUING THE CAMPAIGN

The city of Korvosa is saved and mad Queen Ileosa is defeated, yet these events need not coincide with the end of your Curse of the Crimson Throne campaign. After all, there are always more stories to tell! If your players are eager to continue their characters' adventures, numerous additional plot seeds introduced by Curse of the Crimson Throne remain available for exploration and expansion. Some of those mentioned below may serve you well if you wish to extend the campaign.

If your players are particularly compelled by a dangling, unanswered plot thread, you should absolutely give them the opportunity to seek a satisfying conclusion. In addition to the potential campaign continuations discussed below, the actions your players' characters have taken during your play-through of Curse of the Crimson Throne may well suggest other ongoing storylines that they may wish to pursue. Following such a thread could also lead to an entirely new adventure—perhaps one of those mentioned below!

THE EVERDAWN POOL

The Sunken Queen likely lies empty of guardians after the final adventure concludes, yet the *Everdawn Pool* may very well retain a fraction of power. Charged with ancient magic by Ileosa, the pool has many more uses than granting eternal youth. While the pool is probably close to being drained of power once this campaign ends, as long as the artifact still exists, it can pose a future threat. It can also grant the PCs a potent source of power, but the more the *Everdawn Pool* is used, the more repercussions could manifest from beneath Castle Korvosa in the ancient chambers still ruled by Sorshen's most powerful minions—see Sorshen's Legacy on page 395. In the end, the destruction of the *Everdawn Pool* may be the best bet, but as detailed on page 434, destroying this powerful artifact will push high-level PCs to the limits of their capabilities.

ILEOSA'S REVENGE

Great evil rarely seems to stay down for long. In Ileosa's case, her death sends her soul spiraling into the depths of Hell—her contract with Sermignatto all but ensures such a fate. Yet mythology is thick with stories of those who escape from Hell. If Ileosa manages to do so, perhaps by using her silver tongue to bargain with an archdevil for a second chance, revenge against the PCs who disrupted her bid at immortality should loom large in her mind. If you wish to use this plot, you should probably hold off for a few levels. Let the PCs think Ileosa is gone and fill your

sessions with plots drawn from other suggestions on these pages or ones of your own creation, and then have them learn of a strangely familiar-sounding enemy who has led an army of devils against a distant town. Upon arriving, they might find Ileosa reborn and ready for a rematch! One excellent way in which you can have Ileosa return is not as a living enemy but as one of the undead. Her dabbling with the strange blood magic of the *Everdawn Pool* could result in her return as a powerful vampire. If you choose this route, feel free to give Ileosa a few extra class levels in bard to make her more powerful as needed for your game. You can even use the rules for mythic vampires on pages 220–221 of *Pathfinder RPG Mythic Adventures* to make a particularly powerful undead queen!

KAZAVON RISES

Even if Ileosa is defeated and the *Crown of Fangs* is destroyed, the fangs of Kazavon remain—as do the other six relics fashioned from the legendary blue dragon's remains. Ileosa's use of the fangs might have set a series of events into motion that ripples across the face of Avistan, causing the owners of the other six relics to begin converging. Statistics for Kazavon appear on pages 448–449 of this book, and complete rules for the other six relics built from his remains (the *Armor of Skulls*, the *Bound Blade*, the *Howling Horn*, *Shredskin*, the *Staff of the Slain*, and the *Throne of Nalt*) are detailed in full on pages 36–39 of *Pathfinder Campaign Setting: Artifacts & Legends*.

LORTHACT'S PLOT

Keen-eyed characters who study the infernal contract found in Castle Korvosa doubtless note that an unnamed individual seems to have had a role in the matter of Ileosa's rise to power. The “unnamed individual” spoken of in the contract is none other than the exiled Infernal Duke Lorthact, whose plans for Korvosa might only be kicking into action with Ileosa's defeat—perhaps it is the evil queen's soul that Lorthact requires to make his bid to return to Hell. Of course, Lorthact's many enemies are



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unlikely to want this to occur, and in true wheels-within-wheels fashion, they might contact the PCs to step in and defeat the hidden ruler of the Acadamae before he can engineer his return. Additional information about Lorthact appears in the *Pathfinder Module: Academy of Secrets*, and the exiled devil's statistics are found on pages 26–27 of *Pathfinder Campaign Setting: Inner Sea Bestiary*.

A NEW CRIMSON PERIL

The Red Mantis may not take their humiliating defeat at the PCs' hands lying down, and the secretive assassin group's headquarters, the Crimson Citadel, certainly has plenty of resources remaining to threaten the PCs. A raid on this dangerous fortress should challenge even the most powerful of heroes, and the perils within would make those the PCs faced in Scarwall seem like child's play.

RULERS OF KORVOSA

With the death of Queen Ileosa, the city of Korvosa is without a monarch for the first time in a century. The repercussions of this vacancy have swift and unexpected effects on the city. In a time when Korvosa should be spending its energy recovering from recent events, the government instead grows more unstable as various factions vie for control over the city or seek to place a new monarch on the Crimson Throne. Neolandus Kaleopolis has his hands full in tending to the day-to-day dealings of restoring Castle Korvosa, and he might well turn to the PCs for aid. Do they have any suggestions for who should ascend to the throne? Does one of them want to be king or queen? The political machinations of Korvosa's wounded government, noble houses, and power factions could make for the basis of a very intriguing political campaign for years to come. *Pathfinder RPG Ultimate Campaign* has extensive rules to help you run a campaign where the PCs themselves become the rulers and shapers of a nation.

SORSHEN'S LEGACY

Ileosa is hardly the first mortal in the region to seek eternal youth. In fact, her methods follow almost exactly the route laid out 10,000 years before by Runelord Sorshen. Although the PCs have defeated Ileosa, her reactivation of the *Everdawn Pool* and other actions taken in Castle Korvosa have awakened dangers in the deep and forgotten dungeons below the Grand Mastaba. Dozens of Sorshen's vampiric followers remain there still, and as she quickens in her domain, a plague of bloodthirsty undead could rise throughout the city. Of course, in this case, the undead are but precursors to the true danger brewing deep below Korvosa. In this adventure

seed, the PCs must delve into treacherous dungeons to deactivate the blood-powered ancient magic before one of the deadliest of all the runelords rises from her ages of sleep. This particular plot works quite well when paired with Ileosa's Revenge above, as you can have the vampiric incarnation of Queen Ileosa become one of the more powerful minions the PCs might face in the depths far below Castle Korvosa. Runelord Sorshen is an incredibly dangerous foe, one of the most powerful wizards to have ever ruled on Golarion, and facing her might require heroes of mythic power. In fact, she may feature in a prominent role in an upcoming Pathfinder product, so if you'd rather hold off on the return of the Runelord of Lust in your game until then, using her vampiric minions and an undead Ileosa can serve as an excellent foreshadowing of a potential future campaign!



APPENDIX 2



KORVOSA AND BEYOND

This appendix presents information on Korvosa and other key areas important to the Curse of the Crimson Throne Adventure Path, particularly how these areas pertain to specific events during the course of this Adventure Path. While these notes are sufficient to help run other adventures set in Korvosa or the surrounding region, some of the city's features that don't have significant roles to play in this campaign are merely summarized or briefly mentioned. If you're seeking to expand the role of the city in your campaign, consult *Pathfinder Campaign Setting: Guide to Korvosa* for additional information on Varisia's largest city.

Korvosa sits at the end of Conqueror's Bay, where the Jeggare River spills into the sea. The city fills the spit of land formed by two sharp turns in the Jeggare River and Endrin Isle (which splits the river at its mouth), with a few outlying areas on the river's far shore. Korvosa stands on two hills: Garrison Hill on Endrin Isle and Citadel Hill on the mainland. The Narrows of Saint Alika separate Endrin Isle from the shore. Off the coast to the south of Citadel Crest rises Jeggare Isle, a small rock jutting from the sea that provides the foundation for a small fort.

Five landmarks give Korvosa a distinctive skyline. Three of these landmarks exist on a truly colossal scale and have survived for millennia. Castle Korvosa stands atop the Grand Mastaba, a massive pyramid that rises to a flattened top. The Pillar Wall stretches across most of the southern end of Citadel Hill, a 100-foot-tall remainder of what once must have been a magnificent barrier. Just beyond the western terminus of the Pillar Wall stands the Gatefoot,

which obviously originally belonged to a part of the wall and that likely served as part of a gateway of some kind. The other two landmarks, while impressive, do not come close to the size or grandeur of the ruins. Standing at the northernmost point of the Merciless Cliffs, the Great Tower reaches 270 feet in the air and serves several military roles for the city. Directly south of it stands the equally impressive Hall of Summoning, the center of operations for the Acadameae.

KORVOSA'S HISTORY

Long before the first Chelaxian set foot on the shores of Conqueror's Bay, the native Shoanti lived in relative peace throughout the region. They centered their lives around the Grand Mastaba, which their oral history warned contained a great evil that should never again see the light of day. For generations, the Shoanti held the area, never encountering a single challenge that truly threatened their hold. That all changed in 4407 AR, soon after the Everwar wound down and Field Marshal Jakthion Korvosa led a small army through the Bloodsworn Vale and into the southeastern reaches of untamed Varisia. The Shoanti fought the invading Chelaxians tooth and nail, but in time Korvosa's army was bolstered by another Chelish expedition, this one led by one Montlarion Jeggare. A bitter battle ensued between the Chelish soldiers and the Shoanti natives, but in the end, the Chelaxians won and drove the Shoanti northeast up into the Cinderlands. The natives defeated, the Chelish explorers settled in and founded Fort Korvosa.



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For the next 22 years, Fort Korvosa acted as the center of a network of trappers, hunters, anglers, and adventurers who came from Cheliax to exploit the resources of the untamed lands of Varisia. The fort had its share of trials and setbacks, including regular clashes with the Shoanti, boggards, and on 13 Neth in 4429 AR, a disastrous fire that burned down half the city. In the aftermath, the Sable Company rose like a phoenix to become the potent defender of the city during its reconstruction and into the centuries to follow. In 4462 AR, the great Shoanti chieftain Galstak Sevendeads (who was resurrected six times) brought together the Sklar-Quah and Skoan-Quah to form a small army that laid siege to Fort Korvosa for a week, launching 26 years of renewed hostility and war between the two peoples. Finally, in 4488 AR, Sevendeads was killed for the final time (and thus cementing his name and legacy in history). The alliance he formed crumbled, and the quahs quickly fell to in-fighting, and were driven once again back into the Cinderlands.

With this conclusive defeat, Fort Korvosa's leading families at last felt safe enough to lay claim to the surrounding hinterlands. More flocked to the city, and over the next 12 years, the population of Fort Korvosa nearly doubled, bringing it to almost 8,000 citizens. Then, in 4502, strife nearly tore the settlement apart from within during a time known today as the Cousins' War, when noble turned against noble and the common folk suffered. Eventually, the infighting came to an end with the aid of arbiters from Cheliax, and when the city reaffirmed its allegiance to the Chelish crown, a new era of peace and prosperity arrived. In order to put its past tragedies behind it, the town officially dropped the word "fort" from its name, becoming simply Korvosa. This new era of plenty came to an end in 4606, with the advent of the Age of Lost Omens.

When Cheliax fell into civil war, Korvosa officially became an independent and free city, yet it clung to many Chelish traditions. This change of power, coupled with the unrest brought by Aroden's death and unusually powerful storms, racked Korvosa and threatened to hurl the city back into civil war. Yet Korvosa managed to avoid repeating the Cousins' War, and in the end, two factions remained: a majority of royalists loyal to a crown (regardless of who wore it) and a faction of traditionalists (who rejected Cheliax's new, infernal ways). The traditionalists eventually left Korvosa en masse to travel west and found the city of Magnimar. Those who remained behind decided that, with no crown in Cheliax to follow, Korvosa should have its own royalty. Lord Arbust Arabasti paved the way for the ascension of his son, Eodred, who took over leadership of the town upon Arbust's death in 4624. A fine and popular ruler, Lord Eodred reclaimed abandoned parts of Korvosa, strengthened its rural holdings, and improved relations with Cheliax. In 4633, the people finally voted to change their lord's title to king. A great throne was commissioned for the Korvosan nobility—a work of art made of iron and clad in the finest of crimson satin and velvet. None predicted that this Crimson Throne would eventually come to be associated with a horrible curse: that all who claimed it would bear no more children and die of unnatural causes.

MODERN KORVOSA

Those who live in Korvosa both respect and admire ostentatious displays of wealth, power, or knowledge. They consider confidence and competence the greatest of assets, and they deride or heckle those who display weakness, indecisiveness, or lack of ability. Korvosans are quick to judge and slow to forgive. They like to capitalize



words, and many feel this minor trait gives their works and creations an air of greatness and importance.

In addition to power, Korvosans love predictability. They like to regulate their lives, creating strict regimens for themselves that they then slavishly follow. Upsetting a Korvosan's routine can ruin his entire day and is likely to make him cranky and belligerent. To this end, Korvosa militantly enforces its laws (which often have harsh punishments far in excess of those of other nonevil governments) and rewards those who play by the rules.

Regulation and law dominate daily life in Korvosa. The city's charter, an officially sanctioned document created by Emperor Halleck IV of Cheliax in 4406 AR, bears 247 amendments. These amendments add to and complicate the city's myriad laws (which no leader can modify, except by additional amendment) and are considered as binding and official as the charter itself. In addition, a thick, multivolume body of work spells out Korvosa's many other regulations, as well as the punishments for violating them. The complexity of Korvosan law is in some ways akin to the language of an infernal contract—overly convoluted and easy for a person in power to abuse for their own needs.

By charter amendment, Korvosa does not allow merchants, laborers, or artisans to form guilds (yet it ironically does allow for a thieves' guild—currently the Cerulean Society). This practice prevents these groups from price-fixing and allows the city to maintain control over much of the labor force. Most workers within the city are self-employed or work for a master to whom they apprenticed in their youths. The city relies on these cottage industries and the skilled workers who make them profitable, so of course it has one entire volume of laws and regulations devoted to the protection and rights of workers. Thanks to the Korvosan drive to succeed, though, the city's merchants also do well for themselves.

These mind-sets go a long way toward giving a corrupt ruler the exact tools she needs to seize control of a city, and make it more important than ever for a band of heroes to rise and stand against such abuse of power.

KORVOSA STAT BLOCKS

The city of Korvosa undergoes numerous dramatic shifts over the course of Curse of the Crimson Throne, and suffers from periods of unrest, plague, martial law, and



KORVOSA'S COAT OF ARMS

outright anarchy. As a result, the city's stat block fluctuates significantly as key events occur to shift Korvosa's tenor from one stage to another. As the campaign starts, use the baseline Korvosa statistics, but as indicated during the course of each chapter, you'll shift from this initial stat block to one of four others—Anarchy, Martial Law, Plagued, or Unrest. Note that for these four variant stats, information on population and items remain unchanged from the baseline statistics, and thus aren't repeated. Information on significant NPCs of Korvosa appears on pages 438–463. Take care to keep an eye on how Korvosa's settlement modifiers change between city conditions.

Corruption: This modifies Bluff checks against city officials and guards, and Stealth checks attempted outside on city streets, alleys, or in the Shingles.

Crime: This modifies Sense Motive checks to avoid being bluffed and Sleight of Hand checks to pick pockets.

Economy: This modifies Craft, Perform, and Profession checks to generate income.

Law: This modifies Intimidate checks to make an opponent friendly and Diplomacy checks against government officials.

Lore: This modifies Diplomacy checks to gather information or rumors, and Knowledge checks using city resources (such as schools or libraries) to research topics.

Society: This modifies Disguise checks and Diplomacy checks to alter the attitude of any citizen of Korvosa who is not a government official.

Danger: This modifies all rolls for random encounters in Korvosa (including the sewers and the Shingles). See page 465 for these encounter tables.

KORVOSA

LN large city

Corruption +2; Crime +0; Economy +4; Law +5; Lore +4;

Society +0

Qualities academic, holy site, magically attuned, prosperous, strategic location

Danger +10

DEMOGRAPHICS

Government overlord (monarch)

Population 18,486 (16,637 humans, 739 dwarves, 371 elves, 369 halflings, 184 half-elves, 186 other)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 85,000;

Spellcasting 9th

Items see page 408



KORVOSA (ANARCHY)

CN large city

Corruption +6; Crime +9; Economy -5; Law -6; Lore +3; Society -2

Qualities riotous, strategic location

Danger +30; Disadvantages anarchy, shutdowns

DEMOCRAPHICS

Government none

MARKEPLACE

Base Value 8,800 gp; **Purchase Limit** 50,000 gp;

Spellcasting 6th

KORVOSA (MARTIAL LAW)

LN large city

Corruption +2; Crime -2; Economy -3; Law +7; Lore -1; Society -4

Qualities despondent, strategic location

Danger +20; Disadvantages martial law, shutdowns

DEMOCRAPHICS

Government overlord (monarch)

MARKEPLACE

Base Value 4,400 gp; **Purchase Limit** 25,000 gp;

Spellcasting 3rd

KORVOSA (PLAGUED)

LN large city

Corruption +4; Crime -2; Economy -1; Law +3; Lore +1; Society -2

Qualities despondent, strategic location

Danger +10; Disadvantages plagued, shutdowns

DEMOCRAPHICS

Government overlord (monarch)

MARKEPLACE

Base Value 7,200 gp; **Purchase Limit** 50,000 gp;

Spellcasting 6th

KORVOSA (UNREST)

LN large city

Corruption +6; Crime +0; Economy +1; Law +5; Lore +3; Society +0

Qualities despondent, strategic location

Danger +10; Disadvantages shutdowns

DEMOCRAPHICS

Government overlord (monarch)

MARKEPLACE

Base Value 8,800 gp; **Purchase Limit** 50,000 gp;

Spellcasting 6th

Despondent: A city with a despondent population has little cause or drive for hope or joy in life; its citizens spend less money and its guards are more prone to bribes and less likely to notice suspicious activity. (*Corruption +2, Economy -2*)

Martial Law: As long as Korvosa remains under martial law, a 6:00 P.M. to 6:00 A.M. curfew is in effect. Additionally, as long as the citizens must follow the edicts and proclamations put in place by Queen Illesa, the city stifles and suffers. (*Corruption -4, Crime -2, Economy -4, Law +2, Lore -4, Society -4; Danger +10; halve all values for Marketplace entries; government retains access to 7th-level spellcasting resources*)

Riotous: The streets of Korvosa are filled with rioters, looters, and opportunists eager to take advantage of the city's lawlessness. (*Crime +2, Law -2, Economy -4*)

Shutdowns: The Acadamae closes its doors during certain conditions, closing off access to its resources to all non-enrolled members and enforcing strict curfews on its students. Korvosa's temples and other institutions of learning never fully close their doors to the same extent as the Acadamae, but they do become more guarded and limit access to their resources. Whenever shutdowns are in effect, Korvosa doesn't gain the benefits of its academic, holy site, or magically attuned qualities, nor does it gain replacement qualities for these in the interim. (*Reduce spellcasting by 1 level*)

NAVIGATING KORVOSA

A map of Korvosa appears on the following page, along with a comprehensive list of significant locations within the city. These locations are organized into six categories, as summarized below.

Government and Military Buildings: These locations, detailed on page 405, include sites under the control of the city government or ones that have significant military value.

Homes and Inns: Korvosa has numerous public houses, ranging from high-class inns to shabby flophouses. This category also includes private residences that play key roles in the Curse of the Crimson Throne Adventure Path. See page 407 for more information, including details on the safety and cost of these services.

Restaurants and Taverns: Korvosa's most notable taverns and restaurants are listed here. See page 407 for more information about these locations, including details on the safety and cost of these services.

Shops and Services: The most significant shops and services available in Korvosa are gathered in this category. See page 408 for more information about these locations, including information on notable magic items for sale in Korvosa.

Schools and Temples: Temples, schools, and other places of learning are listed here. See page 409 for more information about these locations, including information about purchasing spellcasting services.

Sites of Interest: This final catchall category includes public works, landmarks, marketplaces, and other unique venues of interest throughout the city.





IMPORTANT KORVOSAN LOCATIONS

The locations of key Korvosan locations are listed below.

G. Government and Military Buildings

- G1.** Jeggare Light
- G2.** Longacre Building
- G3.** City Hall
- G4.** Korvosa's Mercy
- G5.** Great Tower
- G6.** Castle Korvosa
- G7.** Scrapper Hall
- G8.** Riverside House
- G9.** Hospice of the Blessed Maiden
- G10.** Citadel Volshyenek
- G11.** Dawnflower House
- G12.** Little House
- G13.** Jeggare Isle

H. Homes and Inns

- H1.** Arkona Palace
- H2.** Vencarlo's Home
- H3.** Salvator's Home
- H4.** Pilts's Palace
- H5.** Soldado Home
- H6.** Posh and Turtle
- H7.** Laughing Wave Inn

H8. Whitecaps

- H9.** Upslope House
- H10.** Frisky Unicorn
- H11.** Wise Dragon Inn
- H12.** Tenna's
- H13.** Trinia's Flat
- H14.** Girrigz's Den
- H15.** Zellara's Home
- H16.** Creaky Hammock
- H17.** Bard's End
- H18.** Leftover's
- H19.** Carowyn Manor

R. Restaurants and Taverns

- R1.** Sticky Mermaid
- R2.** Jeggare's Jug
- R3.** Traveling Man
- R4.** Three Rings Tavern
- R5.** Jittery Quill
- R6.** Overlook
- R7.** Crested Falcon
- R8.** Bailer's Retreat
- R9.** Shoreline Drinkhall
- R10.** Jade Circle

S. Shops and Services

- S1.** Reefclaw Run Market
- S2.** Copper-Beater Hall
- S3.** Eel's End
- S4.** Hessim, Newby, and Sage Paint Manufactory
- S5.** Giotorri's Toys
- S6.** Ironworks
- S7.** Dock Trade
- S8.** All the World's Meat
- S9.** Lavender
- S10.** Gilded Orrery
- S11.** Bookmaker
- S12.** Old Fishery
- S13.** Gold Market
- S14.** Eodred's Walk
- S15.** Pestico's Dolls and Figurines
- S16.** Horse Shop
- S17.** Orkatto's Feathers and Fur
- S18.** Green Market

T. Temples and Schools

- T1.** Orisini Academy
- T2.** Endrin Military Academy
- T3.** Bank of Abadar
- T4.** Sanctuary of Shelyn
- T5.** Acadamae
- T6.** University of Korvosa
- T7.** Temple of Asmodeus
- T8.** Temple of Sarenrae
- T9.** Theumanexus College
- T10.** Pantheon of Many
- T11.** Grand Cathedral of Pharamsa

V. Sites of Interest

- V1.** Old City Hall
- V2.** Exemplary Execrables
- V3.** Temple of Aroden
- V4.** Wreck of the *Direption*
- V5.** Avenue of Arms
- V6.** Jeggare Museum
- V7.** Marbledome
- V8.** Gatefoot
- V9.** Kendall Amphitheater
- V10.** Eodred's Square
- V11.** Pillar Wall
- V12.** Great Tomb of Leadership
- V13.** Dead Warrens

KORVOSAN DISTRICTS AND NEIGHBORHOODS

Korvosa is divided into six distinct districts, each with its own subdivisions of neighborhoods, as summarized below.

East Shore: Home to a handful of noble houses, East Shore has no subdivisions within its borders.

The Heights: Nearly all of Korvosa's power players reside in the Heights, Korvosa's administrative heart.

- *Citadel Crest*: The wealthiest neighborhood in the city.
- *Cliffside*: Second only to Citadel Crest in affluence, Cliffside hosts much of Korvosa's aristocracy.
- *University*: Those who dwell here may not own a lot of wealth, but they are undeniably rich in knowledge.

Midland: Cosmopolitan and friendly, Midland is the social heart of Korvosa.

- *High Bridge*: The primary inhabitants of this residential district are laborers or the families of those working in the Korvosan Guard or Sable Company.
- *Pillar Hill*: This is Korvosa's most demographically diverse neighborhood.
- *Slope*: This neighborhood features a large number of small and private libraries, museums, and other bastions of culture.
- *West Dock*: This rugged neighborhood contains no significant residences, and instead features several warehouses and food processing buildings.

North Point: The seat of Korvosa's municipal power, this was first section of the mainland settled by the city's Chelish founders.

- *Five Corners*: A crowded residential ward, this neighborhood caters to the city's politicians and their underlings.
- *Mainshore*: Once the site of some of the bloodiest battles in Korvosa's early history, this area is where Korvosa's truly old money still resides.
- *Northgate*: Many of Korvosa's non-noble elites and old-money families dwell in this residential neighborhood.
- *Ridgefield*: This is the most crowded of North Point's neighborhoods, plagued with poverty and desperation.

Old Korvosa: The original site of the city, the oldest district in Korvosa is its most crowded and least affluent today.

- *Bridgefront*: Crowded but narrow, Bridgefront is a dismal and filthy slum.
- *Fort Korvosa*: Once the heart of Korvosa's military strength, this neighborhood is a decaying remnant of its former glory.
- *Garrison Hill*: Cramped and bustling with activity, Garrison Hill fights a constant battle to avoid the decay and destitution of its neighboring wards.
- *Old Dock*: Only the awful state of Bridgefront's slums keeps decaying Old Dock from being Korvosa's most run-down and least-desirable neighborhood.

Southern Korvosa: This is the newest district officially added to the city.

- *South Shore*: Much more open than most of the rest of the city, South Shore hosts many of Korvosa's new nobility.
- *Gray*: Once considered its own district, the city's sprawling cemeteries are now considered to be part of Southern Korvosa.

ONGOING EVENTS

During Curse of the Crimson Throne, three significant events play out in the background. While these events have no direct bearing on the campaign as it unfolds, the PCs may hear rumors regarding them. Feel free to expand upon these ongoing events as you wish to build encounters of your own design to the Adventure Path!

The Bleeding: This sinister program is overseen by the Temple of Asmodeus, starting near the end of Chapter 1. Queen Ileosa tasks High Priest Ornher Reeks to collect a single vial of blood from as many of Korvosa's citizens as he can. His priests meticulously catalog each "donor" and then deliver the vials to the queen, who stores them in a *portable hole*. Eventually, these vials will help fuel the queen's bid for nearly eternal youth in the Sunken Queen.

Dismantling of the Great Tower: Numerous laborers and engineers pick apart this tower from the top down, harvesting the stone that composes this famous Korvosan landmark for the four statues Ileosa has commissioned (see below). Working conditions here are terrible, with deaths and injuries from falls being common, and the steadily diminishing tower is a depressing symbol of the city's drastic decline to all who watch.

Ileosa's Statues: Ileosa commissions the creation of four immense statues of herself in Korvosa. Moving the huge blocks of stone into position is a task to which she has put many of the city's laborers, under the watchful eye of the Gray Maidens. Largely a vanity project meant to distract Korvosa as much as it is meant to appeal to the queen's pride, each statue is to be made of stone with copper highlights. The statues are being built in Endrin Square, Eodred's Square, Jegare Circle, and South Shore Square.

RUMORS

Throughout this Adventure Path, the PCs will have numerous opportunities to learn and overhear rumors about current events in Korvosa. Some of these rumors are intended to convey the tenor and ambient political situation currently affecting the city, but others tie directly into plot points in which the PCs will become involved. The Curse of the Crimson Throne Adventure Path builds in leads and pointers to all major missions and quests the PCs will be expected to undertake during the course of the campaign, but sometimes they may hear of a mission or quest before an NPC alerts them to the situation. In such a case, should the PCs wish to investigate on their own without being told to do so by an NPC, let them! It's possible for the PCs to attempt and even complete individual scenes in this campaign out of order. If the PCs do attempt a mission before they are officially assigned it, they should still receive the reward for the mission (if one exists) as if they had been sent there, of course; don't punish the PCs for being aggressive in their defense of Korvosa!

Of course, not every rumor is a font of facts. Information in parentheses after each rumor indicates whether the rumor is simply general gossip or whether it links to a specific event or encounter later in the campaign. If the PCs seek to follow up on one of these rumors early, refer to the page cited for more information. If you roll an encounter-based rumor the PCs have already resolved, you should adjust the rumor to account for that. Having the PCs hear a growing number of rumors about how they solved a problem is a great way to give them in-game feedback about their growing success.

The PCs can learn rumors in numerous ways. Helpful NPCs might volunteer information about things they have heard, particularly in thanks for aid, or perhaps allies the PCs make during the course of play might seek out the party between adventures to convey some new bit of news. Of course, the PCs can go looking for rumors as well—a successful DC 15 Diplomacy check to gather information (remember to adjust this check by Korvosa's current Lore modifier) and 1d4 hours of investigation reveal one random rumor from the tables below.

Chapter-specific rumors cannot be heard until your game reaches that chapter. The PCs can learn chapter specific rumors by rolling either a 17–20 when determining a general rumor or a duplicate general rumor they've already heard. Alternatively, if you roll a duplicate rumor the PCs have already heard, feel free to roll up a replacement rumor for a chapter-specific rumor from a prior chapter you've already finished—just because the PCs have moved on doesn't mean Korvosa's citizens stop gossiping about recent events!

KORVOSA UNDER ILEOSA

The remainder of this appendix focuses on the city of Korvosa as it exists at the onset of Queen Ileosa's rule. As the Adventure Path progresses, Ileosa's rule becomes increasingly despotic and cruel, and the repercussions of this development can be seen in how Korvosa's city stat block evolves during play (see page 399). As things become more dire, certain areas in Korvosa change for the better or, in most cases, for the worse. Notes on how these locations transform during the course of the Curse of the Crimson Throne Adventure Path are presented for each location, beginning on page 411. Feel free to use any of these developments to expand your own game. None of the rumors on the following pages point to these minor events, so if you do wish to expand further on these mysteries and adventure hooks, you'll need to include mention of them on your own while play unfolds.



RUMORS IN KORVOSA

d20 General Rumors

- 1 "King Eodred always did have a weakness for young women. Even after he married Ileosa, he continued to pursue idle dalliances with attractive artists, performers, and debutantes who visited the castle." (*False; while Eodred was indeed a womanizer, he abandoned this habit once he married.*)
- 2 "King Eodred had a deformed brother who died at birth. The deformed baby is kept in the castle attic, preserved in a jar of alcohol!" (*False; the king does have a tiefling half-brother named Venster, but he lives to an old age until Ileosa murders him at the start of the campaign—see page 373 for more details on Venster Arabasti.*)
- 3-4 "King Eodred didn't die of old age—he was made sick and thus murdered by someone he trusted! My money's on the castle seneschal, Neolandus. Why else would he flee Korvosa after Eodred's death?" (*Partially true; Eodred was murdered, but by his wife, Ileosa, not Neolandus.*)
- 5-6 "Rumors that King Eodred was murdered are false; he died of old age, and anarchists are using the tragedy to damage Ileosa's reputation and perpetuate unrest in the city." (*False.*)
- 7 "No one's seen Blackjack in action for years, and things are as bad now in Korvosa as they ever were. So either he's retired, or someone finally killed him!" (*Partially true; Blackjack has retired but comes out of retirement at the end of Chapter 1.*)
- 8 "They never caught the Key-Lock Killer; he just vanished after killing nine people in their own locked homes back in 4797. They say that seven of the nine had ties to nobles who opposed the arbiters and that the Key-Lock Killer was on the arbiter payroll. I think the Key-Lock Killer was one of the arbiters themselves, and I think he's still alive, serving as a judge to this day! It's all a conspiracy!" (*False; the Key-Lock Killer is Rolith Lamm, and the PCs will face him in Chapter 2; see page 452 for his statistics.*)
- 9-11 "No Korvosan monarch has ever died of old age. No Korvosan monarch has ever produced an heir after being crowned. They call it the 'Curse of the Crimson Throne.' No way in hell would I ever sit in that chair if I got crowned!" (*False; while it's true that no king or queen of Korvosa has died of old age or produced a legitimate heir, this is chance, not the influence of a curse.*)
- 12 "King Eodred kept up his secret affairs to the day he died. Ironic, in a sense, if what I've heard is true—that he was murdered in his sleep by one of his paramours!" (*False, but if you roll up this rumor after the queen makes public her pursuit of a scapegoat, this rumor explicitly names Trinia Sabor as the supposed murderer; see page 38.*)
- 13-14 "The Acadamae's closed its doors and says the doors will stay closed until the troubles in Korvosa die down. Can't say I blame them!" (*True.*)
- 15 "All sorts of unsavory groups are capitalizing on the unrest. Thieves, anarchists, wererats, and even cultists of the goddess of undeath are plotting against us in the shadows!" (*True.*)
- 16 "There've been more and more otyugh attacks lately; it's like the monsters know things are bad up above and are clambering up from the sewers for fresh food!" (*True.*)
- 17-20 Roll on a chapter-specific rumor table below.

d20 Chapter 1 Rumors

- 1-4 "The Hellknights of the Nail/Korvosan Guard/Sable Company are giving up on Korvosa and are making plans to leave the city." (*Choose one organization; true for Hellknights, false otherwise.*)
- 5-6 "Most of the visiting ambassadors in Korvosa have fled the city; those few who are staying behind are doing so because of personal issues at home. I've heard that Ambassador Amprei from Cheliax is one of the latter; there's something he's hiding from that's keeping him from returning to Cheliax." (*Partially true; see page 54.*)
- 7-12 "The Shoanti aren't here to broker peace. They're just sizing us up in preparation for war!" (*False.*)
- 13-14 "Been more sightings of river ghosts lately; you know, the little blue spirits that sneak around in the alleys and abduct drunks or others foolish enough to sleep on the streets!" (*Partially true, the "river ghosts" are in fact derros; see page 59.*)
- 15-16 "Food's growing scarce fast in the city. Hope the queen gets things under control soon. I've heard a butcher in North Point's been handing out free meat, but who knows how long that generosity will last?" (*True; see All the World's Meat on page 44.*)
- 17-18 "Eel's End has something the rest of Korvosa lacks of late: loyal guards. The place may be unsavory, but it's one of the safest places you can be these days—provided you don't annoy the King of Spiders, of course!" (*True; see page 49.*)
- 19-20 "The Korvosan Guard is stretched thin and is desperate for help; they've taken to hiring common thugs and money-grubbing mercenaries to police us!" (*Partially true.*)

d20 Chapter 2 Rumors

- 1 "They tried to resurrect the king, but it backfired. That's what's causing the plague!" (*False.*)
- 2 "Arbiter Zenobia Zenderholm has turned her back on tradition in offering up the Longacre Building for the queen's use. I wonder how much the crown paid her off for this treason?" (*False; as Zenderholm died of blood veil and came back as a penanggallen, her allegiance to the queen is a side effect from her new loyalty to Urgathoa.*)
- 3-6 "The plague came from that ship that sailed upriver a few nights ago. The Guard sank it, but someone must have made it to shore to spread the sickness!" (*False.*)
- 7 "Blood veil is our just deserts for being a citywide blot of sin and materialism. Give up all your worldly possessions, and the gods will save you!" (*False, although ironically close to the truth, considering how the plague's initial vector was tainted coins.*)
- 8 "Those Queen's Physicians might look eerie in those long coats and creepy masks, but don't let that fool you. They really are here to help!" (*False.*)
- 9 "The queen blames the Sable Company and the Korvosan Guard for failing to keep us safe. These Gray Maidens are her response—a group of guards that can actually help protect us! Thank the gods!" (*True, but misinformed; the Gray Maidens are not actually here to protect the citizens of Korvosa.*)
- 10 "The Queen's Physicians have set up a hospice to provide comfort to the plagued and to search for ways to fight the illness, but I wouldn't set foot in that building. Think of all the sickness concentrated in there." (*Partially true; see page 110.*)
- 11 "Doctor Davaulus was the queen's personal physician, and he helped her escape a terrible life in Cheliax. In a way, he's sort of responsible for why she ended up being the queen of Korvosa!" (*False.*)
- 12 "The churches are in on it! They aren't trying to cure the plague—they're just saving those they want rather than the rest of us! They're hoarding the cure!" (*False.*)
- 13 "Did you hear? Some of the nobles down in Southern Korvosa are "fighting" blood veil by hosting exclusive shut-ins where they and their friends wall up in a manor to wait out the plague during a days-long party. What I wouldn't give to be rich!" (*True; see details on Carowyn Manor on page 103.*)
- 14 "Blood veil started in Old Korvosa, and the queen's sending her Gray Maidens to burn the bridges of the Narrows to quarantine the entire island!" (*Partially true; the queen does intend to quarantine the island, but blood veil actually started with tainted coins.*)
- 15 "The sickness came from the sewers—in particular, from all those filthy wererats. They're using it to try to kill us all off; everyone knows wererats are immune

to the sick! If they have their way, we'll all die, and they'll inherit Korvosa!" (*False; see page 92.*)

- 16 "The new seneschal of Castle Korvosa, Togomor, is a bloatmage from Kaer Maga. Can't say that's the type of person I would have chosen to be the steward of my home, but hey, I'm not royalty, so what do I know?" (*True; Togomor has been assigned the role of castle seneschal, but remains relatively quiet out of sight for the majority of this campaign.*)

- 17 "There are plenty of folks out there who are peddling 'cures' for blood veil, but one of them actually works! It's going on sale at a place called Lavender, but don't tell anyone—they won't have enough supplies for us all, so get there early!" (*False; see page 97.*)

- 18 "You can make a fair amount of coin hauling bodies these days, but a lot of the folks the church of Pharamsa is hiring to do the job are lazy, shiftless crooks. They're taking the money and just dumping bodies in out-of-the-way corners rather than hauling them all the way south to Gray and one of the mass graves there." (*True; see page 101.*)

- 19 "The cult of the goddess of undeath and disease is behind the plague! They see Korvosa as nothing more than a sacrifice to the Pallid Princess!" (*True.*)

- 20 "The leader of the Gray Maidens is Sabina Merrin, the queen's own bodyguard." (*True.*)

d20 Chapter 3 Rumors

- 1-3 "Blood veil is still very much on the loose in Old Korvosa. Everyone there will be dead by the end of the month. The quarantine is the only thing that saved the rest of us!" (*False.*)

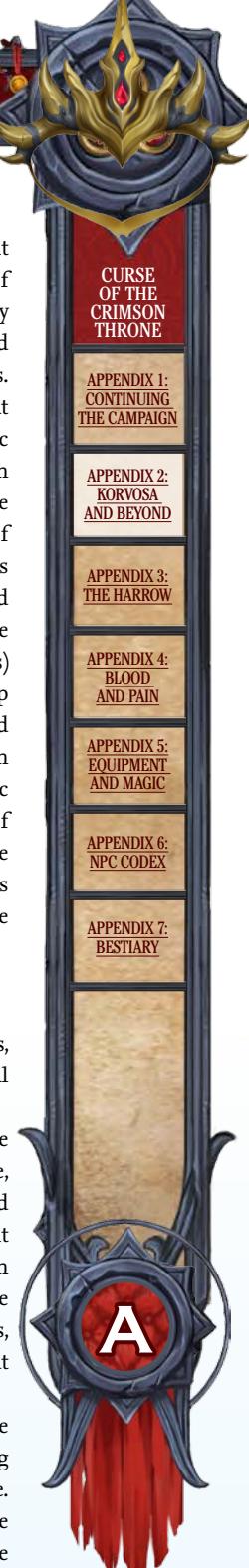
- 4 "The Arkonas aren't the philanthropic heroes of the people they would have us believe them to be. They're secretly controlled by the Cerulean Society." (*Partially true, but in fact, it's the Arkonas who control the Cerulean Society.*)

- 5-8 "There's a new lord of Old Korvosa—a sadistic man who calls himself the emperor and who carries a magic scepter capable of creating outrageous and dangerous magical effects on his whim!" (*True.*)

- 9-10 "As if things weren't bad enough, I spotted one of those Red Mantis assassins folks whisper about. She was talking to someone in an alley, all dressed up in her bug armor. I didn't hang around to find out more, but if the Red Mantis is in town, that's bad news for anyone who's got rich enemies." (*True; see page 143.*)

- 11-12 "Endrin didn't die when his attack on the queen backfired. He's still alive, but he's languishing in some deep hole in some prison!" (*True; see page 246.*)

- 13-14 "The queen's new crown is a powerful magic item that she's using to control the Gray Maidens, the Red Mantis, and who knows what else?" (*False.*)



15-16 "Folks should just calm down. Queen Ileosa's taken a hard line because the people of Korvosa can't be trusted. If we just let her get things under control, things will get back to normal. She wants Korvosa to be safe, just like we all do." (*False*)

17-19 "The Gray Maidens are watching Old Korvosa. They don't really care if you go in, but anyone who tries to come back out gets shot full of arrows." (*True*.)

20 "The Arkonas want to get things under control in Old Korvosa, but their hands are full. If someone were to go to them to offer help and could actually provide the help the Arkonas need... I dare say those nobles would give out rewards for services provided to make the queen herself jealous!" (*Partially true; see page 162*)

d20 Chapter 4–6 Rumors

1-4 "Whether Blackjack is dead or simply fled the city entirely doesn't matter, since a new hero's come to help folks out. They call him Trifaccia; he wears a gold mask and a red cloak, and defends us common folk from rioters and gangs!" (*Partially true, though Trifaccia is an agent of the queen, and not a champion of the people; see page 338*.)

5-6 "Red Mantis assassins are here at the queen's behest. They've teamed up with the Gray Maidens to handle things in the dark that the soldiers can't (or won't) handle in public." (*True*.)

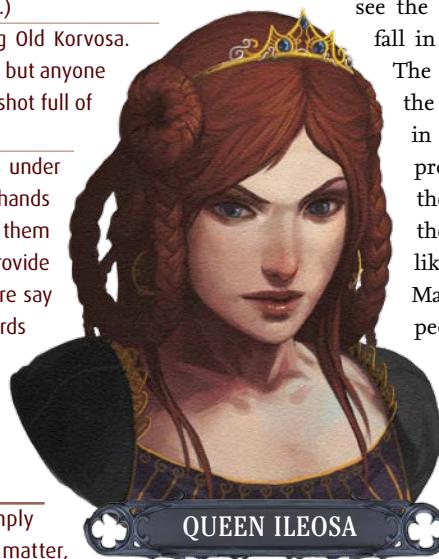
7-11 "Ever since they were run out of town, a cabal of Shoanti shamans has been rallying their people in the Cinderlands to go to war on Korvosa! We're sitting ducks the way we are now, and we need to prepare for the inevitable!" (*False*.)

12-13 "The Cerulean Society's been awfully quiet these days. Some folks say that's because they're just waiting things out, but I think they're the architects behind all this mayhem! Thieves are the worst!" (*Mostly false; see page 235*.)

14 "The queen isn't entirely human anymore; she's used some sort of magic to become a vampire/demon/devil/ghost." (*Choose one; mostly false, but in the case of "devil," partially true*.)

15 "As if we didn't have enough troubles, folks have been saying they've spotted a dragon in the night sky above the city or devils dancing on the towers of Castle Korvosa!" (*True*.)

16-20 "The end is near! The plague and riots were only symptoms of a greater evil! Korvosa's days are numbered!" (*Potentially true!*)



QUEEN ILEOSA

GOVERNMENT AND MILITARY

Korvosa's government consists of a number of different factions, but with Queen Ileosa's rise to power, many of these groups are disbanded, abandon the city, or simply see the proverbial writing on the wall and fall in line with the new queen's dictates.

The monarchy has traditionally been at the top of the political power dynamic in Korvosa, but as the Adventure Path progresses, military organizations like the Sable Company or the Order of the Nail fade from view while agencies like the Arbiters (the city's judges) and Magistrates (representatives of the people and various civic programs) simply lack the will to stand up to the increasingly powerful and intimidating queen. This is in no small part due to the public perception that key members of the government have fled the city (such as seneschal Neolandus Kaleopolis) or thrown in with the queen's agenda (such as arbiter Zenobia Zenderholm).

GOVERNMENT BUILDINGS

Military structures, administrative buildings, orphanages, prisons, and more compose the numerous official government structures of Korvosa.

G1. Jeggare Light (Outskirts): Early in the Adventure Path, this low lighthouse's sole keeper, Veranada Mezzerae, is murdered by the cult of Urgathoa and then transformed into a penanggalen^{B3} with orders to maintain the light but to allow to the *Direption* safe passage. Left to her own devices, Veranada could well remain in charge of Jeggare Light until after the events of Crimson Throne pass, for her ability to masquerade as human and her gift at bluffing serve her well in her new role.

G2. Longacre Building (North Point): The Longacre Building, also known as Arbiter's Hall, is an imposing building that serves as both a jail and a courthouse. During Chapter 2, the Longacre Building is seized for use as the headquarters for the Gray Maidens—the PCs invade the lower level, Deathhead Vault, in Part 3 of Chapter 4.

G3. City Hall (North Point): When Ileosa seizes power, she shifts much of the workings of the government out of this building and to Castle Korvosa. By the time Chapter 3 begins, City Hall is abandoned and boarded up.

G4. Korvosa's Mercy (North Point): The largest of Korvosa's state-run orphanages, Korvosa's Mercy has a long-standing association with the military.

G5. Great Tower (The Heights): This incomplete tower serves the Sable Company as an armory, a barracks, and

a stable for their hippogriffs, but even before the Sable Company is disbanded at the start of Chapter 3, Ileosa starts dismantling the tower for stone to build her statues (see the Ongoing Events sidebar on page 402).

G6. Castle Korvosa (The Heights): Castle Korvosa is detailed in full in Part 2 of Chapter 6.

G7. Scrapper Hall (Midland): Although this building is relatively small, the highly regimented work hours that orphans endure here push the limits of legality, and the orphanage's staff members often clash with the priestly inspectors from both Abadar and Sarenrae's faith.

G8. Riverside House (Midland): This mid-sized orphanage is also Korvosa's oldest. Tragically, the wooden building burns to the ground early in Chapter 1, and many of its young wards return from death as attic whisperers^{B2} or tiyanaks^{B5} to haunt the partially collapsed ruins. The onetime headmaster of Riverside, a man named Osten Vendiger, himself returns from death as a particularly cruel ghost that the undead children greatly enjoy tormenting.

G9. Hospice of the Blessed Maiden (Midland): Until Chapter 2 begins, this building serves the Arkona family as a warehouse, but once the plague hits Korvosa, the city turns this site into a front for its secret Urgathoan allies. See Part 3 of Chapter 2 for more details.

G10. Citadel Volshynek (Midland): This impressive citadel houses the headquarters and main garrison of the Korvosan Guard. As the campaign progresses, the Korvosan Guard suffers increasing attrition as their members are lost, be they killed in action, "recruited" to the Gray Maidens, or deserting their duty. Some remain loyal, but by the time Chapter 4 begins, Citadel Volshynek feels all but abandoned. Field Marshal Cressida Kroft maintains a skeleton crew of guards at the citadel from this point on, but their role in the city is largely just for show, with the expectation that the queen could well dissolve the Korvosan Guard at any moment.

G11. Dawnflower House (Midland): While all five of Korvosa's orphanages are inspected regularly by the churches of Abadar (to ensure everything is running efficiently and legally) and by Sarenrae (to ensure the children are safe and comfortable), Dawnflower House is the only one of the five to be run by actual clerics.

G12. Little House (East Shore): The smallest of Korvosa's orphanages is also the newest. Administered by a philanthropic halfling named Bek Blerkian, the Little House focuses primarily on non-human orphans.

G13. Jeggare Isle (Outskirts): A single squat fort sits atop this low, rocky isle, its roof adorned with several siege engines. These days, Jeggare Isle is in large part a nostalgic historical site from the city's violent past, and while its defenses still function, its skeleton crew can hardly man them with efficiency should the need arise.

HOME AND HEARTH

The cost of living in Korvosa varies widely depending on which neighborhood where one chooses to dwell. In a slum like Bridgefront or Ridgefield, one can get by on a few coppers a day or even squat in an abandoned house, while in affluent areas like South Shore or Citadel Crest, one can easily spend dozens of gold pieces a day on rent and food.

In Curse of the Crimson Throne, the PCs earn the right to use Citadel Volshynek early on once they join forces with the Korvosan Guard, but in time, they'll need to find their own hidden headquarters as they become more and more hunted by the queen's agents. It's easiest to simply use the cost of living rules (*Pathfinder Core Rulebook* 405) to determine each PC's expenditures (especially for PCs who wish to be homeowners in the city), but feel free to have the PCs choose inns or other locations as headquarters during play.

Inn and Tavern Prices: Korvosa's inns and taverns are organized into one of three categories: luxurious services, standard services, and squalid services.

Luxurious Services: These high-end inns and taverns have prices that are double those listed in the *Pathfinder RPG Core Rulebook* for food, drink, and lodging, and there is no chance of a dangerous encounter while at such a location.

Standard Services: These locations feature standard prices. Normally, there's effectively a 0% chance of a dangerous encounter at such a location, but this chance is modified by Korvosa's danger rating when the city is in anarchy, under martial law, plagued, or even in unrest.

Squalid Services: A squalid tavern or inn has prices that are half of those listed in the *Core Rulebook*, but there's a 20% chance of a dangerous encounter here (modified by the city's danger rating when in anarchy, under martial law, plagued, or in unrest).

Dangerous Encounters at Inns and Taverns: Check for a dangerous encounter once each visit, if appropriate, by rolling d%. If a dangerous encounter occurs, roll on the Korvosa Street Encounters table on page 465 to determine what danger occurs. At standard services, there's a 75% chance this encounter takes place on the street and does not directly threaten those inside, while at squalid services, that chance drops to 25%. If the encounter takes place outside, the PCs should notice the danger and have the option of stepping out to provide aid or confront the danger as they see fit. If you roll an encounter that seems improbable (such as an otyugh indoors, or an encounter with the Queen's Physicians before the group is founded), treat the result as no encounter. At your discretion, a dangerous encounter could simply be a confrontation with a belligerent drunk or surly customer, and need not lead to an actual fight.



HOMES, INNS, RESTAURANTS, AND TAVERNS

Be they the homes of citizens important to the campaign, inns the PCs might seek shelter in, or merely places to grab a quick meal, the most significant taverns, inns, and residences of Korvosa are as follows.

H1. Arkona Palace (Old Korvosa): This manor houses Old Korvosa's de facto ruling family, the inscrutable, but feared, House Arkona. Arkona Palace and its dangerous guardians are detailed in full in Part 3 of Chapter 3.

H2. Vencarlo's Home (Old Korvosa): This solid, comfortable house may look old from the outside, but within, it is in excellent repair—at least, until the events chronicled in Part 1 of Chapter 3 play out!

H3. Salvator's Home (Old Korvosa): This run-down house, typical of so many old and decaying homes in Old Korvosa, belongs to one of the city's most eccentric artists. It is detailed in Part 1 of Chapter 3.

H4. Pilts's Palace (Old Korvosa): Up until Old Korvosa is quarantined, the buildings destined to become Pilts's Palace are a set of ramshackle tenements. This location is detailed in Part 2 of Chapter 3.

H5. Soldado Home (Outskirts): This humble home, located in the heavily Varisian outlying neighborhood of Trail's End, is one of the first points of outbreak for blood veil. It features prominently in Part 1 of Chapter 2.

H6. Posh and Turtle (North Point; luxurious): The Posh and Turtle is the finest inn and tavern in all of Korvosa. Upon entering the establishment, it is difficult not to notice the glass flooring overlooking a wide but shallow sea cave, within which lives a 20-foot-long sea turtle named Old Tom. The owner of the establishment, Thavium Rigulus, is a noted wizard.

H7. Laughing Wave Inn (North Point; standard): The Laughing Wave is the oldest surviving inn on the mainland. It remains a favorite destination of visitors thanks to its long history and the legends surrounding the Barbarian Princess, the ghost of a Shoanti woman said to appear on certain nights of the year.

H8. Whitecaps (North Point; squalid): Whitecaps is an inn more than a century past its prime. It looks old, it smells old, and it even feels old to those inside it.

H9. Upslope House (The Heights; luxurious): This fine inn can accommodate up to 22 people in its 10 rooms.

H10. Frisky Unicorn (The Heights; standard): The rooms in this comparatively low-priced (for the Heights) inn afford breathtaking views of Conqueror's Bay.

H11. Wise Dragon Inn (The Heights; luxurious): Normally, this inn caters to students who haven't yet secured housing at the Acadamea, but as the Adventure Path gets underway, all of the rooms in this inn remain empty. By the end of Chapter 2, management is desperate, and this inn's category changes from luxurious to standard.

H12. Tenna's (The Heights; luxurious): While it's the most expensive inn in the Heights, Tenna's makes up for its prices by offering the most amenities in Korvosa: scented baths, massages, manicures and pedicures, valets, and three lavish meals per day, to name the highlights.

H13. Trinia's Flat (Midland): Located on the top floor of a sprawling tenement, this small flat is the home of Trinia Sabor, a woman singled out as a scapegoat by the queen in Part 2 of Chapter 1.

H14. Girrigz's Den (Midland): This underground wererat den is detailed in Chapter 2.

H15. Zellar's Home (Midland): This humble abode is where the campaign begins—see Chapter 1 for more location details.

H16. Creaky Hammock (Midland; standard): Decorated with a nautical theme, the Creaky Hammock tends to serve ships' crews in port for a few days.

H17. Bard's End (Southern Korvosa; standard): Standing just a block from Kendall Amphitheater, Korvosa's largest inn provides a place to stay for those who have traveled long and far.

H18. Leftover's (East Shore; standard): Leftover's is East Shore's only inn. It contains a dozen two-person rooms in addition to its large, cozy common room, and it charges standard rates.

H19. Carowyn Manor (Southern Korvosa): One of many of Korvosa's high-class, expensive, and beautiful aristocratic estates, Carowyn Manor faces a grisly fate during the campaign, as detailed in Part 2 of Chapter 2.

R1. Sticky Mermaid (Old Korvosa; squalid): A fixture of Old Dock for more than 2 centuries, the Sticky Mermaid is an unwholesome tavern that serves an unruly clientele made all the rougher by fishjack, a particularly potent spirit served only here and garnished with fermented eggs of Jeggare River salmon.

R2. Jeggare's Jug (Old Korvosa; squalid): One of the many small pubs that fill Old Dock, Jeggy's Jug (as it's frequently called) maintains a not-always-peaceful rivalry with the Sticky Mermaid. The clientele at the Jug tends to be made up of cranky dockworkers and surly laborers.

R3. Traveling Man (Old Korvosa; standard): This small tavern's main claim to fame is its proximity to the largest of the otuyugh plugs used by the city to feed its sewer-cleaning "allies."

R4. Three Rings Tavern (North Point; standard): This tavern is low-key and quiet, serving as much coffee and tea as mead and wine. In addition to its extensive variety of beverages—alcoholic and not—the Three Rings also gathers a regular breakfast clientele with its Varisian sweetbreads and cream-filled pastries.

R5. Jittery Quill (The Heights; standard): This low-key establishment serves both ale and coffee, making it the favorite haunt of university students and faculty alike.

R6. Overlook (The Heights; luxurious): Teetering on a cliff edge, the Overlook gets a little closer to falling into the raging surf below every year due to erosion. This hint of danger carries over to the tavern's signature offering: a drink called "this-'n'-that," made from whatever castoff or leftover ingredients happen to be on hand at the time.

R7. Crested Falcon (The Heights; luxurious): One of the most expensive restaurants (and easily the most overpriced) in Korvosa, the Crested Falcon's extravagant (and pricey) menu changes each day.

R8. Bailer's Retreat (Midland; squalid): This rough tavern is a favorite haunt of recently released prisoners from Citadel Volshyenek's jails. Brawls, and resultant visits from the Korvosan Guard, are frequent occurrences here as a result.

R9. Shoreline Drinkhall (East Shore; standard): The most popular of the few taverns in East Shore, the Shoreline Drinkhall has a reputation for fair prices and stiff drinks, although its meal offerings taste more like military rations than tavern food.

R10. Jade Circle (Southern Korvosa; luxurious): Taking much of its decor from Tian Xia, the walls of this green-painted, domed teahouse glitter like giant emeralds in the sun. By day, young nobles accompany their parents here for a spot of exotic fragrant teas, while by night, young bravos bolster their spirits with mulled wines and tales of derring-do.

SHOPPING IN KORVOSA

While Korvosa has many shops, for the PCs, the big question is "what magic items are available?" When this campaign begins, use the following items as a starting point for what items are available in the city. As the situation in Korvosa grows bleaker, opportunities for new items to show up and be restocked become few and far between—as a general rule, you can assume that 1d4 minor items, 1d2 medium items, and 1 major item are added to those available for each month that passes in play, up to the maximum available in that category. Note that while items under Korvosa's base value have a 75% chance of being "in stock," at times, certain items will be scarce or even entirely absent from Korvosa's markets. In particular, *potions of remove disease*, *restorative ointment*, *wands of remove disease*, and other items capable of curing illness become incredibly scarce soon after Korvosa becomes plagued in Chapter 2.

10 Initial Minor Items (max 16): +1 ghost touch flaming spear, +1 spell resistance (13) full plate, +2 light fortification chain

shirt, +2 merciful warhammer, +2 rapier, +3 studded leather armor, ring of animal friendship, wand of cure serious wounds (50 charges), wand of remove blindness/deafness (50 charges), wand of suggestion (50 charges).

7 Initial Medium Items (max 12): +3 arrow deflection heavy wooden shield, +3 greatsword, headband of alluring charisma +4, pearl of power (4th level spell), ring of major fire resistance, rod of wonder, wand of dimension door (50 charges).

5 Initial Major Items (max 8): mace of smiting, mantle of faith, ring of wizardry (I), rod of the viper, staff of illumination.

SHOPS AND SERVICES

The most notable markets, shops, and service providers of Korvosa are summarized below.

S1. Reefclaw Run Market (Old Korvosa): Fresh seafood remains the order of the day at this market, as it has for almost 3 centuries.

S2. Copper-Beater Hall (Old Korvosa): The employees of this forge abandon their post during the riots at the start of Part 2 in Chapter 1, and this building remains abandoned until Chapter 3, when it becomes one of several structures that burn to the ground during Old Korvosa's quarantine.

S3. Eel's End (Old Korvosa): Eel's End is a tangle of five ships moored to at the eastern end of the Narrows, a clot of decommissioned crafts ruled by a man named Devargo Barvasi, known to many as the King of Spiders. This notorious site is detailed in full in Part 3 of Chapter 1.

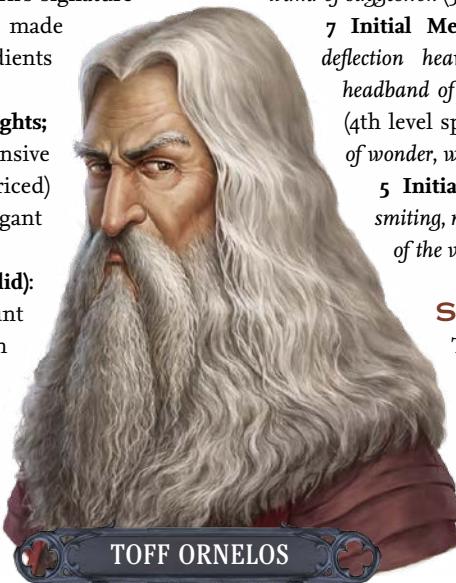
S4. Hessim, Newby, and Sage Paint Manufactory (Old Korvosa): This building caters to Korvosa's struggling artist community, offering hundreds of tiny jars and pots, brushes, canvases, and easels.

S5. Giotorri's Toys (Old Korvosa): Located near Racker's Alley, an area known to be a haven for illicit exchanges, Giotorri's Toys was never intended to be a place for children. Giotorri's Toys appears in Part 2 of Chapter 2.

S6. Ironworks (Old Korvosa): More a factory than a smithy, the Ironworks focuses on simple and functional wrought-iron goods, emphasizing quantity over quality.

S7. Dock Trade (North Point): This market of questionable legality offers goods that appear brand new, although most have some amount of minor damage to them. Many of the merchants at the Dock Trade have ties to the Cerulean Society or other criminal organizations.

S8. All the World's Meat (North Point): This butcher shop has been closed for nearly a year but reopens early in Part 2 of Chapter 1. This location is detailed further in Part 3 of Chapter 1.



TOFF ORNELOS



S9. Lavender (The Heights): Lavender is a relatively new establishment devoted to the sale of perfumes and other distractions aimed at the rich and elite, and its proprietor becomes part of the problem facing Korvosa when the plague strikes. See Chapter 2 for more details.

S10. Gilded Orrery (The Heights): Specializing in magic items and texts in support of conjuring, the Gilded Orrery also stocks a wide selection of other magical wares and books of arcane lore.

S11. Bookmaker (Midland): Korvosa's largest bookstore, this site also publishes its own small-press tomes on a wide range of specialized subjects written by local scholars.

S12. Old Fishery (Midland): Known primarily for producing low-cost, no-questions-asked fish slurry, the Old Fishery is the secret lair of aging criminal Gaedrin Lamm. See Part 1 of Chapter 1 for full details on this site.

S13. Gold Market (Midland): Korvosa's largest marketplace serves as the main attraction in Midland. All manner of foods and handicraft from Korvosa's holdings and the rest of Varisia appear in the Gold Market.

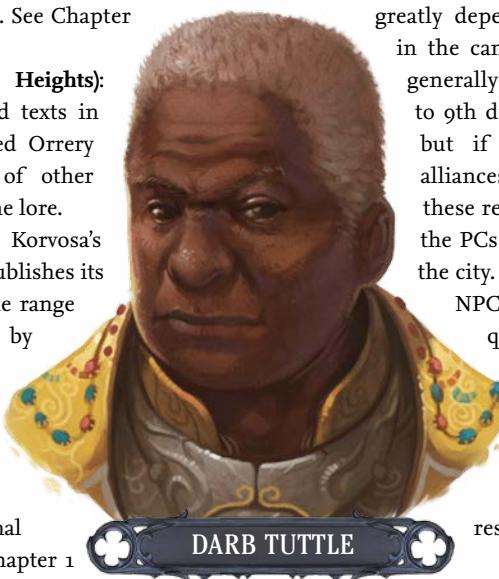
S14. Eodred's Walk (Midland): Fourteen shops form the semicircular face of Eodred's Walk, offering a variety of goods and services, including books and maps, harrow readings, tack and barding, jewelry, minor magical trinkets, haberdashery, fishing supplies, bait, haircuts and grooming, knives, smoked foods, clocks and clockwork trinkets, trapping and hunting supplies, and watered-down alcohol.

S15. Pestico's Dolls and Figurines (Midland): A doddering but gentle old man little more than a loud noise away from the grave, Vadic Pestico has lived and worked his entire life in Korvosa, crafting exquisite dolls for the city's children.

S16. Horse Shop (East Shore): A no-frills shop (as its simple name testifies), this combination livery stable and equestrian supply shop has fair prices.

S17. Orkatto's Feathers and Fur (Southern Korvosa): Animal collectors and wealthy nobles of South Gate acquire exotic pets or oddities to add to their menageries from Orkatto's.

S18. Green Market (Southern Korvosa): This small, fully enclosed market specializes in food, clothing, and commodities that the residents of the city need to survive, but it also provides jewelry and other luxuries for the nobles of the city. Merchants here are expressly forbidden from selling weapons, armor, or magic items.



SPELLCASTING AND RESEARCH

There are plenty of divine and arcane spellcasters in Korvosa who hire out their services for those with the right amounts of coin, but spell availability varies greatly depending on the progress of events in the campaign. The maximum spell level generally available varies from 3rd all the way to 9th during the course of the campaign, but if during play the party secures alliances with powerful NPC spellcasters, these resources should remain available to the PCs regardless of the current status of the city. Of course, if word of such an allied

NPC's support of the PCs reaches the queen's ears, you should feel free to have that NPC arrested on some trumped-up charge and put into custody in Deathhead Vault or, more likely, under Castle Korvosa for the PCs to rescue late in the campaign!

SCHOOLS AND TEMPLES

Korvosa's schools and temples cover a wide range of beliefs and agendas.

T1. Orisini Academy (Old Korvosa): This famed sword school stands in the heart of the city's ancient center district. Within its walls, men and women—mostly young scions of noble houses—practice the many elegant skills of fencing and the grandiose arts of mobile swordplay. This building is destined to be burned to the ground by the Red Mantis at the start of Chapter 3 in their pursuit of the academy's owner, Vencarlo Orisini.

T2. Endrin Military Academy (Old Korvosa): These whitewashed buildings act as overflow barracks for Fort Korvosa's small garrison of Korvosan Guards and Sable Company trainees, and also contains classrooms and sparring rings. By the time the plague is in full swing in Chapter 2, Endrin Military Academy is entirely abandoned.

T3. Bank of Abadar (North Point): More than just a temple to the god of cities, the Bank of Abadar also serves as Korvosa's main financial institution. During the plague, a schism grows in the church as some of its followers push to provide free healing for the poor (or at least at a reduced cost) to help protect the city—a stance many of the bank's elder members, particularly its leader, Archbanker Darb Tuttle, see as a significant threat to the faith's resources and traditions.

T4. Sanctuary of Shelyn (North Point): The Sanctuary of Shelyn is the smallest of the independent temples in the city. Its priests do their best during the plague to aid the city's desperate, but their small numbers have relatively little impact on combating the contagion overall.

T5. Acadamae (The Heights): Students of the Acadamae are expected to specialize in a school of magic, but the primary focus under the ever-scowling headmaster Toff Ornelos is conjuration. As Curse of the Crimson Throne begins, the Acadamae senses a time of trouble and closes its doors tightly to visitors. They and their relatively powerful faculty members play no significant role in this campaign as a result.

T6. University of Korvosa (The Heights): While it pales next to the grandeur of the Acadamae, the University of Korvosa proudly offers classes in all manner of subjects, and its faculty members are eager to point out that they don't limit their scholastic pursuits to only magic—a thinly veiled jibe at their greatest competitors.

T7. Temple of Asmodeus (The Heights): This star-shaped temple hosts a relatively small number of priests. As such, the temple of Asmodeus offers very little support during the plague in Chapter 2, its worshipers and clergy grossly underestimating the magnitude and severity of the event and taking a stance of self-preservation over charity.

T8. Temple of Sarenrae (The Heights): During Chapter 2, the priesthood of this many-turreted, white-marble temple provides the most support of all Korvosa's churches in combating the spread of blood veil, yet even their significant aid is unable to stem the tide of the virulent sickness.

T9. Theumanexus College (East Shore): This small school focuses on arcane magic, with a specific concentration on generalist magic that often puts its professors and students at odds with their competitors at the Acadamae.

T10. Pantheon of Many (Southern Korvosa): The Pantheon of Many holds shrines to 17 different deities within its white-marbled walls. Of the 20 main deities of Golarion, only Gorum, Lamashtu, and Rovagug do not have shrines present, for these three deities have traditionally been unpopular in Korvosa. Of late, the shrine to Norgorber has gone untended as well. The Pantheon's caretakers rally to fight the plague in Chapter 2, but their relatively small numbers, combined with unfortunate bickering between faiths, severely limit the aid they can provide.

T11. Grand Cathedral of Pharsma (Southern Korvosa): As in many cities, Pharasmins are the keepers of the dead and the monitors of fate in Korvosa, so when the plague hits in Chapter 2, this clergy is more focused on properly disposing the diseased bodies than tending to sick but still-living victims. By the time the queen declares martial law, the leader of the church of Pharsma makes her choice and secretly allies with the growing rebel force, turning over portions of the city graveyard to the rebels to use as a hideout.

SITES OF INTEREST

Beyond Korvosa's shops, taverns, schools, and temples are numerous other sites of potential interest. Two regions in particular lie above and below the city at large—the Shingles and the Vaults.

THE SHINGLES

In many ways, the area known as the Shingles is like its own sub-ward of the city of Korvosa. Here, in shanties built atop roofs, on the upper floors of otherwise abandoned tenements, and amid jungles of chimneys, peaked roofs, and eroding gargoyles, are vagabonds, thieves, monsters, and other perils equal to those found in the most dangerous slums. Stirges and nests of imps haunt the gutters. The house drakes that lair here often cause nearly as many problems as the imps they seek to exterminate. Criminals use the Shingles as a highway to move about while remaining unseen by the Guard. Worst of all are the chokers—hideous aberrations with long, boneless arms—which have taken to the Shingles with tenacity, having resisted all eradication attempts. Stories of chokers reaching arms down through chimneys or upper windows are common and serve as the primary reason most citizens avoid going above the second floor in regions overshadowed by the Shingles.

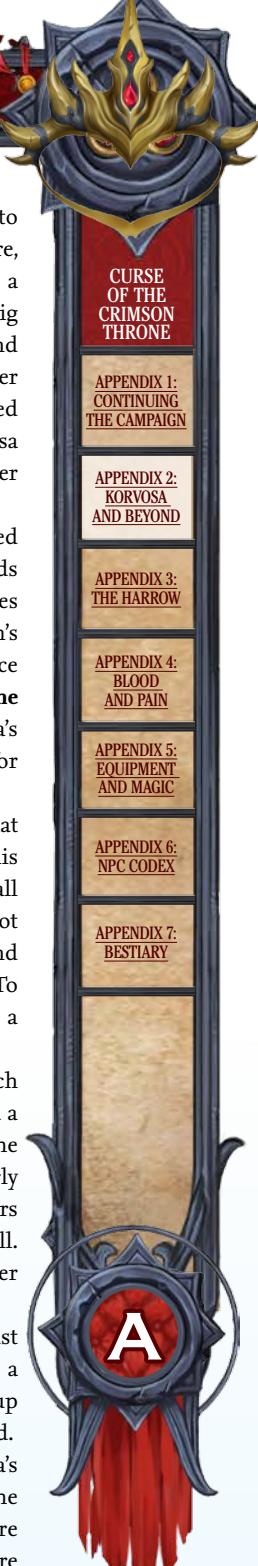
THE VAULTS

Most cities have sewer systems of some sort. Some can even claim dungeons and deep caverns beneath them. Few cities, though, have a complex system of subterranean tunnels quite like the Vaults of Korvosa. Modern Korvosa stands atop the remains of at least two other civilizations and integrates both of them in its design. As a result, the origins of the Vaults of Korvosa can be divided into three primary categories.

Burial Mounds: The Shoanti who lived in Korvosa prior to its Chelish colonization dug tombs into the earth to bury their rulers, heroes, and shamans. The Korvosans then made these tunnels into sewers without any regard for the dead Shoanti buried there. Today, the sewers under much of mainland Korvosa make little sense, twisting randomly into numerous festering dead ends, thanks to the haphazard layout of the Shoanti burial mounds.

Sewage Tunnels: The most recent of the vaults are those constructed specifically to serve as sewer tunnels or storm drains. In many cases, the city's architects took advantage of existing tunnels, repurposing them for this use. In others, though, relatively new brick-lined sewer tunnels adjoin or connect via these existing tunnels, with barred walls blocking off unexplored avenues.

Thassilonian Ruins: The oldest, deepest, and most dangerous of the vaults date back to Thassilon, when the region above served as the sprawling capital of the nation



of Eurythnia, the realm of Runelord Sorshen. Many of these tunnels collapsed in the wake of Earthfall, but enough exist and maintain their links to the Darklands to ensure that the threats awaiting explorers here are the most dangerous of all those to be encountered in the Vaults of Korvosa.

INDIVIDUAL SITES

Listed below are areas of importance in the city of Korvosa that serve as landmarks, public works, entertainment venues, or mere curiosities. A few of these locations are detailed more fully in the text of the adventure itself, but all of the others could serve as the location of additional adventures of your own design.

V1. Old City Hall (Old Korvosa): This dark-brick building, sometimes affectionately called the Charcoal Palace, served as the city hall for 60 years, but it is largely abandoned today save for a tiny staff of caretakers.

V2. Exemplary Execrables (Old Korvosa): Refurbished with gaudy, gold-colored paint and massive glass “gems,” this looming building is the home of a perverse and detestable theater of all things foul, gore slicked, and unnaturally pornographic. Volunteers at performances here often went missing after a show, and the theater had an unusually high turnover rate for young and pretty assistants. Exemplary Execrables is one of the first buildings to burn during the quarantining of Old Korvosa, and by the time Chapter 3 begins, the theater’s manager, a man named Pilts Swastel, has relocated to Pilts’s Palace and taken on the mantle of “Emperor of Old Korvosa.”

V3. Temple of Aroden (Old Korvosa): Old and crumbling, Korvosa’s Temple of Aroden has lost almost all of its former splendor. When blood veil hits Korvosa during Chapter 2, the three caretakers do their best to help fight the disease, only to succumb early on, their lack of magical healing ability being a death sentence. By the time Chapter 3 begins, the temple has become a favorite nest for a small tribe of particularly brutal chokers.

V4. Wreck of the Direption (Jeggare River): It is here that the false plague ship *Direption* comes to rest at the start of Chapter 2.

V5. Avenue of Arms (North Point): This bizarre landmark of the city extends from just east of the Great Tower along the riverfront to Burnt Bridge Boulevard. All along the wide thoroughfare, exactly 127 human-looking stone arms reach up from the rocky soil along the road at an even distance. No two arms look the same, but despite variations, all of them have a few things in common: they face the same direction, with their elbows bending away from shore to point toward the road; they all look like the arms of human adults; all are evenly spaced at exactly 2 feet, 3-1/2 inches apart; and they share the strange Thassilonian

feature of resisting erosion or vandalism. All attempts to learn more about these curiosities have met with failure, other than to confirm that the arms protrude from a single, solid length of buried basalt. Any attempt to dig up or damage the arms causes strange shrieks of pain and terror, as well as the welling up of brackish black water where the wound in the stone occurs. Damage inflicted on the arms heals over time. Today, the people of Korvosa have come to accept the Avenue of Arms as just another ancient curiosity—one that is better left alone.

V6. Jeggare Museum (The Heights): Built and operated by House Jeggare, this large museum displays hundreds of objects pulled from ruins and archaeological sites scattered across Varisia. Mercival Jeggare, the museum’s curator, happily buys treasures and items from “freelance treasure hunters” for reasonable prices. **V7. Marbledome (The Heights):** This gleaming fixture is home to Korvosa’s opera company, a poorly managed affair known for producing mediocre performances that bleed gold.

V8. Gatefoot (The Heights): All that remains of what was once an immense statue of Runelord Sorshen is this well-proportioned but immense stone foot. As with all Thassilonian structures, old rumors hold that the foot marks the uppermost reaches of an extensive underground complex, yet no evidence of such has ever been found. To all appearances, the massive foot is nothing more than a remnant from a prior age.

V9. Kendall Amphitheater (The Heights): The church of Abadar and a team of dwarven architects repurposed a massive sinkhole here into a sprawling amphitheater. The sinkhole itself disgorged a large number of particularly aggressive ankhegs back in the day, a blight of monsters that was put down thanks to the heroism of Mina Kendall. She perished in the attempt, and the city honored her deed by naming the building after her.

V10. Eodred’s Square (Midland): Forming a plaza just past the west end of High Bridge, the square makes a popular venue that locals and visitors alike use to set up meetings or to simply orient themselves within the ward.

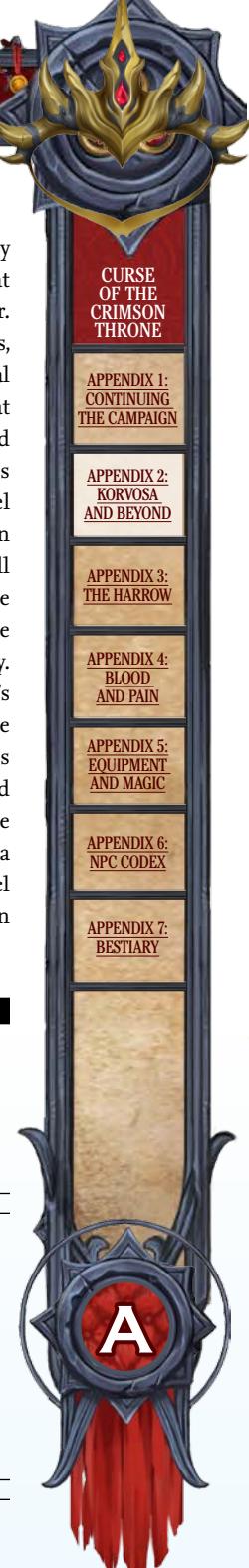
V11. Pillar Wall (Southern Korvosa): One of Korvosa’s many Thassilonian ruins, this row of 100-foot-tall stone pillars was once a small part of a much larger and more grandiose city defense, but it now serves as little more than a landmark.

V12. Great Tomb of Leadership (Southern Korvosa): One of the largest crypts in Gray is the Great Tomb of Leadership, a heavily secured and constantly guarded building that holds the bodies of past military leaders and the city’s most-decorated soldiers.

V13. Dead Warrens (Southern Korvosa): One of many compact underground crypts below Korvosa’s Gray neighborhood, the Dead Warrens are detailed fully in Part 3 of Chapter 1.

Curse of the Crimson Throne Overland Map





KORVOSAN HINTERLANDS

Korvosa does not—much to its constant chagrin—reign supreme within Varisia or even its immediate vicinity. While its long-standing feud with Magnimar is a matter of record, Korvosa shares control of its own hinterlands with the following three power centers.

Citadel Vraids: Built at Korvosa's expense for the Hellknight Order of the Nail, this impressive structure stands atop a narrow table within the southern arm of the Mindspin Mountains. In theory, the Hellknights of Citadel Vraids are allied with Korvosa and frequently act as shock troops when the Korvosan Guard feels outmatched or doesn't want to risk its own soldiers. Truthfully, the Order of the Nail serves only itself and remains on Korvosa's side provided only that the city pays it. The Hellknights retreat from Korvosa during Chapter 2, and their presence is minimal in Korvosa for the remainder of Curse of the Crimson Throne. Citadel Vraids is explored in greater detail in *Pathfinder Campaign Setting: Castles of the Inner Sea*.

Janderhoff: The dwarves of the Sky Citadel of Janderhoff have lived in the region since they emerged here during their Quest for Sky, yet have never expanded significantly beyond Janderhoff's walls. Most of the stone and metal used by Korvosa comes from Janderhoff, and in return the dwarves depend heavily on Korvosa for luxury goods, exotic foods, and other nonessentials. Janderhoff can survive without Korvosa's support, although in less comfort. Its inhabitants avoid getting directly involved in the matters of Curse of the Crimson Throne other than to offer shelter to Vencarlo and Neolandus when the fugitives flee here at the start of Chapter 4.

Kaer Maga: When the people of Korvosa began to explore the region around them, they eventually came across the walled-in city of Kaer Maga, along the edge of the Storval Plateau. The respective leaders of each city instantly took a dislike to one another, but in the past several decades since the Treaty of Sirathu, the two cities have existed in an increasingly cooperative state of peace, with (mostly illicit) trade growing between them with each passing year. Kaer Magans note events during Curse of the Crimson Throne with curiosity, but the distance from Korvosa limits their interaction to mere observation. More information on Kaer Maga can be found in *Pathfinder Campaign Setting: City of Strangers*.

KORVOSAN HOLDINGS

Despite the presence of Citadel Vraids, Janderhoff, and Kaer Maga, Korvosa exerts direct control or strong influence over much of southeastern Varisia. Its power stretches as far west as the Fenwall Mountains and Ashwood Forest and as far north as the Storval Rise, and encompasses a number of settlements.

HARSE

Harse, the only Korvosan holding the PCs are likely to visit, is a narrow village located on a strip of land at the point where Sarwin River empties into Falcon River. The village itself consists of just a few dozen buildings, including a church dedicated to Erastil, two general stores, two taverns (the Spotted Pony and the somewhat dingier Nag Bag), a large inn (Rancher's Retreat), and a bustling ferry service. There isn't much for the PCs in Harse, and the villagers have little to offer high-level characters apart from rumors. Times aren't quite bad in Harse, but neither are they good. The village, as with all of the Korvosan holdings in the region, relies upon trade from the city as well as regular support of patrols and the like from the Korvosan Guard and the Sable Company. Whispers of what's going on in Korvosa are on everyone's lips, especially since the number of refugees fleeing the city seems to be growing. If locals become aware the PCs are recently fled from Korvosa, word spreads quickly and the PCs find themselves the center of attention. While this might appeal to their egos, word gets back to Korvosa relatively quickly, and if the PCs don't move on soon, feel free to have a group of Red Mantis assassins show up in town looking for them.

HARSE

NG small town

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

Qualities rumormongering citizens, strategic location

Danger +0

DEMOGRAPHICS

Government autocracy (lord mayor)

Population 828 (671 humans, 83 halflings, 33 dwarves,
25 half-elves, 8 gnomes, 8 other)

Notable NPCs

Lord Mayor Bikalus Zane (LN male human expert 4/
ranger 1)

Mother Tasa Seganni (LG female half-elf cleric of
Erastil 7)

MARKETPLACE

Base Value 1,100 gp; **Purchase Limit** 5,000 gp;

Spellcasting 4th

Minor Items +2 sling, +1 undead-bane gauntlet, ring of
protection +1, page of spell knowledge^{UE} (2nd); **Medium**
Items +1 keen thundering short sword, +1 shadow
breastplate, scroll of call lightning storm, wand of see
invisibility (50 charges)

OTHER HOLDINGS

The following page contains some brief descriptions that touch on Korvosa's other major holdings and how they relate to the city.



Abken (population 298): Abken was founded as a commune by “peace-loving riffraff.” Its existence continues to baffle and chafe at Korvosa’s militaristic leadership.

Baswief (population 405): The mining performed in Baswief augments the flow of metals out of Janderhoff.

Biston (population 286): The town of Biston long held a strong sense of independence, which resulted in conflict in 4658 AR, when a group of separatists attempted (and failed) to break free of Korvosa’s rule.

Melfesh (population 955): Korvosa’s largest inland holding, Melfesh controls the Runtash River with its massive, heavily guarded drawbridge.

Palin’s Cove (population 1,896): For roughly the first century of its existence, the strategically vital Palin’s Cove relied extensively on food and supplies from Korvosa. Today, the town bristles with catapults, ballistae, and trebuchets, which also constitute its primary exports.

Sirathu (population 440): The poorest of Korvosa’s holdings, Sirathu only recently came under the city’s control, as Korvosa wrested it from Kaer Maga with the Treaty of Sirathu in 4663.

Veldraine (population 2,360): The second-oldest Chelish settlement in Varisia, Veldraine has long depended on Korvosa for trade and support, even as Korvosa has relied on it for naval protection.

THE CINDERLANDS

By far the least hospitable landscape in Varisia, the Cinderlands have been written off as worthless by most of the region’s residents—fit only for the crazed Shoanti barbarians displaced over the centuries by immigration from Cheliax. Yet such views are shortsighted, for within the Cinderlands’ borders lurks a surprising display of life and geologic diversity.

These badlands are rugged, inhospitable terrain formed by long periods of drought and heavy wind erosion. Odd rock formations, canyons, gullies, and hoodoos fill the landscape, separated by twisting valleys and crags. Deep gorges create natural wind tunnels; the sound of the wind howling through them can carry for miles. Many of the rock formations have alternating tiers of sandstone and ash rock, creating a stark, contrasting ambience of red and black layers. The wind’s effect is everywhere—the geological formations are smooth and curving, mimicking the sand dunes of a desert. Large areas are solid rock, but other areas have stretches of leached soil and silt. Short, weedy scrub grows in patches throughout the badlands, interspersed with succulent plants.

In addition to a host of dangerous monsters and wildlife (see the Hinterland Encounters table on page 464), the environs themselves are perilous. Food and water



can be difficult to secure in this region, and as a result, characters take a -5 penalty on Survival checks to progress in the wild. Other significant threats those wandering through the Cinderlands can expect to face include the following dangers.

Cinder Cones: The Cinderlands are spotted with cinder cones—hills of volcanic fragments built up around volcanic vents. During the eruptions of these magma fountains, earthquakes shake the land and the small volcanoes vent incredible amounts of ash, cinders, and explosive projectiles through their flanks and summit craters. The majority of the material expelled by cinder cones consists of massive quantities of minuscule ash particles, which is dispersed across the Cinderlands by the constant winds. The largest cinder cones can eject buckler-sized globs of half-cooled molten rock and trapped volcanic gases with enormous force, potentially shooting them great distances. Cooling as they fly through the air, these natural bombs solidify into elongated tear-shaped rocks, making them aerodynamic enough to travel up to a mile. The impact of one of these bombs causes it to shatter explosively, dealing 3d6 points of piercing damage and 3d6 points of fire damage to everything within 15 feet of the point of impact (Reflex DC 20 half).

Emberstorms: An emberstorm can form in the aftermath of a particularly large wildfire. Because the generated heat is so great, the surrounding oxygen burns swiftly, creating inward-facing wind currents. Once this occurs, a perpetual cycle of oxygen, ash, and embers feeds the fire and intensifies its heat, giving it its own renewable source of fuel. The winds produced by this phenomenon can reach hurricane-force gales that cause an emberstorm to grow to devastating sizes. With a good wind behind it, the storm can travel hundreds of miles, appearing from afar like a black blizzard that flickers with fire. An emberstorm consists of two parts: the edge (up to 100 feet inside the storm's borders) and the heart (the area more than 100 feet into the storm). Within the edge, the ash-choked winds function as a dust storm with severe winds. In the heart, these winds increase to windstorm levels, functioning as greater dust storms—but whenever a creature takes nonlethal damage from this dust storm, it also takes 1 point of fire damage. See page 438 of the *Pathfinder RPG Core Rulebook* for dust storm rules.

CINDERLANDS FLORA

Although the Cinderlands are arid, they nevertheless host a wide range of hardy flora. Apart from the wiry grasses that are common along riverbanks and large open plains (a favorite staple of the aurochs that wander the region), the following unusual plants can be found here.

Ember Poppy: A waxy substance that combusts upon exposure to high heat coats the seed banks of the dark-petaled ember poppy. Once a fire passes through an area, the plant sprouts and germinates. Its seeds remain buried in the soil for years, awaiting the next fire.

Flask Tree: At first glance, flask trees appear to be dead, but upon closer inspection one learns that this is simply a surprisingly successful camouflage system. Many creatures walk right past a substantial store of water, thinking the trees to be just burned chunks of wood. A flask tree gets its name from the shape of its trunk—the water stored at its base engorges the wood there, giving it the appearance of a potion bottle.

Galtroot Bush: This short bush grows in red clay and often sheds its crimson leaves during drought periods to tolerate the loss of water. Containing a powerful narcotic, the galtroot has many uses, both medicinal and recreational. The Shoanti tribes mix the dried leaves with wood ash to create barbarian chew, which invigorates their warriors' ferociousness during battle.

Lotra Tree: These short trees have adapted tough, thick bark laced with oil that is resistant to fire. Younger trees burn in severe blazes, but the mature trees survive relatively unscathed, showing only bole scorching at most.

Scrub: This short, stunted vegetation grows in patches throughout the Cinderlands. While scrub refers primarily to dry, straggly weed, the term encompasses much of the vegetation, including trees and bushes.

THE HOLD OF BELKZEN

The primary dangers travelers face in the Hold of Belkzen are its denizens. The orc tribes of Belkzen are ferocious, as are the predatory monsters and megafauna that hunt the orcs. Even the region's herbivorous inhabitants tend to be large, ill-tempered, and prone to violence. This Adventure Path assumes that the PCs use magic to travel through this hostile realm and, unlike in the Cinderlands, do not spend much time exploring or traveling this region. If your players spend additional time within these borders (or merely camping outside while engaging in forays into Scarwall), use the Hinterland Encounters table on page 464 to generate encounters. A wealth of additional information on Belkzen appears in *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*.

THE MUSHFENS

As it does with Belkzen, *Curse of the Crimson Throne* doesn't expect the PCs to spend much time in the sodden expanse of the Mushfens, Varisia's largest swampland. The Hinterland Encounters table on page 464 can help you generate encounters here; in addition, consult the rules for marshes on page 427 of the *Core Rulebook* for guidance on handling encounters in the Mushfens.

APPENDIX 3

THE HARROW

The Varisian people have long believed the fifty-four cards of the harrow deck hold mystical power over destiny and fate. In Curse of the Crimson Throne, the harrow serves as an enduring theme and plays an important role as the campaign unfolds. Beyond these expanded rules for integrating the harrow deck into play, additional rules for plagues, a new eidolon subtype, and a wealth of new magical items and alchemical tools await discovery!

Harrowing is a Varisian method of fortune-telling, wherein past, present, and future are laid bare. With a harrow deck, a trained reader draws upon the knowledge of spirits beyond the mortal world. In Curse of the Crimson Throne, the harrow plays an integral part. This campaign begins with a harrow reading for the PCs, and the results of this grant them the ability to manipulate and influence fate throughout the campaign using Harrow Points (see page 424).

DIVINING WITH A HARROW DECK

The harrow deck is a prop for GMs to create colorful fortune-telling encounters. Near the beginning of each chapter of this campaign, you'll be performing a harrow divination for the PCs, playing the role of the ghostly harrower Zellara. If you have a *Pathfinder Cards: Deluxe Harrow Deck*, use this to perform the divination (known as a harrowing)—otherwise, you can simulate the cards with regular playing cards or dice as detailed on page 418.

As each card in the harrow reading comes up, feel free to use its themes and definitions to add flavor and mystery to the reading. You know what's in store for the PCs in the chapter of the Adventure Path they're about to start, so use this as an opportunity to drop vague hints about what's to come. You don't want to give away surprises, nor do you want to indicate the probability of an outcome determined by a player's choice or a die roll—instead, focus on the adventure's themes and certain encounters or events you know will occur, cloaking them in mystery and metaphor linked to the type of card you drew. Ideally, when the event you predict comes to pass, players will feel a sense of satisfaction that at last they understand how the prediction related to the story.

Before you perform a chapter's harrowing, pull out the nine cards representing the current chapter's suit (see the sidebar). These cards are used to conduct the "Choosing," wherein each player determines his or her individual role in the harrowing to come. Once you're ready to begin, follow these steps to perform the harrowing.

Step 1—The Choosing: Shuffle the nine cards for the Choosing, then have each player randomly select one of these nine cards. As each player reveals his or her Choosing, record that card next to the player's character's name—if this card comes up during the harrowing itself, it has great importance. Feel free to interpret each card as the players turn them over. If a card matches a player's character's alignment or highest ability score, call out the Choosing as being particularly fortunate. If a card is oppositional to the character's alignment or matches the character's lowest ability score, indicate that the Choosing poses an unseen threat or danger. Once you've recorded all the Choosings, replace the cards into the deck and shuffle it. In addition to possibly granting additional Harrow Points (see Step 6), a character's Choosing automatically grants a benefit during a certain encounter in that chapter (see Harrow Points, starting on page 424).

Step 2—The Spread: Draw nine cards and place them facedown in a three-by-three square. This arrangement relates to each of the nine alignments and implies an aspect of the past, present, or future of the topic of the reading.

Step 3—The Past: The left column of three cards represents the secrets of the past. This column also represents law, for the past is unchangeable and set in stone. Reveal the three cards in this column starting from the top and interpret their meanings (see Interpreting a Spread on page 417). Since you're describing the past, you should focus your interpretation of the cards on the PCs' backgrounds or the events of previous chapters.

Step 4—The Present: The central column of three cards represents the events of the present. This column also represents neutrality; the present is the sum total of the events of the past yet opens up to the infinite possibilities of the future, and as such is a crossroads between order and entropy. Reveal the cards from top to bottom and interpret their meanings. Since you're speaking about the present, you should focus your interpretation of the cards on the current situation in



which the PCs find themselves, and the current situation in Korvosa.

Step 5—The Future: The right column of three cards represents future events that might, or might not, come to pass. This column also represents by chaos, for the future is not set and anything is possible. Reveal the three cards in this column starting from the top and interpret their meanings. Since you’re divining the future, you should focus your interpretation of the cards on events in the chapters to come. This final step completes the harrowing, but make sure you leave all nine revealed cards on the table so you can proceed with the next step.

Step 6—Calculate Harrow Points: Jot down how many of the nine cards in the harrowing are of the suit associated with the current chapter (see the Adventure Suits sidebar). This number determines how many Harrow Points each PC receives. In addition to Harrow Points received from these cards, each PC gains an additional Harrow Point for the card drawn during the Choosing, effectively guaranteeing each PC at least 1 Harrow Point to spend during the chapters, even if the spread resolves without any cards of the current chapter’s suit. If any player’s Choosing is revealed during the spread, that player’s character gains 1 additional Harrow Point. Harrow Points can be spent during the course of a chapter to gain various

ADVENTURE SUITS

Each chapter in Curse of the Crimson Throne is linked thematically to one suit of the harrow deck and the approach by which the PCs can influence their fates.

Chapter	Harrow Suit	Ability Score
“Edge of Anarchy”	Keys	Dexterity
“Seven Days to the Grave”	Shields	Constitution
“Escape from Old Korvosa”	Books	Intelligence
“A History of Ashes”	Hammers	Strength
“Skeletons of Scarwall”	Stars	Wisdom
“Crown of Fangs”	Crowns	Charisma

benefits relating to the suit—see page 424 for more details. Harrow Points unspent at the end of a chapter are lost.

INTERPRETING A SPREAD

As you reveal cards during the spread, consult the card meanings on the following pages for the cards’ significance. In most cases, you’ll use the traditional meaning for the card to influence your interpretation, but if an evil-aligned card is revealed in the top row (the row symbolizing goodness) or if a good-aligned

card is revealed in the bottom row (the row symbolizing wickedness), the card is misaligned, and you should use the misaligned meaning to interpret the card. Cards that are neither good nor evil can never be misaligned.

How you interpret the cards themselves is entirely theatrics and flavor; the only rules mechanics involved are the determination of how many Harrow Points each PC earns for that chapter. As such, you should feel free to get as mystical and mysterious as you wish with your reading, but take care to avoid revealing too much about the adventures to come! It's generally best to keep your interpretation to a single sentence, so that the reading goes quickly and the adventure can proceed. A little hint can go a long way!

There are placements within a harrow spread where certain cards have increased or altered significance, as summarized below.

True Matches: Any card that has the same alignment as its placement in the spread is of extreme importance.

Opposite Matches: If a card's alignment is exactly opposite of its placement in the spread—such as a chaotic good card appearing in the lawful evil (lower left) position—it is always misaligned and infers a momentous happening.

Partial Matches: When one part of a card's alignment matches its placement (such as if a neutral good card is in a lawful good position), the card has increased importance. Partial matches can sometimes be misaligned.

Choosings: If a player's Choosing card comes up, this card has a special significance to the player in relation to the card's meaning and its position in the spread. Rather than interpret the card's significance as it relates to the party, focus on that particular player instead.

HARROWING WITHOUT A DECK

If you don't have or don't wish to use a Pathfinder Cards: Deluxe Harrow Deck to perform the harrowings in your Curse of the Crimson Throne game, you can substitute in a simple deck of playing cards in place of harrow cards. If you do so, write the names of the 54 harrow cards on the tops of those playing cards (you'll need to use both jokers in the deck).

You can also simulate drawing a harrow card with dice by rolling a d6 and a d10. Every time you would flip a card, instead roll 1d10 to determine its alignment (1 = LG, 2 = LN, 3 = LE, 4 = NG 5 = N, 6 = NE, 7 = CG, 8 = CN, 9 = CE, 10 = reroll) and 1d6 to determine the card's associated ability score (1 = Strength, 2 = Dexterity, 3 = Constitution, 4 = Intelligence, 5 = Wisdom, and 6 = Charisma). If you use dice, write down the results and placements of the rolls as there are no cards to serve as placeholders. Do so in full view of the players on a large sheet of paper so the results are available for all to see.



THE AVALANCHE (LE, DEX)

Traditional: Unrelenting disaster.

Misaligned: Disaster can be averted.



The Avalanche symbolizes the crush of the rioting mob, be they looters, members of Pilts's mob, or simply panicked Korvosan citizens.

THE BEAR (N, STR)

Traditional: Brute force reigns.

Misaligned: Never misaligned.



The immense tribe-eating worm known as Cindermaw is represented by The Bear, as a remorseless engine of raw physical power and force.

THE BEATING (NE, STR)

Traditional: Attack from all sides.

Misaligned: Hidden strength.



Two of the leaders of the Gray Maidens, Warden Tisharue and second-in-command Kordaitra, are symbolized by The Beating.

THE BETRAYAL (NE, CHA)

Traditional: Selfishness leads to ruin.

Misaligned: Noble self-sacrifice.



This card represents Sabina's eventual betrayal of the Gray Maidens, which begins as she recruits the PCs to slay her dragon mount, Zarmangarof.



THE BIG SKY (CG, STR)

Traditional: Freedom from bondage.
Misaligned: New shackles replace the old.

The Big Sky foreshadows the Trial of the Totems, when the PCs must endure a grueling ordeal under the relentless sun in the Cinderlands.



THE CROWS (NE, DEX)

Traditional: Taking of loved ones or items.
Misaligned: Thievery can be stopped.

The derro Vreeg has long taken from Korvosa's dead, be it a theft of dignity or a theft of burial trinkets, and as such is symbolized by The Crows.



THE BRASS DWARF (LN, CON)

Traditional: Invulnerability to peril.
Misaligned: Never misaligned.

The Brass Dwarf revels in chaos and enjoys smoke, just as the elf Jolistina does—though Jolistina's smoke bombs are more perilous in nature.



THE CYCLONE (CE, STR)

Traditional: Tumultuous, evil plots.
Misaligned: Renewal after a trial.

The spectacle and overwhelming power of The Cyclone presages the confrontation between the PCs and the tentacles of the otherworldly havero.



THE CARNIVAL (CN, WIS)

Traditional: Illusions and false dreams.
Misaligned: Never misaligned.

The mad dance of The Carnival and its cacophonous but delightful music symbolize the peril and grace of the danse macabre in Scarwall.



THE DANCE (LG, DEX)

Traditional: Staying in harmony.
Misaligned: Lockstep is perilous.

The eerie grace of the skittering spider or the long-limbed ettcape Chittersnap evokes the leaping and lithe motions shown in The Dance.



THE COURTESAN (CN, CHA)

Traditional: Political intrigue.
Misaligned: Never misaligned.

The Courtesan, with its associations with political intrigue, is linked to Sabina Merrin in her role as Queen Ileosa's lover and bodyguard.



THE DEMON'S LANTERN (CE, DEX)

Traditional: An impossible situation.
Misaligned: A guide lights a way out.

The Demon's Lantern evokes the many difficult situations that await the PCs, particularly unnecessary confrontations with those who should be allies.



THE CRICKET (NG, DEX)

Traditional: Speed and quick passage.
Misaligned: The journey goes poorly.

The Cricket symbolizes the speed and alacrity needed in perilous chases across Korvosa, particularly in the pursuit of Trinia across the Shingles.



THE DESERT (CG, CON)

Traditional: Traversing a bleak passage.
Misaligned: A passage with little hope.

Although The Desert might seem to have little to do with a river, this card symbolizes bleak voyages, such as the journey the *Direption* makes upriver.



THE ECLIPSE (LE, WIS)

Traditional: Self-doubt.
Misaligned: Unheralded abilities.

The Eclipse symbolizes the dark triumph of mind over body seen within the endless existence of the demilich Zev Ravenka.



THE HIDDEN TRUTH (LG, INT)

Traditional: Seeing past the obvious.
Misaligned: A dangerous secret.

The Arkonas hold many secrets; among the rakshasas of Korvosa, Vimanda is likely to be the first to reveal The Hidden Truth about herself.



THE EMPTY THRONE (LG, CHA)

Traditional: Loss brings good fortune
Misaligned: Loss brings bad tidings

The Empty Throne represents the Crimson Throne, for Queen Ileosa is no true ruler of Korvosa, but rather its greatest danger.



THE IDIOT (NE, INT)

Traditional: Grave foolishness and greed.
Misaligned: Clever feigning of idiocy.

Not so much a game as cruel bloodsport, blood pig is a perfect manifestation of foolishness—a violent pastime created by The Idiot.



THE FIEND (LE, STR)

Traditional: Many losses in a calamity.
Misaligned: Salvation from a calamity.

The Fiend consumes hope, just as the Mother of Thorns toils below the Longacre Building to destroy the hope of Gray Maidens “recruits.”



THE INQUISITOR (LN, INT)

Traditional: Immutable reality.
Misaligned: Never misaligned.

The Arkonas employ the beatific one Senshiir as a tormentor, and just as The Inquisitor can draw out answers, so can her torturous attentions.



THE FOREIGN TRADER (N, INT)

Traditional: An informative pact.
Misaligned: Never misaligned.

Laori Vaus can be a bridge between faiths, as surely as The Foreign Trader bridges two cultures, and a pact with her may be informative.



THE JOKE (CG, INT)

Traditional: Danger overcome by artifice.
Misaligned: The joke is on you.

Although he styles himself as an emperor, in truth Pilts Swastel is akin to The Joke—a living embodiment of a sham taken several steps too far.



THE FORGE (LN, STR)

Traditional: Strength through diversity.
Misaligned: Never misaligned.

The Forge symbolizes the Maiden’s Nursery below the Longacre Building, where new recruits are trained and forged into Gray Maidens.



THE JUGGLER (CG, DEX)

Traditional: Fate is on your side.
Misaligned: Fate is not on your side.

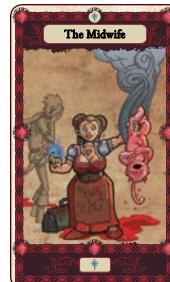
One must often perform multiple roles at once, and The Juggler embodies such circumstances, particularly the potential for combat during chases.



THE KEEP (NG, STR)

Traditional: Unshakable to threat.
Misaligned: Temptation is stronger.

The Red Mantis have created a fortress below the Longacre Building; their temple is not a traditional instance of The Keep, but is certainly secure.



THE MIDWIFE (NG, WIS)

Traditional: New life or new information.
Misaligned: Dangerous new arrivals.

The Midwife ushers in new life, just as the nightwing Ildervok seeks to bring a new life to Scarwall by selecting a Star Tower curate.



THE LIAR (CE, CHA)

Traditional: Love at its most treacherous.
Misaligned: A new relationship begins.

The devil Sermignatto manipulates truth at the highest level, and The Liar presages his role during the events of the campaign's endgame.



THE MOUNTAIN MAN (CN, CON)

Traditional: An external physical power.
Misaligned: Never misaligned.

The Mountain Man symbolizes the mountain of humanity that perishes to blood veil, as seen in the heaped dead within Racker's Alley.



THE LOCKSMITH (LN, DEX)

Traditional: Keys to a new destiny.
Misaligned: Never misaligned.

Gaedren Lamm is ultimately the one who enables Illeosa's end, for like The Locksmith, he holds the keys to the PCs' fate as Korvosa's heroes.



THE MUTE HAG (NE, WIS)

Traditional: Blood pacts and dark secrets.
Misaligned: Unwavering loyalty.

Just as The Mute Hag forges pacts, the night hag Malatrothe has forged a tenuous treaty with Mithrodar, the chained spirit of Scarwall.



THE LOST (CE, WIS)

Traditional: Loss of identity.
Misaligned: Clarity of mind.

Tormented soul Kleestad has lost more than his identity—his very humanity and soul have been forfeit, as foreshadowed by the Lost.



THE OWL (N, WIS)

Traditional: Wisdom of the natural order.
Misaligned: Never misaligned.

The Owl watches over the world, just as the chained spirit Mithrodar watches over his narrow world, the cursed castle of Scarwall.



THE MARRIAGE (LN, CHA)

Traditional: Union of persons or ideas.
Misaligned: Never misaligned.

The Marriage symbolizes more than a mere lovers' union—it also symbolizes the union between Togomor and the devil that possesses him.



THE PALADIN (LG, STR)

Traditional: Standing fast under adversity.
Misaligned: Standing fast is foolhardy.

Although he is no holy warrior, the barbarian Krojun Eats-What-He-Kills stands fast in the face of adversity as surely as The Paladin.



THE PEACOCK (N, DEX)

Traditional: Sudden personal shift.
Misaligned: Never misaligned.

Verik Vancaskerkin has shifted his allegiance as surely as The Peacock changes its plumage, yet where does his true loyalty lie?



THE SICKNESS (NE, CON)

Traditional: Disease of body or soul.
Misaligned: Great health in an epidemic.

The Sickness certainly presages the advent of blood veil, but the card is specifically tied to the conditions in the Hospice of the Blessed Maiden.



THE PUBLICAN (CG, WIS)

Traditional: Fellowship and camaraderie.
Misaligned: Refuge cannot be found.

Castothrane was one of Scarwall's great leaders, and now his fellowship with Mithrodar is merely a different aspect of The Publican's theme.



THE SNAKEBITE (CE, INT)

Traditional: Poisonous powers or ideas.
Misaligned: Mental leap or discovery.

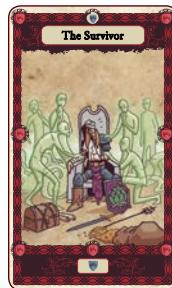
The envenomed symbolism of The Snakebite is portrayed by the Red Mantis assassins and the exotic toxin known as fool's leprosy.



THE QUEEN MOTHER (LN, WIS)

Traditional: Knowledge through fealty.
Misaligned: Never misaligned.

The devil Nihil is the only woman among the spirit anchors of Scarwall, although she is an unusual Queen Mother.



THE SURVIVOR (NG, CON)

Traditional: Rebirth through ordeal.
Misaligned: Tragic news or profound loss.

The Survivor symbolizes rebirth, and no card could better represent Lady Andaisin's horrific return from the dead as a daughter of Urgathoa.



THE RABBIT PRINCE (CN, DEX)

Traditional: Capriciousness of combat.
Misaligned: Never misaligned.

While Devargo is a king of spiders, his capriciousness and the violent whimsy of his favorite game, knivesies, certainly evoke The Rabbit Prince.



THE TANGLED BRIAR (LE, CON)

Traditional: Ancient triumphs return.
Misaligned: Old evils endanger present.

Like the wary denizens of The Tangled Briar, the wererats of Krovosa weave a complex web and dwell where humanity dare not.



THE RAKSHASA (LE, INT)

Traditional: Dominance and mind control.
Misaligned: Enslavement is shaken off.

Among the 54 harrow cards, none so clearly symbolizes an aspect of Krovosa's plight as The Rakshasa, which speaks directly to Bahor's nature.



THE TEAMSTER (N, CON)

Traditional: Driving external pressure.
Misaligned: Never misaligned.

The Teamster is in many ways a product of society, just as Vendra Loaggri is the result of a sickened society's desperation for a savior.



THE THEATER (NG, CHA)

Traditional: Prophecy is true.
Misaligned: Prophecy is unreliable.

The Theater symbolizes the immense devilfish Beirawash, which has styled itself as a god of the boggard tribe it has come to rule.



THE UPRISING (CN, STR)

Traditional: Overwhelming groundswell.
Misaligned: Never misaligned.

When The Uprising occurs, many diverse people work together to fight oppression, as seen when the Shoanti of Flameford fight at the PCs' sides.



THE TRUMPET (LG, CON)

Traditional: Declaration of power.
Misaligned: Power for power's sake.

Given new power by the queen, Doctor Davaulus is an example of how not all declarations of power, as shown on The Trumpet, are for the greater good.



THE VISION (CN, INT)

Traditional: Arcane knowledge.
Misaligned: Never misaligned.

The Vision strikes in different ways—but in the sad case of Salvator Scream, visions from beyond have shattered a talented mind.



THE TWIN (N, CHA)

Traditional: Duality of purpose.
Misaligned: Never misaligned.

The efreeti Yzahnum is akin to The Twin—as the false hero Trifaccia he claims to serve Korvosa's people, but in truth he serves its evil queen.



THE WANDERER (NG, INT)

Traditional: Finding worth in cast-offs.
Misaligned: Inability to see value.

The Wanderer embodies a duality in home and body, just as Sivit has traveled from Hell and is herself of a body both bestial and human.



THE TYRANT (LE, CHA)

Traditional: Paternal influence brings pain.
Misaligned: A dark influence is overruled.

The Tyrant symbolizes Queen Ileosa, particularly in her incarnation as a cruel queen empowered by the spirit of the blue dragon Kazavon.



THE WAXWORKS (CE, CON)

Traditional: Helplessness and entropy.
Misaligned: Abundance of energy.

The Waxworks symbolizes helplessness, a feeling that the cruel necromancer Rolth Lamm revels in creating in his unfortunate victims.



THE UNICORN (CG, CHA)

Traditional: What you seek is yours.
Misaligned: Friends are untrustworthy.

The Unicorn is triumph in finding what you seek, particularly triumph against one of the queen's greatest allies, Kayltanya of the Red Mantis.



THE WINGED SERPENT (LG, WIS)

Traditional: Knowing when to strike.
Misaligned: Failing to seize the moment.

The Winged Serpent is illustrated as a colorful couatl, but is often interpreted as a dragon—in this case, it represents the dragon Belshallam.

HARROW POINTS

The PCs can spend Harrow Points as a free action. As long as a PC has enough points, there is no limit to how many points she can spend in a round. As soon as a chapter's harrowing ends, inform the players of how they can spend their Harrow Points for the remainder of that chapter.

Also, the specific cards from the Choosing play additional roles in each chapter. The extra boon granted by each of these cards automatically activates for the PC whose player drew it once the indicated encounter begins and lasts for the duration of that encounter. Do not inform the players of these boons before the encounters occur, but once the encounter does begin, tell the player the details of his or her character's boon.

EDGE OF ANARCHY

In "Edge of Anarchy," the PCs are faced with numerous situations where they need to be quick on their feet or skilled with their hands. During this chapter, a character can spend his Harrow Points in the following ways.

Dexterity Rerolls: A PC can spend a Harrow Point to reroll an initiative check, Reflex save, attack roll modified by Dexterity, or Dexterity-based check. The PC must abide by the new result (although if he has additional Harrow Points, he can use them for additional rerolls).

Dodge Bonus: A PC can spend a Harrow Point to gain a +1 dodge bonus to his Armor Class for one encounter. He can spend up to 3 Harrow Points per encounter to increase his Armor Class in this manner.

Speed Increase: A PC can spend a Harrow Point to increase his base speed by 10 feet for one encounter.

The Chosen

When a PC whose player drew one of the following nine cards during the Choosing reaches the corresponding encounter in "Edge of Anarchy," he gains a +2 bonus on all Dexterity-based checks and a +1 dodge bonus to his Armor Class.

The Avalanche: All City in Turmoil events (page 29).

The Cricket: Non-combat Shingle Chase checks (page 41).

The Crows: Combat with Vreeg (page 64).

The Dance: Combat with Chittersnap (page 57).

The Demon's Lantern: Combat with city guards.

The Juggler: Combat during the Shingle Chase (page 41).

The Locksmith: Combat with Gaedren Lamm (page 24).

The Peacock: Combat with Verik Vancaskerkin (page 47).

The Rabbit Prince: All knivesies fights or fights against the King of Spiders (page 53).

SEVEN DAYS TO THE GRAVE

In "Seven Days to the Grave," the PCs are faced with situations where health and resolve win the day. During this chapter, a character can spend Harrow Points in the following ways.

Constitution Rerolls: A PC can spend a Harrow Point to reroll a Fortitude saving throw, stabilization check, or other Constitution-based check. She must abide by the new result (although if she has additional Harrow Points remaining, she can use them to attempt additional rerolls).

Damage Reduction: A PC can spend a Harrow Point to gain DR 3/—. This damage reduction persists for the duration of the encounter in which she spent the Harrow Point. A PC can't spend multiple Harrow Points to increase this damage reduction.

Fast Hit Point Recovery: A PC can spend a Harrow Point after resting for 1 minute to recover from her recent ordeals. She regains a number of hit points equal to her character level and 1 point of ability damage each time she does so (this does not remove ability drain). She can spend a Harrow Point in this manner once after each encounter.

The Chosen

When a PC whose player drew one of the following nine cards during the Choosing reaches the corresponding encounter in "Seven Days to the Grave," she gains a +2 bonus on all Constitution-based checks and a number of temporary hit points equal to twice her character level.

The Brass Dwarf: Combat with Jolistina (page 104).

The Desert: Combat with Yvicca (page 90).

The Mountain Man: The Hungry Dead (page 101).

The Sickness: The Sick Ward (page 113).

The Survivor: Combat with Lady Andaisin (page 126).

The Tangled Briar: Combat with Girrigz (page 95).

The Teamster: The Color of Death (page 97).

The Trumpet: Combat with Reiner Davaulus (page 116).

The Waxworks: Combat with Rolth Lamm (page 120).

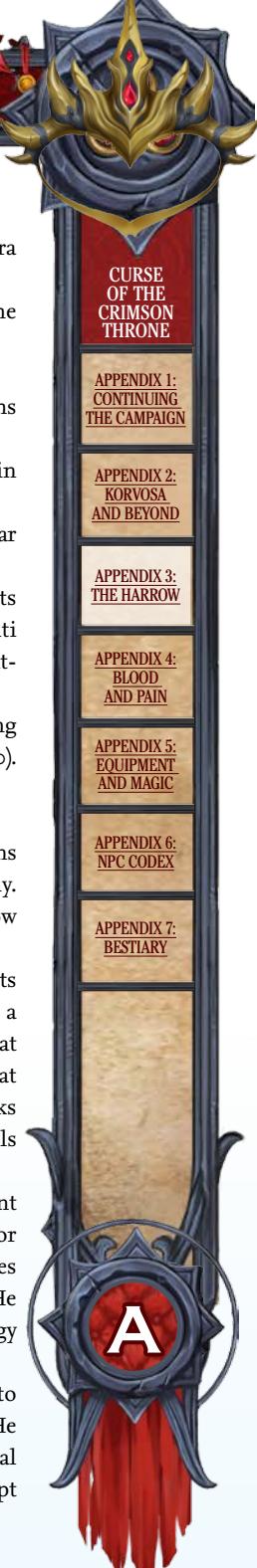
ESCAPE FROM OLD KORVOSA

In "Escape from Old Korvosa," the PCs are faced with numerous situations where reasoning, logic, and attention to detail can save lives. During this chapter, a character can spend his Harrow Points in the following ways.

Arcane Wrath: A PC with levels in a class that grants bonus spells based on his Intelligence score can spend a Harrow Point to increase the power of a spell from that class's spell list as he casts it. He increases the DC of that spell by 2 and gains both a +4 bonus on caster level checks to overcome spell resistance and a +2 bonus on any attack rolls for that spell.

Flash of Insight: A PC can spend a Harrow Point to attempt a check for a skill that requires training and in which he has no ranks. He gains a one-time +5 insight bonus on this check.

Intelligence Rerolls: A PC can spend a Harrow Point to reroll an Intelligence-based check. He must abide by the new result (although if he has additional Harrow Points remaining, he can use them to attempt additional rerolls).



The Chosen

When a PC whose player drew one of the following nine cards during the Choosing reaches the corresponding encounter in "Escape from Old Korvosa," he gains a +2 bonus on all Intelligence-based checks. In addition, he treats his caster level as 1 higher when casting spells he has gained from a class that grants bonus spells based on his Intelligence score.

The Foreign Trader:

Encounters with

Laori Vaus (page 147).

The Hidden Truth: Combat with Vimanda (page 177).

The Idiot: Games of blood pig (page 159).

The Inquisitor: Combat with Senshiir (page 185).

The Joke: Encounters involving Pilts Swastel (page 151).

The Rakshasa: Encounters with Bahor (page 163).

The Snakebite: Red Mantis assassin combats (page 144).

The Vision: Encounters with Salvator Scream (page 158).

The Wanderer: Combat with Sivit (page 179).

A HISTORY OF ASHES

In "A History of Ashes," the PCs are faced with numerous situations in which might and muscle determine destiny. During this adventure, a character can spend her Harrow Points in the following ways.

Brutal Strike: A PC can spend a Harrow Point to gain a +5 bonus on damage rolls with all melee or natural weapons for the duration of one combat. Alternatively, brutal strike allows the PC to ignore an object's hardness for 1 round.

Mighty Thews: A PC can spend a Harrow Point to be treated as a creature one size category larger than normal for the purposes of attempting grapple combat maneuver checks, wielding weapons, lifting heavy objects, and determining whether a hungry monster can swallow her whole; this adjustment lasts for one encounter (but no more than 10 minutes).

Strength Rerolls: A PC can spend a Harrow Point to reroll a Strength-based check. She must abide by the new result (although if she has additional Harrow Points remaining, she can use them to attempt additional rerolls).

The Chosen

When a PC whose player drew one of the following nine cards during the Choosing reaches the corresponding encounter in "A History of Ashes," she gains a +2 bonus on all Strength-based checks and an additional +4 bonus on grapple combat maneuver checks and Strength checks to break objects.



The Bear: Battle against Cindermaw (page 224).

The Beating: Battle involving Tisharue or Kordaitra (page 248 or 251).

The Big Sky: The Trial of the Totem, including the battle against the bulettes (page 228).

The Cyclone: Battle against the havero (page 211).

The Fiend: Battle against the Mother of Thorns (page 245).

The Forge: Any battle that occurs in the Maiden's Nursery (page 249).

The Keep: Battles against Cinnabar or Koriantu (page 239 or 245).

The Paladin: All conflicts dealing with the Shoanti warrior Krojun Eats-What-He-Kills (page 202).

The Uprising: Battles during the defense of Flameford (page 230).

SKELETONS OF SCARWALL

In "Skeletons of Scarwall," the PCs are faced with situations where faith, perception, and willpower determine destiny. During this adventure, a character can spend his Harrow Points in the following ways.

Divine Wrath: A PC with levels in a class that grants bonus spells based on his Wisdom score can spend a Harrow Point to increase the power of a spell from that class's spell list as he casts it. He increases the DC of that spell by 2 and gains both a +4 bonus on caster level checks to overcome spell resistance and a +2 bonus on attack rolls for that spell.

Greater Channeling: A PC can spend a Harrow Point to enhance his channeled energy; his effective level for determining the effects of his channeled energy increases by 2, and the save DC to resist its effects increases by 2. He doesn't expend one of his daily uses of channeled energy when he spends a Harrow Point to enhance it.

Wisdom Rerolls: A PC can spend a Harrow Point to reroll one Wisdom-based check or Will saving throw. He must abide by the new result (although if he has additional Harrow Points remaining, he can use them to attempt additional rerolls).

The Chosen

When a PC whose player drew one of the following nine cards during the Choosing reaches the indicated encounter in "Skeletons of Scarwall," he gains a +2 bonus on all Wisdom-based checks. In addition, he treats his caster level as if it were 1 higher when casting spells gained from a class that grants bonus spells based on his Wisdom score.

The Carnival: Combat with the danse macabre (page 295).

The Eclipse: Combat with Bishop Zev Ravenka (page 322).

The Lost: Combat with Kleestad (page 328).

The Midwife: Combat with Ildervok (page 326).

The Mute Hag: Combat with Malatrothe (page 285).

The Owl: Combat with Mithrodar (page 302).

The Publican: Combat with Castothrane (page 307).

The Queen Mother: Combat with Nihil (page 310).

The Winged Serpent: Combat with Belshallam (page 288).

The Liar: Combat against Sermignatto (page 367).

The Marriage: Combat against Togomor (page 357).

The Theater: Combat against Beirawash (page 381).

The Twin: Combat against Yzahnum (page 338).

The Tyrant: Combat against Queen Ileosa (page 388).

The Unicorn: Combat against Kayltanya (page 370).

CROWN OF FANGS

In “Crown of Fangs,” the PCs are faced with numerous situations where leadership, diplomacy, and fast-talking can determine destiny. During this adventure, a character can spend her Harrow Points in the following ways.

Charisma Rerolls: A PC can spend a Harrow Point to reroll a Charisma-based check. She must abide by the new result (although if she has additional Harrow Points remaining, she can use them to attempt additional rerolls).

Destiny Shall Not Be Denied: A PC can spend a Harrow Point as an immediate action to force the GM to reroll a d20 roll. She must abide by the new result (although if she has additional Harrow Points remaining, she can use them to force additional rerolls).

Psychic Wrath: A PC with levels in a class that grants bonus spells based on her Charisma score can spend a Harrow Point to increase the power of a spell from that class’s spell list as she casts it. She increases the spell’s DC by 2 and gains a +4 bonus on caster level checks to overcome spell resistance and a +2 bonus on attack rolls for that spell.

The Chosen

When a PC whose player drew one of the following nine cards during the Choosing reaches the indicated encounter in “Crown of Fangs,” she gains a +2 bonus on all rolls modified by Charisma. In addition, she treats her caster level as 1 higher when casting spells gained from a class that grants bonus spells based on her Wisdom score.

The Betrayal: Combat against Zarmangarof (page 341).

The Courtesan: Combat against Sabina Merrin (page 341).

The Empty Throne: Combat with a false Ileosa (pages 362 and 388).

THE FOREIGN TRADER

HARROW DECK OF MANY THINGS

Near the end of *Curse of the Crimson Throne*, the PCs have a chance to transform Zellara’s harrow deck into a harrow deck of many things. When this event occurs, each PC can declare up to four draws from the deck. While there are many opportunities to receive unfortunate or disastrous draws from the deck, the lingering presence of allied spirits stack the deck in the PCs’ favor. If a PC draws an undesirable card, any PC can spend a Harrow Point to allow that PC to discard that card and draw again from the deck. This does not reduce the total number of draws each PC decides to take. Each time a new PC begins his draws from the harrow deck of many things, all cards used or discarded by other players in previous draws are shuffled back into the deck. Once all of the PCs have drawn the amount of cards they desire, the deck becomes nonmagical.

The full rules for a harrow deck of many things appear on pages 24–27 of *Pathfinder Campaign Setting: Artifacts & Legends*, but in this Adventure Path, the harrow deck of many things the PC uses has different potential results.

These cards can’t affect the surrounding environment, and can provide boons or banes only to the PC who draws the card. When a PC draws a card, consult the list of results below.

The Avalanche: The character is imprisoned, either by the *imprisonment* spell or some powerful being.

The Bear: The character gains the lycanthropy corruption (*Pathfinder RPG Horror Adventures* 28).

The Beating: While in combat, the character is always considered to be flanked.

The Betrayal: The character’s animal companion, familiar, mount, or cohort is alienated and forever after hostile. If the character has no such companion but has forged a strong alliance with a key NPC like Vencarlo, Cressida, or Trinia, that NPC instead betrays the PC (and can be found at Ileosa’s side at the adventure’s climax).



The Big Sky: Once per day, the character can gain a +10 bonus on combat maneuver checks or to his CMD for 1 round. When he does so, a nearby metal object shatters.

The Brass Dwarf: The character becomes immune to one energy type of her choice. She also gains vulnerability to another energy type of the GM's choice.

The Carnival: When this card is drawn, it is set aside and the GM draws nine cards from the remaining cards in the deck. These cards are laid face up for the user to view, then flipped over and rearranged randomly by the GM. The PC selects one card, taking that card's effects as normal—a player with quick eyes may be able to keep an eye on the card whose effects he most wants to gain.

The Courtesan: The character's favorite item—preferably a magic weapon—becomes intelligent. Use the rules for intelligent items on page 532 of the *Pathfinder RPG Core Rulebook* to randomly generate the item's abilities. If the character wields *Serithial*, she instead draws three new cards and picks which one of the three to have affect her, discarding the other two.

The Cricket: Upon drawing this card, the character can draw up to 3 additional cards. In addition to those cards' effects, the character's base land speed permanently increases by 10 feet for each additional card he draws.

The Crows: The character must make a choice between his most valuable item or a major ally of the GM's choice. Whichever the character does not select is destroyed or slain and cannot be restored by any mortal means.

The Cyclone: The character is drawn into the card, appearing in an arena-like chamber surrounded by ghosts. There, the character must fight an elder air elemental alone. If she can't defeat the elemental in 1d6+1 rounds, she is instantly transported to the Elemental Plane of Air.

The Dance: From this point on, whenever the character attempts an initiative check, he rolls twice and selects whichever result he prefers.

The Demon's Lantern: The character's body disintegrates. All that remains are her items and a glowing gem containing her soul. This gem is worth an amount equal to the character's level × 2,500 gp. A *miracle*, *resurrection*, *true resurrection*, or *wish* is required to restore the character; doing so destroys the gem.

The Desert: This card grants the character the one-time ability to travel to any location on the same plane instantly, bringing with him up to 10 allies and 2,000 pounds of goods. The character must know exactly where he wishes to travel. This transportation ignores all barriers against teleportation or other magical effects. The character can use this card's effect as a free action, but only once.

The Eclipse: From the hours of dusk to dawn, the character is treated as being 1 level lower than normal. If the character has multiple classes, she must decide upon drawing this card which class is affected.

The Empty Throne: The character is seized with an urge to sit upon the Crimson Throne, but the magic of the card does not force this action. If the PC decides to sit on the throne, reality is warped so that everyone save for the PCs always recalls this character as having been a member of Korvosa's aristocracy. The PC knows that his manor house awaits in Korvosa, and that within are a staff of servants—the names of these servants and the shape, size, and location of the manor house are left to the GM to decide, but the 15,000 gp in inheritance the PC can gather from his home is up to the player, who can spend this gold on any combination of items from *Pathfinder RPG Ultimate Equipment* (subject to GM approval, of course).

The Fiend: Lorthact the Unraveler, the secret controller of the Acadamae, takes note of the character and sets plans to destroy her. An immolation devil (*Pathfinder RPG Bestiary 2* 87) arrives at the Sunken Queen to pledge his aid to Ileosa, and when encountered, informs the PC that Lorthact has his eye on her. In time, Lorthact himself may take steps to destroy the PC after this campaign comes to an end—statistics for Lorthact appear on pages 26–27 of *Pathfinder RPG Campaign Setting: Inner Sea Bestiary*.

The Foreign Trader: The Foreign Trader appears and offers the PC any treasure she wishes in return for years of her life. If the PC accepts, she must choose to age a number of age categories (*Core Rulebook* 169). The PC takes all the ability score penalties for her new age, but gains none of the benefits. For each age category she advances, she gains 20,000 gp worth of credit with The Foreign Trader, which can be spent on any non-unique magic item. Any credit a character does not spend is lost. After the character is done spending her credit, The Foreign Trader vanishes. Years taken by The Foreign Trader can be restored only by deific intervention. The Foreign Trader doesn't trade with characters who cannot die of old age.

The Forge: The PC must choose armor or a weapon he owns to be reforged into another suit of armor or weapon of equal or lesser gp value. Any gp value not spent is lost.

The Hidden Truth: This card grants the PC the ability to call upon an omniscient spirit to answer a question or solve a puzzle. The character can use this card's effect whenever he wishes as a free action, but only once.

The Idiot: The character's Charisma, Intelligence, and Wisdom scores are all reduced by 1d4 points. Roll individually for each ability score.

The Inquisitor: This card grants the PC the ability to force another creature to answer a single question truthfully. The card does not grant the character or creature questioned any special insight, and if the creature is truly ignorant, it informs the character that it doesn't know the answer and this effect is wasted. The character can use this card's effect whenever she wishes, but only once.

The Joke: The character selects another PC. Three new cards are then drawn by the GM and revealed. The selected PC must choose one of these cards and immediately gains the effects. The original PC then selects one of the remaining two cards and gains that card's effects. The final card is discarded.

The Juggler: The PC gains a +2 bonus to two ability scores of his choice, but must then swap them with one another.

The Keep: The PC gains a personal demiplane, as per a permanent *create demiplane* (*Ultimate Magic* 213).

The Liar: The character's favorite magic item manifests a curse. Roll on Table 15–27: Common Item Curses on page 537 of the *Core Rulebook* to generate this effect.

The Locksmith: This card grants the ability to open any one door, lock, set of bindings, or other locked barrier. This includes magical gates or portals that have specific requirements to activate. When the character arrives at the Sunken Queen, she instinctively knows she can use this ability to remove the restriction on teleportation into and out of the Sunken Queen for 24 hours. The character can use this card's effect whenever she wishes, but only once.

The Lost: The PC cannot gain another level in whichever class he currently has the most levels. This

effect can be circumvented if the character is killed and returned to life, but the next time he is restored to life he is affected as if by the spell *reincarnate*, regardless of what spell or effect was used.

The Marriage: A comely genie of the PC's preferred gender appears and proposes marriage to the PC. Should the PC accept, she must organize a lavish ceremony by the end of the week and ever after be committed to this exotic outsider. If the character declines or breaks her wedding vow, the genie is heartbroken and returns to his or her home plane, and the associated elemental court is outraged. The genie's personality, actions, and possible retribution are determined by the GM.

The Midwife: The character gains exactly enough experience to advance to the next level.

The Mountain Man: The character grows one size category, but his equipment does not increase in size.

The Mute Hag: The character permanently becomes blind, deaf, or mute (player's choice). This affliction cannot be cured by any effect short of a *miracle* or *wish* spell.

The Owl: This card grants the ability to scry on a target for 1 minute. The target, however, is immediately aware that it is being scried upon by the character. If the PC chooses to scry on Ileosa and the false Ileosa still lives, this scry effect is not redirected to the simulacrum but instead reveals the real Ileosa. The character can use this card's effect whenever he wishes, but only once.

The Paladin: The PC is granted a *holy avenger*. If the character who gains this card's effect currently wields *Serithial*, this card has no effect and the player instead gains a permanent +2 increase to an ability score of her choice.

The Peacock: The character's skin hardens, becoming rigid and pebbled. He gains a permanent +2 bonus to his natural armor, but takes a -2 penalty to his Dexterity score.

The Publican: The GM chooses one of the character's enemies (other than Queen Ileosa). This enemy has a complete change of heart and now favors the character. If this enemy is dead, it has been restored to life by a mutual ally. The new ally seeks the character out at once, and serves the PC as an ally.

The Queen Mother: When the character draws this card, a formian myrmarch (*Pathfinder RPG Bestiary 4* 109) appears and professes its devotion to the PC—this creature can affect the PC and his entire party with its inspire hive special ability.

The Rabbit Prince: All attacks the PC makes or that are made against the PC that threaten a critical hit are automatically confirmed.

The Rakshasa: The character receives a "gift" from Bahor. The nature of this gift depends on the standing of that character's relationship with the rakshasa. If she has a good relationship, the gift manifests





as the ability to call upon a rakshasa once per week as if the PC had summoned one via *summon monster VIII*, used as a spell-like ability (caster level equals the PC's character level). If the PC has a bad relationship (or has never met Bahor), then the Arkona patriarch's "gift" is to send a tataka rakshasa (*Pathfinder RPG Bestiary 3* 230) to seek the PC out and attempt to assassinate her within the next 24 hours. If Bahor is dead, the PC's hands transform so that her thumbs appear on the opposite sides and her finger bend backwards—the PC permanently gains DR 5/piercing, but no other benefit.

The Sickness: The PC becomes afflicted with incurable blood veil. The disease cannot be cured by any effect short of a *miracle* or *wish* spell.

The Snakebite: Anyone who touches the character must succeed at a Fortitude save or be poisoned by greenblood oil. The save DC is equal to 10 + the character's Hit Dice + his Constitution modifier. This poison affects even those who touch the character to administer aid or healing magic or who successfully grapple the PC, but it cannot be deliberately inflicted by the character via a touch attack.

The Survivor: The next time the character is reduced to negative hit points (even if it was enough damage to kill her), she is instantly restored to full hit points. If she is killed by an effect that slays her without dealing hit point damage (such as *phantasmal killer*), the effect fails to kill her and she is restored to full hit points. If she is killed by damaging environmental effects (such as a lava flow or when teleporting to a dangerous plane), she is transported to her last safe location and restored to full hit points.

The Tangled Briar: Once per day, the character can use *speak with plants* to ask a single question of a plant. Using this ability upsets the surrounding flora, however, causing 1d4+2 shambling mounds with the fiendish creature template to erupt from the ground and attack the character, regardless of the surrounding terrain.

The Teamster: When the character draws this card, he receives a vision of a beautiful ghost. With a successful DC 35 Knowledge (arcana or history) check, he recognizes the woman as Sorshen, Runelord of Lust. The ghost informs the PC that Ileosa intends to destroy her legacy, and commands the PC to defeat Ileosa before the passage of 7 days. If Ileosa has not been defeated in this time, Sorshen is displeased and the PC gains a negative level that cannot be removed—a new negative level is gained each additional week that passes without Ileosa's defeat. If the PC is slain by accumulated negative levels in this way, he becomes a wraith. As soon as Ileosa is defeated, any negative levels imparted by this card vanish and the character immediately gains a permanent +2 bonus to his Charisma score.

The Theater: The next time the character defeats a creature, she is granted a +2 bonus to the same ability score as the creature's highest ability score.

The Trumpet: This card grants the PC the ability to summon an outsider of his alignment once per day. This outsider must be of a CR equal to or less than the PC's HD and serves for a number of rounds equal to the PC's level.

The Twin: A duplicate of the PC manifests at Ileosa's side—this duplicate does not have any knowledge about the PCs that Ileosa doesn't already know, but does have duplicates of that PC's gear (with the exception of minor artifacts like *Serithtial*), as if created via a *mirror of opposition*. The duplicate is completely loyal to Ileosa, and is encountered at her side as a bodyguard. The PC who drew this card understands what has happened immediately.

The Tyrant: The character realizes that she has attuned her soul to Kazavon. She instinctively knows the location of the closest of Kazavon's relics (in this case, the *Crown of Fangs*), and is immune to all offensive effects caused by such relics. She also gains immunity to all mind-affecting effects generated by any creature currently wearing or using one of Kazavon's relics.

The Unicorn: This card grants the PC the ability to undo one past choice or action. The fabric of reality is respun, potentially restoring creatures to life or altering the course of history, depending on how the character acted and how he wishes he would have acted. The player chooses in which situation he would have acted differently and the GM determines how reality changes to reflect that act. The change primarily affects the character, affecting others as little as possible. The character can use this card's effect whenever he wishes, but only once.

The Uprising: Upon drawing this card, 3d6 unruly, accident-prone, 1st-level commoners appear to serve the character. If these followers are killed, the character takes the usual penalties on attracting further followers. Knowledge of these commoners' mistreatment or death spreads far, with the GM determining any repercussions.

The Vision: The PC receives two visions and the knowledge that only one is true, though she does not know which is which. The GM determines the specifics of these visions. The visions may be views of the past, present, or future; cryptic omens; or total fantasies.

The Wanderer: One of the character's mundane possessions (chosen by the GM) becomes a magical item worth 20,000 gp or less (also chosen by the GM).

The Waxworks: Upon drawing this card, 1d6 exact duplicates of the character appear within a 20-mile radius. These duplicates have an alignment opposite to that of the original character and oppose his goals. At least one of them arrives at the Sunken Queen to join forces with Ileosa before the PCs arrive at that location.

The Winged Serpent: The character is granted a single *wish*. This *wish* functions similarly to the spell *wish* when it comes to affecting rules and statistics. The GM decides what the *wish* can and cannot accomplish.

APPENDIX 4

BLOOD AND PAIN

Mundane and magical maladies can imperil even hardy bands of adventurers, and the common folk are far more vulnerable. Although healing magic greatly aids in the treatment of diseases on the individual level, it does little to make the threat less terrifying. And when a plague spirals out of control, those who revel in the pain it causes are never far behind. Worshipers of Urgathoa and Zon-Kuthon play their roles, and many summoners of the Midnight Lord have unusual eidolon followers.

Korvosa has an initial population of 18,486 people when blood veil first strikes in Chapter 2, and most of these citizens can't wield curative magic. Clerics constitute the largest number of those capable of casting *remove disease* in Korvosa, followed by alchemists, oracles, and rangers. Representatives of other classes with access to this spell, such as adepts, druids, shamans, and witches, can be found within the city in even smaller numbers. In total, even factoring in visiting spellcasters and paladins who can use their lay on hands ability to cure disease, less than 1 percent of the city's population is able to use healing magic. To a certain extent, wands and potions and scrolls can bolster these numbers, but only as long as supplies hold out. Unfortunately, such magic offers no protection against a victim contracting the illness again, so the city's healers are quickly overwhelmed. Furthermore, because the disease spreads by contact, each time a magic-user casts *remove disease*, she exposes herself to the sickness as well. With the illness spreading quickly, Korvosa has a serious problem on its hands.

BLOOD VEIL

Blood veil is no natural malady. Created by plague-shaping cultists of Urgathoa who were funded by the Red Mantis, blood veil is a refined form of Vorel's phage, an unnatural disease that first came into being deep under Foxglove Manor, on Varisia's coast (see Chapter 2 of *Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition*). The arcane and alchemical manipulations of these two nefarious organizations have altered the potent necromantic infection into a weaker but more virulent weapon—it no longer creates undead from those it slays, but it is much more contagious and difficult to recover from.

Blood veil takes its name from its most apparent symptoms: a rash and mask of blisters that cover the face. In its initial stages, the disease is characterized by headache, fatigue, coughing, and the aforementioned rash. As it progresses, the cough becomes more obtrusive; the rash spreads to the neck, face, and limbs and develops into

poxlike blisters; and the lymph glands swell into painful buboes. At its most advanced stage, the blisters grow to the size of grapes or larger, internal bleeding creates black patches on the skin, and the victim expectorates blood. Ultimately, a bloody, wheezing death occurs. If left untreated, blood veil kills the average human in 7 days.

The PCs are exposed to blood veil early in Chapter 2 of this Adventure Path, and will continue to be exposed for much of the duration of that chapter. As the disease is passed through contact and injury (and via a number of disease-tainted coins that have leaked into the local economy), simply being among victims of the plague has a chance of infecting the PCs. As Chapter 2 progresses, the PCs likely spend more time among the diseased and in areas that might be thick with infection. During this time, the PCs have a 15% chance of being exposed to blood veil over the course of each day—perhaps by brushing up against a victim on the street, by taking an infected coin, or through any of a hundred other everyday interactions. This chance of being randomly exposed to blood veil increases by a cumulative 5% with every day that passes. This chance of random exposure never increases beyond 50%. The GM should check every morning to see whether any of the PCs were exposed to the disease the previous day. Those who were must succeed at a Fortitude save to resist or take immediate damage as the incubation period ends. Of course, daily castings of *remove disease* can help protect the PCs from blood veil, but doing so also reduces the resources they have available to aid others who fall ill during the adventure.

BLOOD VEIL

Type disease, contact or injury; **Save** Fortitude DC 16 (the first time ethnically Varisian humanoids, including human, half-elves, and half-orcs with Varisian parentage, are exposed to blood veil, each such character has a flat 5% chance that she is immune to the disease)

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

Effect 1d4 Con damage and 1d4 Cha damage

CURSE
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BESTIARY

KYTON EIDOLON SUBTYPE

The kyton eidolon presented below is available to characters of the summoner class presented in *Pathfinder RPG Pathfinder Unchained*. Although used by Shadowcount Sial in this campaign (see page 456), this subtype can be used by PC summoners as well, at your discretion.

Scholars of the exquisiteness of agony and explorers of the limitations of the flesh, kytons understand the mortal form is a blank canvas aching for transformation. They appear as humanoids, save that they are covered in piercings, draped with chains, and bear grisly body modifications. Kyton eidolons gain access to the tentacle and web evolutions, but kyton eidolon tentacles and webs always appear as animated chains.

Alignment: Lawful evil.

Base Form: Biped (improved natural armor, limbs [arms], limbs [legs]).

Base Evolutions: At 1st level, kyton eidolons gain the resistance (cold) and skilled (Heal) evolutions. They also gain proficiency with the spiked chain.

At 4th level, a kyton eidolon adds 1 point to its evolution pool.

At 8th level, a kyton eidolon gains an unnerving gaze that manipulates the perceptions of those who look

upon it. Unlike typical gaze weapons, a kyton eidolon's unnerving gaze can affect only one creature per round when the kyton directs its gaze at the target on its turn as a free action. An unnerving gaze has a range of 30 feet, and can be negated by a successful Will save. Any creature that fails the save becomes sickened by the kyton's grisly modifications for 1 round. A kyton eidolon is immune to the unnerving gazes of other kytons, and the kyton's summoner is immune to its unnerving gaze. This is a mind-affecting fear effect. The save DC is Charisma-based.

At 12th level, a kyton eidolon gains DR 5/good. The effects of a kyton eidolon's unnerving gaze now persist for 1d3 rounds, and as a free action, a kyton can target up to two creatures per round with its gaze on its turns.

At 16th level, a kyton eidolon loses the resistance (cold) evolution, and gains the immunity (cold) evolution in its place. The effects of a kyton eidolon's unnerving gaze now stagger the target for 1 round, and as a free action, a kyton eidolon can target up to three creatures per round with its gaze.

At 20th level, a kyton eidolon gains regeneration 5 (good weapons, good spells). It is still banished to the Shadow Plane as normal for an eidolon if it takes enough damage.

APPENDIX 5

EQUIPMENT AND MAGIC

Be they strange toxins, legendary artifacts, intelligent weapons, or haunted treasures, a wide range of strange and unusual items both magical and mundane play key roles in Curse of the Crimson Throne. As a general rule, the items detailed on the next several pages should be encountered organically during the course of play, and should not be made available for the PCs to merely purchase for their own use at the local marketplace or magic shop.

EQUIPMENT

While fool's leprosy isn't available for purchase, most alchemist shops have smoke bombs for sale.

FOOL'S LEPROSY

PRICE
10,000 GP

Type poison, ingested; **Save** Fortitude DC 20

Onset 1 day; **Frequency** 1/day for 6 days

Effect 1d2 Cha damage and 1d2 Con drain; **Cure** 3 consecutive saves

This cunning supernatural venom was originally engineered by Red Mantis alchemists. Fool's leprosy is a slow-acting but ultimately fatal ingested toxin that, once it takes hold in its victim's system, closely mimics the effects of a fast-moving form of leprosy. An attempt to divine its nature via *detect poison* fails unless the caster succeeds at a DC 25 caster level check, and use of a spell like *diagnose disease*^{UM} always misidentifies the venom as a disease unless the caster succeeds at a DC 25 caster level check. In either event, the GM should roll for these caster level checks in secret. *Neutralize poison* and *slow poison* function normally on a person suffering from fool's leprosy, but spells like *remove disease* do not, as the condition is a poison effect, not a disease effect. *Heal* can cure the effects of fool's leprosy but does nothing to educate the caster about the nature of the effect it removes. As long as the truth about fool's leprosy remains hidden, a successful DC 35 Heal check is required to recognize that someone suffering from its effects is affected by poison, not a disease.

SMOKE BOMB

PRICE 100 GP
WEIGHT 1 lb.

A smoke bomb appears as a polished ceramic sphere that can be held comfortably in one hand. Many crafters of these alchemical weapons take pride in painting or etching these bombs with complex scenes, or even making them look like small humanoid skulls, despite the fact that the bombs shatter when thrown. When thrown as a splash weapon, a smoke bomb bursts and fills the 5-foot square it detonates in with a cloud of thick, foul-smelling gray smoke (treat this area as if

affected by a *fog cloud* spell, except that the cloud lasts only 1 round before dissipating). A creature that is struck by a smoke bomb or that passes through the cloud a bomb creates must succeed at a DC 12 Fortitude save or be nauseated for 1 round and sickened for 3 rounds after that. Creatures within 5 feet of where the flask hits are sickened for 1 round if they fail this saving throw. This is a poison effect. Crafting a smoke bomb requires a successful DC 22 Craft (alchemy) check.



MAGIC ITEMS

Numerous rare and unusual magic items and powerful artifacts await discovery in this campaign.

CROWN OF FANGS		MAJOR ARTIFACT	
SLOT	CL	WEIGHT	
head	20th	4 lbs.	
			AURA strong enchantment, illusion, and necromancy
Alignment	lawful evil	Senses	30 ft.
Int 10	Wis 10	Cha 12	Ego 20
Language empathy			

The eponymous fangs set into this jeweled golden circlet are those of the dragon Kazavon. The crown grants its wearer a +6 enhancement bonus to her Constitution and Charisma scores, as well as regeneration 20. Only a blade capable of destroying the crown, like *Serithial* (see page 435), can bypass this regeneration. The wearer gains the personal benefits of *foresight*, while the crown itself can cast each of the following spells three times per day: *alter self*, *dominate person* (DC 17), *major image* (DC 17), *mirror image*, and *mislead* (DC 19).





Queen Illeosa and this crown are bound together, and she retains its bonuses to her ability scores and regeneration even if she isn't wearing the crown, regardless of the distance between the two. She prefers to wear the crown because that allows it to use its spells in her defense—and because of her vanity and pride.

DESTRUCTION

The *Crown of Fangs* is destroyed if struck (while unattended) by a holy sword forged by a once-mortal god—the blade *Serithial* is one such blade.

DEATH'S HEAD COFFER		PRICE 1,000 GP
SLOT none	CL 5th	WEIGHT 5 lbs.
AURA faint necromancy		

Typically engraved with numerous skulls, this small metal coffer allows the safe transport of infectious substances of up to Tiny size. Closing the lid seals in the contents and holds them in stasis, rendering them immune to aging or any damage. In addition, any infectious material—such as the body of a creature that died of disease—is preserved for as long as the coffer is closed. A *death's head coffer*'s dimensions are approximately 4 inches by 4 inches by 6 inches, so it can potentially hold several Tiny items.

A *death's head coffer* can spread infections between items. Any item placed into a coffer with a disease-ridden item (something capable of spreading a disease by contact) becomes infected with the same disease. For 1 week after being removed from the coffer, the newly infected item can spread the same affliction as the disease-ridden item to any creature that touches it. For example, if a coin is placed into a *death's head coffer* with a rat infected with the shakes, any creature that touches the coin must succeed at a DC 13 Fortitude save or become infected with the shakes as well.

After a *death's head coffer* is closed and then reopened, its magic dissipates, rendering the box completely mundane. Some *death's head coffers* feature complex locking mechanisms, which require successful Disable Device checks with a DC of 30 or higher to open.



CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *contagion*, *gentle repose*

EVERDAWN POOL		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1,200 lbs.
AURA strong enchantment, illusion, and necromancy		

The runelords of Thassilon had a long tradition of placing power into pools, liquefying and containing raw magic to harness for

a multitude of goals. Their runewells are perhaps the most notorious of these artifacts, though others, like the Runeforge, exist. But they learned this technique from the artifacts of those who preceded them. The *Everdawn Pool* is one such artifact. Unlike magical pools created by the runelords, it needs no well as a container—it is a 30-foot-diameter sphere of roiling, churning blood in which brief glimpses of limbs and faces (not all of them humanoid) constantly form and dissolve.

Records of where Sorshen first discovered the *Everdawn Pool* have been lost, if indeed they ever existed in the first place, along with any hint of who or what may have created this potent font of magical power (although certain obscure sources hint at Leng and the creatures known as the scarlet walkers that dwell in that nightmare realm). What seems certain is that she—and later, other runelords—were able to reverse engineer some of the *Everdawn Pool*'s properties and build pools of power of their own. In many cases, these pools even surpassed the *Everdawn Pool*. Certainly, the power of Karzoug's *Runewell of Greed* exceeds that of the *Everdawn Pool*, as would, one would guess, the runewells created by those more powerful than him (Xanderghul, Alaznist, and Sorshen). Yet the *Everdawn Pool* remains the first. It provided a legacy that helped shape all of Thassilon, and was a significant part of what gave Sorshen the boost in power to claim and keep the role of Runelord of Lust for the duration of that ancient empire.

The *Everdawn Pool* requires specially prepared blood to function. A single drop of blood and one 12-hour ritual performed by any character capable of casting 9th-level spells who succeeds at a DC 30 Spellcraft check is enough to awaken the pool and grant it 1 charge. Additional charges can be stored in the *Everdawn Pool* by performing this ritual multiple times, but only one such ritual can be performed at any one time (effectively limiting the *Everdawn Pool*'s capacity to be recharged to a rate of no more than 2 charges per day). The pool can store up to 25 charges at a time, but when the PCs start Part 3 of "Crown of Fangs," Queen Illeosa has used most of what she stored within and the *Everdawn Pool* has only 10 charges stored within it.

A creature that spends 10 minutes bathing in the blood of the *Everdawn Pool* becomes infused with its power for 1 week, during which time the creature is immune to bleed effects and modifies its total hit points with its Charisma modifier rather than its Constitution modifier. While immersed, a creature has no need to eat, drink, or breathe, and can see into every chamber of the Sunken Queen as if using an unlimited number of *clairaudience/clairvoyance* sensors. The creature can still observe only one location at a time, but can switch locations as a move action. As a side effect, a creature that has been so infused can use teleport effects within the Sunken Queen without restriction. The *Everdawn Pool* must have at least 1 charge stored to grant these boons to those that bathe within its waters, but granting these boons does not deplete its charges.

Once a creature is infused with the *Everdawn Pool's* power, it can spend the pool's charges to use the following abilities, as long as the creature is fully immersed in the pool at the time.

Blood Simulacrum: A creature infused with the *Everdawn Pool's* power can spend 2 of the pool's charges to create a blood simulacrum of itself. This creation takes 12 hours to complete and functions the same as that created by the spell *simulacrum*, save that the simulacrum's creator can choose at the time of creation to grant a blood simulacrum the redirection ability (see the False Ileosa statistics on page 363). Up to seven blood simulacra can exist at any one time, but only one can have the redirection ability at a time.

Create Life: Once per day, a creature can use the *Everdawn Pool* to manifest a living creature to serve as a loyal minion—the type of creature created is determined by the combined power of the user's soul and personality, but as a general rule the pool creates a minion whose CR is 3 lower than the creator's CR. In Ileosa's case, life created using this power manifests as a taniniver (*Pathfinder RPG Bestiary 4* 258). Creatures created by other NPCs (or even PCs) should be selected and customized as needed by the GM to represent the source. Only one life can be created by the *Everdawn Pool* at a time, and as long as the created life lives, it remains loyal to its creator unless it's subjected to mind control effects. Creating life costs 5 charges but requires only a standard action.

Eternal Youth: The ritual to gain eternal youth requires blood samples from numerous mortals to be mixed into the *Everdawn Pool*. Once this step is completed, a creature must immerse itself in the *Everdawn Pool*, soaking in the pool's power. At the end of each day, the pool expends 1 charge. Once the user has spent 100 charges in this manner, and as long as all 100 charges were spent within the span of a single year, all of those creatures that provided blood samples drop dead, and for each donor that dies, the user ceases to age for 1 year. Ileosa has infused the *Everdawn Pool* with blood harvested from thousands of Korvosans, so if she completes this ritual, she'll remain young for thousands of years—more than enough time to repeat the ritual as she needs to extend her effective immortality. This adventure assumes that she is only 10 days (and thus 10 charges) away from completing her ritual when the PCs begin Part 3 of Chapter 6—see page 388 for more details. Note that using this function of the *Everdawn Pool* is an evil act and may have alignment repercussions for the user.



Manifest Magic: At a cost of 20 charges, a creature can activate the *Everdawn Pool* as a standard action to cast *wish*, but only in that spell's capacity to duplicate an existing spell. Sorshen often used this ability to cast necromancy or transmutation spells, magic her specialization normally forbade her from using. The pool currently doesn't have enough charges remaining for Ileosa to use this ability.

DESTRUCTION

To destroy the *Everdawn Pool*, fresh samples of blood drawn from a titan, a demon lord, an infernal duke, an empyreal lord, and a mythic vampire must be introduced into the pool simultaneously (in the same round). Once these five blood samples have been added to the pool, a mortal creature that has lived at least 10 times as long as its natural lifespan would normally allow must enter the pool and use the pool's ability to manifest magic to cast *plane shift*, moving itself and the pool to the Negative Energy Plane. The *Everdawn Pool* can attempt to save against this effect (it has a total Will save bonus of +18 against this specific effect). If it resists, the *Everdawn Pool* absorbs the mortal, effectively destroying the mortal as if via a *sphere of annihilation*; in this event, further attempts to

destroy the pool require new samples of blood drawn from different creatures than those whose blood was used for the previous attempt. If the *Everdawn Pool* is successfully plane shifted to the Negative Energy Plane, the energies of that plane swiftly destroy the pool and deal 20d20 points of negative energy damage to the creature that transported the pool in the first place (Fortitude DC 30 half).

MASK OF THE MANTIS		PRICE 6,000 GP
SLOT head	CL 3rd	WEIGHT 1 lb.
AURA faint divination		

A *mask of the mantis* is the traditional headgear of a Red Mantis assassin. Designed to both conceal the wearer's identity and give the wearer a ferocious appearance, this mask has three daily charges that can be used to gain additional bonuses. As a standard action, the wearer can spend a charge to gain either darkvision to a range of 60 feet, the effects of *see invisibility*, the effects of *deathwatch*, or a +5 competence bonus on Perception checks. Once a charge is spent, the effect granted persists for 30 minutes. Multiple effects can be active simultaneously. Charges automatically replenish in 24 hours.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, <i>darkvision</i> , <i>deathwatch</i> , <i>see invisibility</i>	



PLAQUEBRINGER'S MASK

PRICE
2,000 GP

SLOT head	CL 5th	WEIGHT 2 lbs.
AURA faint conjuration		



Resembling the more common nonmagical doctor's mask, a *plaguebringer's mask* grants a +2 resistance bonus on saving throws against nauseating scents and immunity to one specific disease (the disease must be chosen at the time of the mask's creation—the ones in this adventure grant immunity to blood veil). The mask also veils the wearer's alignment, making her aura register as neutral to alignment-detecting effects.

CONSTRUCTION REQUIREMENTS

COST 1,000 GP

Craft Wondrous Item, *misdirection*, *remove disease*

RING OF IMMOLATION

PRICE
12,000 GP

SLOT ring	CL 10th	WEIGHT —
AURA moderate evocation (fire)		



A *ring of immolation* is made of pumice and hardened ash but is as strong as metal. As a free action, the wearer can activate the ring to create a *fire shield* (warm) on himself. The wearer of a *ring of immolation* can activate a *fire shield* on himself for up to 10 rounds each day (these rounds need not be used consecutively). If the wearer would take magical cold damage and any rounds of duration remain, the ring automatically activates for 1 round and protects the wearer from the cold damage as per *fire shield*.

CONSTRUCTION REQUIREMENTS

COST 6,000 GP

Forge Ring, *fire shield*

RING OF SPLENDID SECURITY

PRICE
180,000 GP

SLOT ring	CL 16th	WEIGHT —
AURA strong abjuration		



This extravagant ring is heavy with precious jewels. As fashions change (or as the wearer's fancy shifts), the wearer can alter the appearance of her armor, clothing, and even weaponry at will as a standard action; this change is illusory and doesn't affect the actual abilities of gear or weapons (although drastic changes in size are beyond the scope of this ability).

A *ring of splendid security*'s primary purpose, though, is to grant the wearer protection from harm. As long as it is worn, the ring grants the wearer a +5 deflection bonus to her AC, a +5 resistance bonus on saving throws, and spell resistance 22.

CONSTRUCTION REQUIREMENTS

COST 90,000 GP

Forge Ring, *minor image*, *resistance*, *shield* or *shield of faith*, *spell resistance*

SERITHTIAL

MAJOR ARTIFACT

SLOT none	CL 17th	WEIGHT 5 lbs.
AURA strong abjuration		

Alignment lawful good	Senses 60 ft.
Int 13	Wis 10

Cha 13	Ego 16
Language empathy	

Serithtial is a +4 *holy bastard sword* crafted, it is said, by Iomedae herself as a gift to Mandraivus's great-grandfather, a man who led several crusades against Nidal. The sword was handed down through the generations, finally coming into the hands of a well-respected hero of Lastwall—Mandraivus. *Serithtial* was the perfect weapon for Mandraivus's assault on Scarwall, and some scholars of history now believe that Iomedae had foreseen its need and forged it early to ensure that Mandraivus not only would inherit it, but would respect its traditions all the more.

Although made of steel, *Serithtial* is treated as if made of both cold iron and silver for the purpose of penetrating damage reduction. *Serithtial* glows with the equivalent of a *continual flame*, but its wielder can extinguish or ignite this glow as a move action. In addition, it gains a further +2 enhancement bonus and deals an extra 2d6 points of damage against foes who serve or worship Zon-Kuthon, as if it had the *bane* weapon special ability against such foes. This effect also functions against Queen Illeosa and those who directly serve her—including creatures like the dragon Zarmangarof (who serves her under magical compulsion) and the Red Mantis assassins (who serve as paid mercenaries). While *Serithtial* was forged as a bastard sword and reverts to this shape when no one wields it, when held in the hand, the sword immediately transforms into the type of blade its owner is most proficient with (choosing from dagger, short sword, longsword, scimitar, falchion, greatsword, rapier, or bastard sword—the GM can add additional sword-like weapons as she sees fit).

Serithtial can cast *cure moderate wounds* and *zone of truth* three times per day each, and usually reserves its healing power to use on its wielder when he is reduced to 1/4 his total hit points.

Serithtial's wielder gains the benefits of *death ward* and *freedom of movement* against attacks and effects generated by followers of Zon-Kuthon (and by extension, Queen Illeosa and her followers).

Although *Serithtial* is lawful good, as long as its wielder is dedicated to the defeat of Kazavon and those he has corrupted (such as Queen Illeosa), the sword does not attempt to seize control of its wielder. If its wielder does go against its wishes,



CURSE
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APPENDIX 1:
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APPENDIX 2:
KORVOSA
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Serithtial tries to force him to relinquish the blade to a more appropriate wielder. As with all holy weapons, *Serithtial* imposes 1 negative level on any evil creature attempting to wield it. The negative level remains as long as the creature holds the weapon in its hand and disappears when the weapon is no longer wielded. A worshiper of Zon-Kuthon who wields *Serithtial* takes 4 negative levels and is nauseated as long as these negative levels persist. The negative levels and any additional side effects cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded.

DESTRUCTION

Serithtial can be destroyed only if Kazavon—restored to life—or a great wyrm shadow dragon worshiper of Zon-Kuthon uses its breath weapon on the blade while *Serithtial* is unattended.

SHOANTI WAR PAINT		PRICE varies
SLOT	CL	WEIGHT
none	7th	—
AURA moderate (school varies)		

The Shoanti have developed numerous types of magical *war paint*, each providing a specific benefit to aid their hunters, warriors, and heroes in a variety of tasks. *Shoanti war paint* can be applied to any visible part of the body—typically the face, shoulders, legs, or arms. Applying a dose of war paint is a full-round action that provokes an attack of opportunity. *Shoanti war paint* does not take up a magic item slot, but you can benefit from only one color of *Shoanti war paint* at a time and applying a dose of a different color replaces the effects of the previous application. Once *Shoanti war paint* is applied, its effects last for 24 hours.



Below are the eight most common colors and their effects.

Black (1,800 gp): The wearer becomes cloaked in shadows and smoke, gaining the effects of a *blur* spell.

Blue (900 gp): The wearer gains a 30-foot enhancement bonus to her base move speed.

Green (900 gp): When the wearer uses bardic performance to inspire courage, the morale bonus she grants increases by 1.

Orange (900 gp): The wearer gains damage reduction 1/—. This effect stacks with damage reduction gained via a character class, such as barbarian.

Red (900 gp): The wearer gains fire resistance 10.

Silver (900 gp): The wearer gains a +3 deflection bonus to her AC.

White (1,800 gp): The wearer gains a +4 resistance bonus on all saving throws against energy drain and negative energy. As soon as the wearer takes a negative level from an energy drain attack, the *white war paint* absorbs the negative level and then fades away, ending the ongoing duration of the paint's effect immediately.

Yellow (900 gp): The wearer gains a +5 competence bonus on Perception checks.

CONSTRUCTION REQUIREMENTS

COST

Craft Wondrous Item; *blur* (black), *clairaudience/clairvoyance* (yellow), *death ward* (white), *expeditious retreat* (blue), *heroism* (green), *resist energy* (red), *shield of faith* (silver), *stoneskin* (orange); **Cost** 900 gp (black and white paints); 450 gp (all other paints)

SOUL JAR	PRICE 5,000 GP	
SLOT	CL	WEIGHT
none	15th	2 lbs.
AURA strong necromancy		

An empty *soul jar* can be used to contain a soul that has been successfully trapped in a black sapphire via *soul bind*. Holding the gemstone against the *soul jar*'s lid for 1 full round transfers the soul in the gem to the *soul jar* (which can hold the soul of a creature of up to 20 Hit Dice), leaving the black sapphire unharmed 50% of the time. The rest of the time, transferring the soul from gem to jar shatters the black sapphire. A creature that can use *soul bind* as a spell-like ability (and thus does not use a focus) can automatically place a captured soul in a held *soul jar* as the spell-like ability is used. A soul in a *soul jar* cannot travel to the Boneyard to be judged, but can be restored to life via *resurrection* or more powerful magic. A *soul jar* can contain only one soul at a time. *Soul jars* are fragile (hardness 1, hp 10); if a *soul jar* is broken, the soul held within immediately escapes to the Boneyard.

CONSTRUCTION REQUIREMENTS

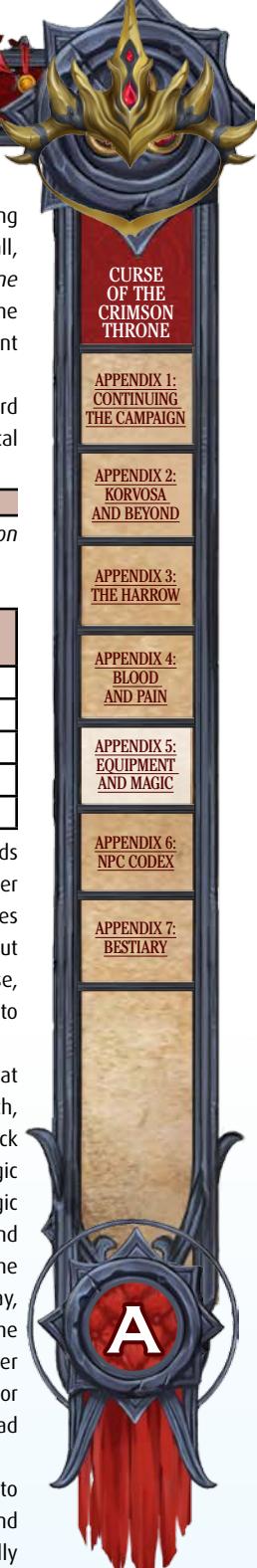
COST

Craft Wondrous Item, *soul bind*

THIRD EYE	PRICE 20,000 GP	
SLOT	CL	WEIGHT
none	11th	—
AURA moderate divination		

As part of the process of crafting a *third eye*, the creator grafts an actual eye into the palm of the recipient's hand. Once an eye is grafted into a palm, it is undetectable while closed and doesn't hinder the user's manual dexterity in the slightest. When in use, the eye opens.

The owner of a *third eye* can use it to see through the donor creature's remaining eye. The *third eye* can also be attuned to specially prepared bloodstones, allowing the user to observe things in each bloodstone's vicinity as if the bloodstone were an eye as well. Preparing a bloodstone in this manner requires soaking it in a potion of *clairvoyance/clairaudience* for a week, at the end of which the owner drinks the potion and spits the bloodstone into the hand bearing the *third eye*. These bloodstones are often incorporated into magic items like phylacteries, rings, and amulets, allowing the user to gift such items to other creatures and thus gain a new viewpoint. This remote viewing ability functions at any range as long as the owner is on the same plane as the bloodstone. It also allows the owner to cast *clairaudience/clairvoyance* up to three times per day.



As long as the *third eye* is open in a hand that isn't holding an object, the owner has all-round vision, gaining a +4 bonus on Perception checks and making it impossible to flank the owner. Rakshasas, whose fingers bend backwards, can use the powers of their *third eyes* while holding objects since their *third eyes* effectively look out of the "backs" of their hands.



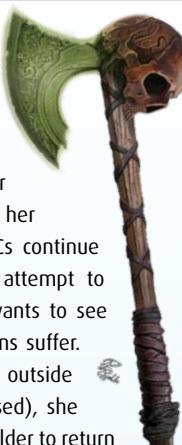
A *third eye* cannot be transferred between creatures—if removed from the owner's body, a *third eye* is destroyed. A *third eye* that remains in the owner's palm but is damaged or otherwise permanently blinded becomes useless until a *remove blindness* spell is cast upon it.

CONSTRUCTION REQUIREMENTS **COST** 10,000 GP

Craft Wondrous Item, *clairvoyance/clairaudience*, access to obscure traditions and lore

UKWAR		PRICE
SLOT	CL	WEIGHT
none	8th	6 lbs.
AURA moderate necromancy		
Alignment chaotic evil		Senses 30 ft. (darkvision)
Int 10	Wis 14	Cha 10
Language speech (Common and Orc)		

Ukwar is a +1 *conductive* battleaxe infused with the angry spirit of a Deadwatcher orc leader named *Ukwar*. After perishing in Scarwall and rising soon thereafter as a feft, *Ukwar* spent decades longing to be free of her curse. When she is permanently slain, her spirit enters her axe. As long as the PCs continue to adventure in Scarwall, she doesn't attempt to exert influence over her wielder—she wants to see each and every one of Scarwall's denizens suffer. If her wielder spends more than 1 day outside of Scarwall (and the castle remains cursed), she attempts to take control and force her wielder to return and finish this job.



As long as *Ukwar* remains intelligent, the blade grants weapon proficiency with the battleaxe to her wielder. If the wielder is already proficient with battleaxes, he instead gains a +1 bonus on all attack rolls and damage rolls made with *Ukwar*. She imposes negative levels on nonchaotic evil wielders only when they are outside of Scarwall. She can cast *rage* once per day, and does so on her wielder the first time each day he attacks one of the spirit anchors or the chained spirit—she can be convinced to cast *rage* on her wielder at another time with a successful DC 20 Diplomacy or Intimidate check (a standard action).

Ukwar's special purpose is to lift Scarwall's curse, and as long as her wielder is engaged in this quest and is within Scarwall, the weapon functions as a +1 *conductive* *undead-bane* battleaxe. If Scarwall's curse is lifted, *Ukwar*'s spirit leaves the axe behind, and this weapon returns to being an unintelligent +1 *conductive* battleaxe.

Ukwar is a unique weapon created through a nonstandard method, but a character who wishes to create an identical weapon can do so using the guidelines below.

CONSTRUCTION REQUIREMENTS

COST 14,335 GP

Craft Magic Arms and Armor, *rage*, *spectral hand*, *summon monster I*

ZELLARA'S HARROW DECK		PRICE
SLOT	CL	WEIGHT
none		
AURA moderate divination		
Alignment chaotic good		Senses 60 ft.
Int 10	Wis 13	Cha 13
Language empathy (but see below)		

Hand-painted images decorate this harrow deck, and the cards frames are gilded in silver so that they sparkle and flash under lighting. Despite the worn condition of the card backs, the images on the faces are so vibrant they seem to move when viewed out of the corner of the eye. The deck handles with surprising ease, almost shuffling itself. A bent, torn, or lost card always seems to mend itself or reappear when no one is looking.

These features are subtle manifestations of the spirit that haunts the cards. In life, Zellara lived by this deck, and in death, she has become the deck. Although this magical harrow deck wasn't created using the standard method for creating magic items, it should nonetheless be treated as an intelligent magic item. Zellara can sense the world around the deck via sight and sound, and she can communicate with anyone who holds the deck via empathy. She can create a *major image* once per day, often doing so to generate an image of herself manipulating the cards—in this manner, she can carry on conversations with other creatures in Common or Varisian. She can also cast *identify* for anyone who holds one of the cards of the deck to his forehead (a move action) up to three times per day.

Zellara's harrow deck has a special purpose as well: to defend and protect the city of Korvosa, her home in life and in death. In order to attain this purpose, she can periodically perform powerful harrow readings for those she has chosen as Korvosa's defenders—the PCs. These harrowings grant those who benefit from them a number of Harrow Points that can be used to manipulate fate and chance. See The Harrow on page 416 for more details on this complex power.

Zellara can suppress the deck's powers at will and doesn't hesitate to do so if anyone attempts to sell the deck or otherwise displeases her. At best, a foolish character could possibly sell the cards as a standard harrow deck for about 50 gp—thus, no pricing information for the deck is needed.

APPENDIX 6

NPC CODEX

Curse of the Crimson Throne introduces many NPCs—some friendly, some antagonistic, and some who switch back and forth between those attitudes over the course of the campaign. Several of the NPCs in this appendix feature unique rules or new character options. These options should not be initially available to the PCs, but once they interact with these NPCs, the PCs might have the chance to learn these new feats, spells, or techniques, at your discretion.

Not all of the NPCs the PCs encounter are summarized on the following table, which focuses on significant characters who play key roles in the campaign—roles that can have repercussions far beyond the initial encounter area where the NPC is first met. The NPCs are organized alphabetically by name. After each NPC's name is a short description of that NPC's role in the campaign and the page number where the NPC's statistics appear. If an NPC has no statistics listed,

the page number instead refers to the page where the most information for that NPC is given.

The remainder of this appendix focuses on the dozen most important NPCs in *Curse of the Crimson Throne*, ranging from primary enemies like Ileosa and Bahor to significant allies like Cressida and Vencarlo to characters like Laori and Sial who could become friends or foes. These NPCs, more than any others in the campaign, play key roles throughout the Adventure Path.

PRIMARY NPCS

NPC	Role	Page
Akram	Lyrune-Quah truthspeaker	222
Amin Jalento	Noble student of Vencarlo Orisini	32
Andachi	Tormented dead count from Ustalav	303
Andaisin	Leader of the cult of Urgathoa	127
Asyra	Sial's loyal kyton eidolon	456
Ausio Carowyn	Last surviving Carowyn after Jolistina's rampage	108
Bahor	Rakshasa leader of House Arkona, Glorio Arkona's true form	440
Belshallam	Umbral dragon spirit anchor in Scarwall	290
Blackjack	Infamous masked Korvosan folk hero	462
Boule	Guildmaster of the Cerulean Society	235
Brienna Soldado	One of the first victims of blood veil	78
Castothrane	Skeleton warrior spirit anchor in Scarwall	307
Cinderlander	Shoanti-hating survivalist	198
Cinnabar	Second-in-command of the Korvosa Red Mantis assassins	240
Cressida Kroft	Leader of the Korvosan Guard	442
Darvayne Gios Amprei	Chelish ambassador with an embarrassing secret	37
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Deyanira Mirukova	Ruan Mirukova's worried sister	103
Eodred II	Previous ruler of Korvosa	28
Eries Yelloweyes	Nervous, apologetic wererat	92
Gaedren Lamm	Criminal mastermind of the Old Fishery	25
Gaekhen	Thousand Bones's murdered grandson	42
Girrigz	Vengeful, human-hating wererat	96
Grau Soldado	Drunken guard and ex-student of Vencarlo Orisini	33
Ileosa Arabasti	Queen of Korvosa	444
Ishani Dhatri	Charitable cleric of Abadar	81



Jabbyr	Pilts Swastel's gnome executioner	154
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Jolistina Susperio	Crazy elf obsessed with Rolth Lamm	105
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Kazavon	Ancient dragon warlord	448
Keppira d'Bear	High priestess of Pharamsa	234
Kleestad	Cursed chamberlain of Scarwall	329
Kordaitra Destaid	Second-in-command of the Gray Maidens	251
Koriantu	Cleric of Achaek, agent of Red Mantis	242
Krojun Eats-What-He-Kills	Hothead Shoanti hero	204
Laori Vaus	Cheerful cleric of the Brotherhood of Bones	450
Majenko	House drake prisoner at Eel's End	54, 474
Mandraivus	Slayer of Kazavon, now a wraith	279
Marcus Endrin	Leader of the Sable Company	246
Mithrodar	Chained spirit in Scarwall, once its castellan	303
Mother of Thorns	Supernatural torturer for the Gray Maidens	245
Neolandus Kaleopolis	Exiled seneschal of Castle Korvosa	186
Nihil	Devil spirit anchor in Scarwall	311
One-Life	Chieftain of the Skoan-Quah	202
Pilts Swastel	Emperor of Old Korvosa	153
Pudgyknuckles	Togomor's imp familiar	360
Ramoska Arkminos	Nosferatu vampire ally of the cult of Urgathoa	123
Ready-Klar	Chieftain of Flameford	226
Reiner Davaulus	Leader of the Queen's Physicians	117
Rolth Lamm	Necromancer and ally of the cult of Urgathoa	452
Ruan Mirukova	Talented (and missing) ocarina player	124
Sabina Merrin	Leader of the Gray Maidens	454
Salvator Scream	Half-mad artist inspired by Kazavon	159
Sermignatto	Belier devil ally of Ileosa Arabasti	368
Sial	Grim summoner of the Brotherhood of Bones	456
Sivit	Darksphinx master of the Vivified Labyrinth	180
Sorshen	Runelord of Lust	335
Sun Shaman	Spiritual leader of Flameford	226
Tayce Soldado	Worried mother of Brienna Soldado	78
Tekrakai	Moon Maiden leader	219
Thousand Bones	Shoanti shaman and ambassador	458
Tisharue	Gray Maiden warden of Deathhead Vault	248
Togomor	Bloatmage seneschal of Castle Korvosa	358
Trinia Sabor	Artist and queen's scapegoat	460
Ury Sevenskulls	Chieftain of Deadwatcher Orcs	266
Vavana Dhatri	Gray Maiden Arbiter of Allegiance	364
Vencarlo Orisini	Swordplay trainer and secret vigilante	462
Vendra Loaggri	Snake-oil seller, owns Lavender	98
Venster Arabasti	Eodred's (now ghostly) tiefling half-brother	373
Verik Vancaskerkin	Leader of the Cow Hammer Boys	48
Vimanda	Rakshasa leader of House Arkona, Meliya Arkona's true form	178
Vreeg	Derro ally of Rolth Lamm	65
Yvicca	Sea hag ally of the cult of Urgathoa	90
Yzahnum	Efreeti minion of Ileosa Arabasti	340
Zarmangarof	Black dragon enslaved by Ileosa Arabasti	342
Zellara Esmeranda	Ghostly harrower ally of the PCs	14
Zenobia Zenderholm	Lead arbiter of Korvosa	249
Zev Ravenka	Bishop and demilich spirit anchor in Scarwall	323

BAHOR

Since seizing control of the Arkona family after working with his sister Vimanda to murder their rakshasa parents, Bahor has successfully masqueraded as Glorio Arkona, patriarch of one of Korvosa's most powerful noble families.

BAHOR

CR 14

XP 38,400Male rakshasa rogue 8 (*Pathfinder RPG Bestiary 231*)

LE Medium outsider (native, shapechanger)

Init +12; **Senses** darkvision 60 ft.; Perception +26**DEFENSE****AC** 36, touch 19, flat-footed 27 (+4 armor, +8 Dex, +1 dodge, +9 natural, +4 shield)**hp** 207 (18 HD; 8d8+10d10+116)**Fort** +11, **Ref** +21, **Will** +12**Defensive Abilities** evasion, improved uncanny dodge, trap sense +2; **DR** 15/good and piercing; **SR** 25**OFFENSE****Speed** 40 ft.**Melee** +2 *kukri* +27/+22/+17/+12 (1d4+7/15–20), bite +22 (1d6+2), claw +22 (1d4+2)**Special Attacks** detect thoughts, sneak attack +4d6 plus 4 bleed**Sorcerer Spells Known** (CL 7th; concentration +12)3rd (5/day)—*fly*, *lightning bolt* (DC 18)2nd (7/day)—*invisibility*, *scorching ray*, *web* (DC 17)1st (8/day)—*charm person* (DC 16), *mage armor*, *obscuring mist*, *protection from good*, *ray of enfeeblement* (DC 16)0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation***TACTICS**

Before Combat Bahor casts *mage armor* as soon as the prospect of combat looms (such as upon hearing a palace alarm activated). He uses his *third eye* to check the various rooms in his palace for intruders. As soon as his foes seem to be drawing near, he casts *shield* and *protection from good*.

During Combat Bahor favors spellcasting in combat, and reverts to his true form only if his enemies know that he isn't human. If his spells are exhausted or proving useless, he uses a charge from his *wand of haste*, then resorts to melee tactics. He prefers to fight with allies so he can perform sneak attacks. In such a situation, Bahor tries to remain mobile, moving in and out of combat by using Spring Attack to make a single bleeding sneak attack against a foe each round. On his own, he tries to make full attacks so he can add a bite and a claw to his *kukri* strikes, using Arcane Strike to gain a +1 bonus on all damage rolls.

Morale Bahor has little interest in risking everything on bad luck. If reduced to fewer than 100 hit points, he

attempts to flee with the aid of *invisibility*. If he escapes, he retreats to the Cerulean Society guildhall below Old Korvosa to wait things out, and may end up seeking revenge on the PCs at a later date—especially if the PCs interact with the Cerulean Society. Bahor stays behind to fight to the death only if his enemies show that they know of his true nature; allowing anyone to escape his clutches with this knowledge is the thing he fears the most.

STATISTICS**Str** 20, **Dex** 26, **Con** 22, **Int** 15, **Wis** 12, **Cha** 20**Base Atk** +16; **CMB** +21; **CMD** 40**Feats** Arcane Strike, Combat Reflexes, Dodge, Improved Critical (*kukri*), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Multiattack, Spring Attack, Weapon Finesse, Weapon Focus (*kukri*)**Skills** Acrobatics +29, Bluff +30, Diplomacy +26, Disguise +34, Fly +18, Intimidate +26, Knowledge (local) +17, Knowledge (nobility) +14, Perception +26, Sense Motive +22**Languages** Common, Infernal, Undercommon, Vudrani**SQ** change shape (any humanoid; *alter self*), rogue talents (bleeding attack +4, combat trick, finesse rogue, weapon training), trapfinding +4**Combat Gear** scroll of *sending* (3), wand of *haste* (19 charges), wand of *illusory script* (12 charges), wand of *shield* (23 charges); **Other Gear** +2 *kukri*, *third eye* (see page 436), keys to all Arkona Palace locks, 19 pp, 2 gp

Although Korvosa knows him by the name “Glorio Arkona,” the ageless and violent creature that is Bahor is a powerful rakshasa rogue. Bahor is the son of a mated pair of rakshasas named Mapras and Dandra, but in 4704 AR, Bahor and his sibling Vimanda (see page 178) murdered their parents and assumed control of the Arkona interests in Korvosa.

Although a fiend in human guise, Bahor has done much to further his power as the oldest and wealthiest of Old Korvosa's families. Many of his actions as Glorio are philanthropic or even kindly in appearance, but in truth the rakshasa is merely buying loyalty. Those he saves from poverty or debt become his people, and he's taken a fair amount of control over several of Korvosa's shadier organizations, including the city's thieves' guild, the Cerulean Society. Trade with distant Vudra remains another significant source of income and power for the Arkona name. To this day, Bahor maintains contact with other rakshasa clans and shadowy societies in cities on the other side of the world, and whenever a ship bearing the black-and-white flags of the Arkona family crest sails into Korvosa, Glorio's coffers soon thereafter swell with profits as spices, artwork, rare woods, ivory, precious gems, and many other costly imports from his homeland flood Korvosa's markets.



As Curse of the Crimson Throne begins, Bahor has already started to grow bored with his current success. The Arkonas have been ruled by rakshasas for approximately 2 centuries, but Bahor has been in charge for only a few years now. To sate his appetite for decadence and cruelty, Bahor had already set into motion plans to seize control of all of Korvosa for his own delights when Queen Ileosa threw those schemes into jeopardy by murdering her husband. Although Bahor may claim to have Korvosa's best interests at heart when he meets with the PCs, in truth he wants the city all to himself.

Bahor hopes to continue to play the role of Glorio Arkona for many years to come, but with Queen Ileosa putting Korvosa in peril (particularly with the advent of blood veil and the quarantine of Old Korvosa), the rakshasa realizes that the time to recruit aid beyond his family has come—see page 164 of Chapter 3 for details on the deal he hopes to arrange with Korvosa's new heroes.

GLORIO ARKONA

When Bahor manifests in human form, he typically does so in the guise of Glorio Arkona, a handsome Vudrani man with shoulder-length black hair and a trimmed goatee and mustache (see page 164 for a depiction of him in this form). Of course, Bahor is not limited to this appearance when he uses his change self ability, and when needed can appear as any human ethnicity. Regardless of his appearance when in human form, Bahor's statistics are the same; his statistics when in human form are presented below for ease in game play, should they become needed for any reason.

"GLORIO ARKONA"

Rakshasa rogue 8 (*Pathfinder RPG Bestiary 231*)
LE Medium outsider (native, shapechanger)

Init +12; **Senses** Perception +26

DEFENSE

AC 36, touch 19, flat-footed 27 (+4 armor, +8 Dex, +1 dodge, +9 natural, +4 shield)

hp 207 (18 HD; 8d8+10d10+116)

Fort +11, **Ref** +21, **Will** +12

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

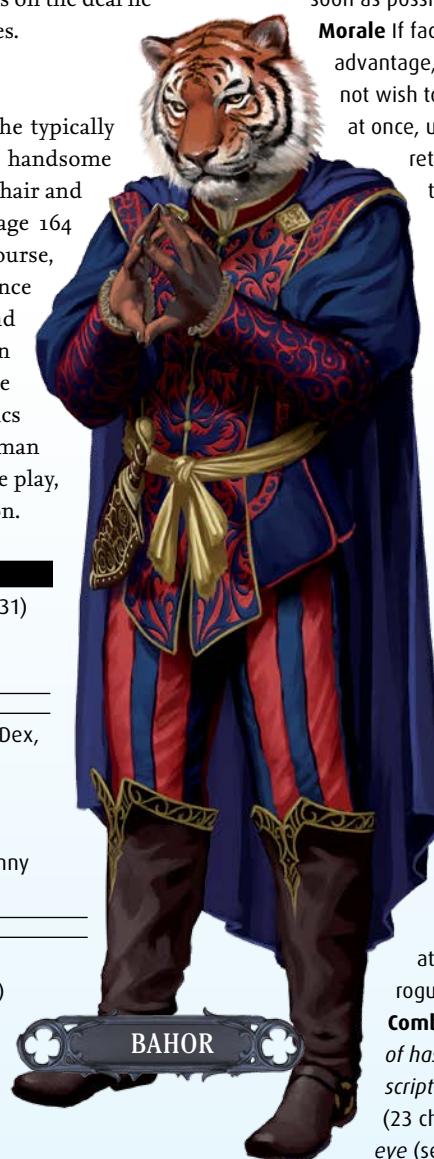
OFFENSE

Speed 30 ft.

Melee +2 kukri +27/+22/+17/+12 (1d4+7/15-20)

Special Attacks detect thoughts, sneak attack +4d6 plus 4 bleed

Sorcerer Spells Known (CL 7th; concentration +12)
3rd (5/day)—*fly*, *lightning bolt* (DC 18)



2nd (7/day)—*invisibility*, *scorching ray*, *web* (DC 17)

1st (8/day)—*charm person* (DC 16), *mage armor*, *obscuring mist*, *protection from good*, *ray of enfeeblement* (DC 16)

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*

TACTICS

Before Combat Same as Bahor's tactics.

During Combat When appearing as Glorio (or in any human guise, for that matter), Bahor prefers to avoid combat if at all possible, since his human form lacks some of his true form's key defenses (particularly damage reduction and spell resistance). If he must fight, he does so with his kukri, relying on allies to flank foes as possible. Against foes he feels confident he can defeat quickly, or who already know his secret, he reverts to his true form as soon as possible.

Morale If faced with a combat not to his advantage, yet in a situation where he does not wish to reveal his true shape, Glorio flees at once, using *invisibility* if able. He hopes to return to Arkona Palace. If confronted there, he has additional allies upon whom he can rely.

STATISTICS

Str 20, **Dex** 26, **Con** 22, **Int** 15, **Wis** 12, **Cha** 20

Base Atk +16; **CMB** +21; **CMD** 40

Feats Arcane Strike, Combat Reflexes, Dodge, Improved Critical (kukri), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Multiattack, Spring Attack, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +29, Bluff +30, Diplomacy +26, Disguise +34, Fly +18, Intimidate +26, Knowledge (local) +17, Knowledge (nobility) +14, Perception +26, Sense Motive +22

Languages Common, Infernal, Undercommon, Vudrani

SQ change shape (any humanoid; *alter self*), rogue talents (bleeding attack +4, combat trick, finesse rogue, weapon training), trapfinding +4

Combat Gear scroll of *sending* (3), wand of *hoste* (19 charges), wand of *illusory script* (12 charges), wand of *shield* (23 charges); **Other Gear** +2 kukri, third eye (see page 436), 192 gp

CRESSIDA KROFT

Cressida Kroft is the leader of the Korvosan Guard. Her position grows increasingly complex and untenable, as it puts her civic patriotism at increasing odds with her intolerance for the queen's growing cruelty.

CRESSIDA KROFT

CR 9

XP 6,400

Female human aristocrat 1/fighter 9

LN Medium humanoid (human)

Init +0; **Senses** Perception +14**DEFENSE****AC** 23, touch 10, flat-footed 23 (+8 armor, +5 shield)**hp** 97 (10 HD; 1d8+9d10+39)**Fort** +8, **Ref** +3, **Will** +10 (+2 vs. fear)**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 longsword +16/+11 (1d8+7/17-20)**Ranged** mwk composite longbow +11/+6 (1d8+3/x3)**Special Attacks** weapon training (heavy blades +2, bows +1)**TACTICS**

During Combat Cressida prefers to fight in melee if possible, saving her arrows for foes who avoid hand-to-hand combat. In a fight, Cressida uses Power Attack (taking a -3 penalty on attack rolls but gaining a +6 bonus on damage rolls); if she misses a foe entirely for 2 rounds of combat, though, she switches back to regular attacks.

Morale Cressida prefers to save her potion of *cure moderate wounds* to aid allies, but if she's reduced to fewer than 20 hit points and escape isn't an option, she drinks the potion and fights defensively until the odds change in her favor or she sees an opportunity to escape. She won't abandon friends or her subordinates to certain death; if presented with overwhelming odds, she works with allies to make a fighting retreat to safety, but brings up the rear herself, and is willing to give up her life to buy her allies a chance to flee.

STATISTICS**Str** 15, **Dex** 10, **Con** 15, **Int** 10, **Wis** 12, **Cha** 16**Base Atk** +9; **CMB** +11; **CMD** 21

Feats Greater Shield Focus, Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Persuasive, Power Attack, Shield Focus, Steadfast Personality^{ACG}, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +16, Intimidate +16, Perception +14, Sense Motive +10

Languages Common**SQ** armor training 2

Combat Gear potion of *cure moderate wounds*; **Other Gear** +2 chainmail, +1 heavy steel shield, +1 longsword, mwk composite longbow (+2 Str) with 20 arrows, belt of mighty constitution +2, 64 gp

Originally a ranking member of the Guard who moonlighted as an adventurer, Cressida Kroft foiled a deadly plot during the weeks-long festivities celebrating the city's third centennial in 4707 AR. When she stopped a small group of Norgorber cultists poisoning the food of a grand feast to be held in Eodred's Square, she not only saved the lives of hundreds, but drove the cult of Norgorber from Korvosa entirely. Cressida's star rose high among Korvosa's common folk and elite alike, and she was swiftly appointed to the position of Field Marshal—leader of the Korvosan Guard—by King Eodred.

Ever since her promotion, Cressida has had little time for adventuring, and she increasingly misses the lifestyle. As she can't imagine abandoning her duties, she mollifies her desire for action by hiring adventurers to take care of problems and dangers that the Korvosan Guard simply cannot handle efficiently. Such problems often require stealth, subtlety, magical knowledge, or even more frequently, a willingness to bend the law in order to aid the common good. Cressida has earned a reputation for being fair and supportive of those she brings on to augment the Korvosan Guard to protect her beloved city from threats within and without.

THE KORVOSAN GUARD

The Korvosan Guard serves the city of Korvosa first, its leader second, and the church of Abadar third. Traditionally, the Guard has worked closely with both the monarch and the high priest of Abadar, but as the events in this campaign unfold, the Guard is increasingly on its own. Queen Ileosa uses the Guard almost as a disposable resource, cutting funding and luring many of its most promising women away to be indoctrinated into the Gray Maidens. High Priest Darb Tuttle has his own problems to handle between the riots, the plague, and his grudging assent to Queen Ileosa's rule. By the time the PCs rescue Neolandus and have the legal resources to oppose the queen, the Korvosan Guard is essentially disbanded, with its few remaining members forming a loosely organized band of rebels that uses the city graveyard and the warrens beneath as a fortress. This fall from grace shames Cressida Kroft, but never to the extent that she gives up. Her support of the PCs grows over time, and she increasingly sees them as not only the saviors of the Guard, but also the true heroes of the city of Korvosa.

Cressida Kroft is eager to share the Korvosan Guards' history with anyone who asks. The Guard itself was descended from the regular army troops brought to Endrin Isle so long ago by Field Marshal Jakthian Korvosa, the city's founder. Ranks in the Guard closely match traditional ranks in an army, with the position of Field Marshal being in overall command while generals are charged with oversight of Korvosa's districts.



JOINING THE GUARD

The PCs have an opportunity to join the Korvosan Guard during Chapter 1. If you wish, you can use the Organizational Influence rules found on pages 109–114 of *Pathfinder RPG Ultimate Intrigue* to track the PCs' place in the organization, using the stats below. The rate at which the PCs can earn influence points and favors in the Guard is left to you.

KORVOSAN GUARD

LN strong (Chapter 1), moderate (Chapters 2–3), or weak (Chapters 4–6) organization

Size 700 members (at start of Chapter 1)

Key Members

Field Marshal Cressida Kroft (LN female human aristocrat 1/fighter 9)

Values The Korvosan Guard values order, bravery, and honor, but also appreciates those who can think for themselves and do not blindly follow orders.

Public Goals The Korvosan Guard seeks to protect the citizens of Korvosa and the city itself from all dangers.

Private Goals The Guard wishes to prevent any one person or organization from achieving too much power in Korvosa; during this campaign, this increasingly places the Guard at odds with the monarchy.

Allies Church of Abadar, Church of Pharsma, Sable Company

Enemies Queen Ileosa, Gray Maidens, Queen's Physicians, Red Mantis

Membership Requirements Membership into the Korvosan Guard normally requires months of training, but in the PCs' case, Cressida grants membership during Event 9 of Chapter 1 (see page 36).

Influence Limitations In order to achieve Rank 2, the PCs must show that they are not Queen Ileosa's agents (helping Trinia escape at the end of Chapter 1 achieves this). In order to achieve Rank 3, the PCs must perform a great service to Korvosa's citizens (helping to end blood veil at the end of Chapter 2 certainly counts). If the PCs wish to advance to Rank 4, they must take a personal stance against the queen that puts their own lives at risk (publicly accusing her of engineering blood veil is not enough unless the PCs have indisputable proof, but rescuing Neolandus Kaleopolis at the end of Chapter 3 also counts).

Benefits The following benefits don't include the specific rewards written in the adventure.

Rank 1: borrow resources (100 gp), gather information

Rank 2: borrow resources (500 gp), recovery 1, retrain

Rank 3: borrow resources (1,000 gp), command team (1d6 3rd-level martial NPCs), recovery 2

Rank 4: borrow resources (2,500 gp), recovery 3

New Benefits The Guard grants the following uncommon benefits.

Recovery 1: If the PCs spend a night recovering in Citadel Volshyenek (Chapters 1–3) or the Dead Warrens (Chapters 4–6), healers among the Guard restore all lost hit points and each PC can benefit from one of the following spells: *lesser restoration*, *remove blindness/deafness*, *remove curse* (CL 5th), or *remove disease* (CL 5th). This benefit isn't available during Chapter 2 due to limited resources.

Recovery 2: Add *break enchantment*, *restoration*, and *raise dead* to the spells available to a PC during a night of recovery. The borrow resources benefit can be used to cover or defray the cost of expensive material components for spellcasting.

Recovery 3: Add *heal*, *greater restoration*, and *resurrection* to the spells available to the PCs during recovery.

Retrain: See page 117 of *Pathfinder RPG Ultimate Intrigue*.

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CRESSIDA KROFT

A

ILEOSA ARABASTI

The queen of Korvosa has never had the city's best interests at heart, but it isn't until Kazavon's influence augments her worst attributes that she becomes Korvosa's greatest threat.

ILEOSA ARABASTI

CR 21

XP 409,600

Female erinyes-bound human aristocrat 2/bard 18

(Pathfinder RPG Bestiary 4 56)

LE Medium humanoid (human)

Init +10; **Senses** arcane sight, darkvision 60 ft., see in darkness, true seeing; Perception +26

DEFENSE

AC 43, touch 26, flat-footed 34 (+8 armor, +5 deflection, +9 Dex, +2 insight, +9 natural)

hp 391 (20d8+298); regeneration 20 (*Serithtial*)

Fort +21, **Ref** +28, **Will** +22; +4 morale bonus vs. charm and fear, +4 vs. poison, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities freedom of movement; **DR** 10/adamantine (70 hp); **Immune** bleed; **Resist** fire 30; **SR** 22

Weaknesses contract bound, susceptible to *Serithtial*

OFFENSE

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

Melee +4 glamered human-bane icy burst speed rapier +32/+32/+27/+22 (1d6+21/15-20 plus 1d6 cold)

Special Attacks bardic performance 51 rounds/day (swift; countersong, dirge of doom, distraction, fascinate [DC 32], frightening tune [DC 32], inspire competence +5, inspire courage +4, inspire greatness, inspire heroics, mass suggestion [DC 32], soothing performance, suggestion [DC 32])

Spell-Like Abilities (CL 20th; concentration +33)

3/day—*fear* (single target) (DC 26), *unholly blight* (DC 27)
1/day—summon (level 9, 1 lemure, 1 bearded devil, 1 erinyes, 1 bone devil, 1 barbed devil, or 1 ice devil 100%)

Bard Spells Known (CL 18th; concentration +31)

6th (5/day)—*geas/quest*, *getaway^{APG}*, *irresistible dance* (DC 31), *project image* (DC 29)

5th (7/day)—*greater dispel magic*, *mind fog* (DC 30), *shadow walk* (DC 28), *song of discord* (DC 30)

4th (8/day)—*cure critical wounds*, *dimension door*, *dominate person* (DC 29), *freedom of movement*, *hold monster* (DC 29)

3rd (8/day)—*charm monster* (DC 28), *confusion* (DC 28), *displacement*, *gaseous form*, *haste*, *slow* (DC 26)

2nd (8/day)—*cure moderate wounds*, *detect thoughts* (DC 25), *hold person* (DC 27), *mirror image*, *misdirection*, *suggestion* (DC 27)

1st (9/day)—*cure light wounds*, *feather fall*, *grease*, *hideous laughter* (DC 26), *saving finale^{APG}* (DC 24), *silent image* (DC 24)

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*

TACTICS

Before Combat Ileosa casts *stoneskin* (from her ring of spell storing) and freedom of movement before combat, and activates the flight power of her crimson gown. She prepares herself, her four erinyes furies, and five of her six false Ileosas with a *getaway* spell, using area **B19** of the Sunken Queen as the designated location.

During Combat When combat starts, Ileosa activates her inspire courage bardic performance and casts *project image* to create a duplicate of herself amid the PCs while she flies out of melee range. She uses her eyes of charming each round against foes she knows have poor Will saves (her knowledge of the PCs allows her to choose her targets appropriately). The *Crown of Fangs* casts *mirror image* on her on the first round, recasting it as necessary as the combat goes on or casting *dominate person* otherwise. On the second round, she uses her greater *quicken metamagic rod* to cast quickened *mind fog* and then summons an ice devil to join the fight. On the third round, she uses her projected image to target a PC with *irresistible dance* while she casts quickened *displacement*. She saves her last quickened spell from the rod to cast greater *dispel magic* to cancel any particularly vexing spell effect. If she manages to control a foe's mind, she's fond of issuing orders like "Lay down your arms and bow before me!" or (to the appropriate PC) "Return to the floor below to find and take the largest gem you discover." Once confronted in melee, she fights back with her rapier and uses Arcane Strike when attacking (the bonus damage is included above).

Morale Ileosa triggers her *getaway* spell if reduced to 60 or fewer hit points (bringing along any furies or false Ileosas within 30 feet of her) to retreat to area **B19** of the Sunken Queen, then uses the *heal* spell from her ring and other spells to recover quickly before returning to the fight. Once she rejoins the battle, she fights to the death, unwilling to abandon her plans this close to fruition.

STATISTICS

Str 19, **Dex** 28, **Con** 28, **Int** 16, **Wis** 14, **Cha** 36

Base Atk +14; **CMB** +22; **CMD** 44

Feats Arcane Strike, Craft Wondrous Item, Fencing Grace^{UI}, Forge Ring, Greater Spell Focus (enchantment), Harmonic Spell^{ISWG}, Improved Critical (rapier), Spell Focus (enchantment), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +37, Appraise +4, Bluff +37, Climb +5, Diplomacy +37, Disable Device +8, Disguise +14, Escape Artist +10, Fly +37, Handle Animal +27, Heal +3, Intimidate +33, Knowledge (arcana) +36, Knowledge (history, local, nobility) +26, Linguistics +12, Perception +26, Perform (dance) +37, Perform (oratory, sing, string instruments, wind instruments) +27, Ride +10, Sense Motive +27, Sleight of Hand +10, Spellcraft +27, Stealth +10, Survival +3, Swim +5, Use Magic Device +32

Languages Aklo, Common, Elven, Giant, Infernal, Shadowtongue, Thassilonian, Varisian; *tongues*



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SQ bardic knowledge +9, contingency, contract-bound, Everdawn infusion, exceptional stats, inherent bonuses, jack-of-all-trades, lore master 3/day, permanent spells, versatile performances (dance, oratory, sing, string, wind)

Combat Gear greater quicken metamagic rod, major ring of spell storing (contains heal, stoneskin), wand of magic missile (CL 9th, 34 charges); **Other Gear** +4 glamered^{UE} human-bane icy burst speed rapier, amulet of natural armor +5, belt of physical might +6 (Str, Dex), boots of teleportation, bracers of armor +8, crimson gown (as wings of flying but takes up the body slot, not the shoulder slot), Crown of Fangs (see page 432), crystal ball with true seeing, eyes of charming, gloves of arcane striking^{UE}, handy haversack, headband of mental prowess +4 (Int, Wis; grants ranks in Knowledge [arcana] and Spellcraft), iridescent spindle ioun stone^{UE}, pale green prism ioun stone^{UE}, portable hole, ring of splendid security (see page 435), vibrant purple prism ioun stone (cure serious wounds), gold-and-ruby earrings worth 5,000 gp for the pair, gold anklet set with rubies worth 4,000 gp, gold armband set with rubies worth 3,500 gp

SPECIAL ABILITIES

Contingency Ileosa used a scroll of contingency to set up this effect: if she is ever brought to fewer than 30 hit points, heal (CL 20th) is cast on her.

Contract Bound (Ex) Queen Ileosa forged a contract with an erinyes devil, gaining the benefits of the devil-bound template. If Ileosa dies, she cannot be brought back to life without Sermignatto's permission; if that devil is slain, the contract itself reverts to Sermignatto's hidden master, the Duke of Hell known as Lorthact.

Everdawn Infusion (Ex) Ileosa can cast teleport in the Sunken Queen without restriction. She calculates her hit points using her Charisma modifier rather than her Constitution modifier, and is immune to bleed effects.

Exceptional Stats (Ex) Queen Ileosa was destined from birth to achieve greatness. Her ability scores were generated using 25 points, rather than the standard array. Additionally, she has a potent artifact and her gear was determined as if she were a PC rather than an NPC to account for her vast wealth. These advantages increase her total CR by 1.

Inherent Bonuses With the aid of genie-granted wishes and other expenditures of her wealth, Ileosa has the following inherent bonuses to her ability scores: Strength +3, Dexterity +4, Constitution +4, Intelligence +3, Wisdom +3, Charisma +5.

Permanent Spells Ileosa has arcane sight and tongues as permanent spells, both functioning at CL 16th.

Susceptible to Serithtial (Ex) The infusion of Kazavon into Ileosa's soul allows Serithtial to suppress her regeneration. Each time she takes damage from Serithtial, she must succeed at a DC 25 Fortitude save or gain a negative level as the sacred blade carves away at the power granted to her by the dragon's fangs.

True Seeing (Su) Queen Ileosa continuously benefits from true seeing, as a benefit from her infernal contract.

Queen Ileosa is no longer the woman she was before she found Kazavon's fangs. She is now something much more, and until the Crown of Fangs is destroyed, she has no interest in even the idea of atonement or redemption.



ILEOSA ARABASTI

KAYLTANYA

Mistress Kayltanya is a lethal commander among the Red Mantis assassins, a loyal and focused murderer who reports directly to the cabal's leader, the Blood Mistress of the Crimson Citadel far to the south on Mediogalti Island.

KAYLTANYA

CR 15

XP 51,200

Female human aristocrat 2/rogue 4/Red Mantis assassin 10 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 282)

LE Medium humanoid (human)

Init +6; **Senses** Perception +22

DEFENSE

AC 33, touch 21, flat-footed 27 (+6 armor, +5 deflection, +5 Dex, +1 dodge, +5 natural, +1 shield)

hp 159 (16d8+84)

Fort +11, **Ref** +15, **Will** +10

Defensive Abilities evasion, fading, red shroud, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +5 *shocking burst sawtooth sabre* +19/+14/+9 (1d8+12/17-20 plus 1d6 electricity), +5 *shock sawtooth sabre* +19/+14 (1d8+10/17-20 plus 1d6 electricity)

Ranged mwk dagger +18 (1d4+3/19-20 plus large scorpion venom)

Special Attacks prayer attack, sneak attack +6d6

Red Mantis Assassin Spell-Like Abilities (CL 10th; concentration +12) 4th (1/day)—*dimension door*, *greater invisibility* 3rd (3/day)—*displacement*, *fly*, *haste*, *secret page* 2nd (5/day)—*bear's endurance*, *bull's strength*, *cat's grace*, *mirror image*, *see invisibility* 1st (6/day)—*disguise self*, *feather fall*, *jump*, *reduce person* (DC 13), *true strike*

TACTICS

Before Combat As soon as the castle alarm is raised, Kayltanya coats her two sabres with doses of *oil of greater magic weapon* +5. Before combat begins, she casts *bear's endurance*, *cat's grace*, and *bull's strength*, then drinks a *potion of barkskin* +5 and a *potion of shield of faith* +5.

During Combat When combat begins, Kayltanya casts *greater invisibility*, then moves to a new location and casts *haste* on the second round, affecting herself and as many allies as possible. On the third round, she summons 1d3 fiendish giant praying mantises into the battle, placing them in flanking positions around intruders. She throws poisoned daggers if a PC is within 10 feet; otherwise, she moves to strike with her sabres. She assumes mantis

form before entering combat if there's room for her size increase. She holds off using *mantis doom* until she is sure she can use it to kill off a wounded PC.

Morale Kayltanya fights to the death.

STATISTICS

Str 16, **Dex** 22, **Con** 20, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +11; **CMB** +14; **CMD** 36

Feats Alertness, Dodge, Exotic Weapon Proficiency (sawtooth sabre), Great Fortitude, Greater Weapon Focus (sawtooth sabre), Greater Weapon Specialization (sawtooth sabre), Improved Critical (sawtooth sabre), Improved Two-Weapon Fighting, Iron Will, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Acrobatics +25, Bluff +21, Diplomacy +13, Intimidate +21, Knowledge (local) +11, Knowledge (religion) +7, Perception +22, Sense Motive +22, Stealth +25

Languages Common

SQ *mantis form*, resurrection sense, rogue talents (finesse rogue, weapon training), trapfinding +2

Combat Gear *mask of the mantis*, *oil of greater magic weapon* +5 (3), *potion of barkskin* +5 (2), *potion of shield of faith* +5 (3), large scorpion venom (10); **Other Gear** +3 studded leather, +1 *shock sawtooth sabre* ^{UE}, +1 *shocking burst sawtooth sabre* ^{UE}, mwk daggers (10), 55 pp, 5 gp

SPECIAL ABILITIES

Fading (Su) Up to five times a day, Kayltanya can become ethereal for an instant as she is attacked by a weapon or is forced to attempt a Reflex saving throw. She must choose to activate this ability before the weapon's attack roll or the spell's effects are adjudicated. This grants her a 50% chance to avoid taking damage from the attack or effect.

Mantis Doom (Sp) Kayltanya can cast *creeping doom* as a spell-like ability three times per day. This version of the spell summons swarms of venomous praying mantises, but the effects are otherwise the same as the spell.

Mantis Form (Su) Once per day as a standard action, Kayltanya can transform into a blood-red giant praying mantis, as if using *vermin shape II* ^{UM} (CL 10th). In addition to the normal adjustments to Strength, Dexterity, and natural armor provided by this spell effect, she gains the giant mantis's 60 feet of darkvision, as well as its grab, lunge, mandibles, and sudden strike extraordinary abilities, but not its immunity to mind-affecting effects or its racial modifiers on Perception or Stealth checks. If she wields a magical sawtooth sabre in her hand when she transforms, the magical enhancements for that weapon apply to her corresponding claw attack—if she wields two of them, then the enhancements from each weapon apply to a different claw attack. She gains DR 10/good in mantis form, and her mandibles impose 1 negative level on a hit (she gains 5 temporary hit points each time she inflicts a negative level in this way). A successful DC 25 Fortitude save removes this negative level.



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Prayer Attack (Su) A successful DC 19 Will save resists the effects of Kaytanya's prayer attack. See page 145 for more details on this signature Red Mantis assassination style.

Red Shroud (Su) Kaytanya's red shroud persists for 10 rounds when she activates it—she can use this ability 5 times per day. See page 145 for more details on this Red Mantis defense.

Resurrection Sense (Su) Kaytanya senses if a creature she has slain within the last year has been restored to life, as long as they are both on the same plane.

Summon Mantis (Sp) Once per day, Kaytanya can summon an advanced fiendish giant mantis, 1d3 fiendish giant mantises, or 1d4+1 giant mantises, as per *summon monster V*. She can mentally direct the actions of these summoned vermin as a free action. All mantises summoned by this spell-like ability are blood red, and gain no racial bonus on Stealth checks in forests.

Kaytanya is a member of the Vernai, the ruling caste of the Red Mantis, yet she has not been a member of this level of command for long. Of Chelish descent, Kaytanya was her parents' third daughter, and despite being part of the powerful Chelish House of Vyeron, she soon realized that her opportunities for greatness were limited. Not long after she came of age, she engineered the deaths of her two older sisters, an act that caught the eye of the Red Mantis assassin who had been tasked with doing the same by one of House Vyeron's enemies, the Arvanxi family. Rather than finish her task with Kaytanya's murder, the assassin took the young woman under her wing and returned to the Crimson Citadel, where Kaytanya absorbed the indoctrination and training with a natural ease. Though the Red Mantis was forced to refund part of the cost of the mission to the Arvanxis, time would prove this to have been a wise investment.

Once she had been promoted to the Vernai, Kaytanya was eager to make a name for herself and become a favored minion of the Blood Mistress. She perceived Varisia as a region relatively untouched by Red Mantis attentions, and began investigating opportunities to spread the group's reputation into this new frontier. Shortly after, Queen Ileosa secretly contacted Kaytanya to secure the allegiance and aid of the Red Mantis. Kaytanya accepted the job at once, and charged one of her most merciless minions—the assassin Cinnabar—to lead the group north to Korvosa to serve their newest contract. The fact that Ileosa's family originally hired the Red Mantis to assassinate the Vyeron children has not escaped Kaytanya's notice, but she views the act of serving the queen of Korvosa as an expression of gratitude. For if the Arvanxis had not sent assassins after her so long ago, Kaytanya would have never been discovered by the Red Mantis in the first place. As a result, Kaytanya feels a strange sense of debt to Ileosa, and

would never think of betraying her trust. When Cinnabar threatens the mission and puts the contract in peril after failing to assassinate the queen's latest enemies (the PCs, in Chapter 4), Kaytanya swiftly travels to Korvosa herself to pick up the pieces and attempt to salvage the job. At this point, seeing to the assassination of the PCs becomes her primary mission. At your discretion, if the PCs take too long to confront the Red Mantis in Castle Korvosa, Kaytanya comes to them in the night, as they sleep, with her blades drawn.



KAZAVON

One of the most notorious warlords of the Hold of Belkzen was no orc, nor was he (as many remember him) humanoid at all.

KAZAVON

CR 25

XP 1,638,400

Male advanced great wyrm blue dragon fighter 1/eldritch knight 4 (*Pathfinder RPG Bestiary* 294, 94)

LE Colossal dragon (earth)

Init +3; **Senses** dragon senses; Perception +43

Aura electricity (10 ft., 2d6 electricity), frightful presence (360 ft., DC 34)

DEFENSE

AC 45, touch 5, flat-footed 42 (+3 Dex, +40 natural, -8 size)

hp 573 (33 HD; 5d10+28d12+364)

Fort +31, **Ref** +20, **Will** +26

Defensive Abilities rejuvenation; **DR** 20/magic; **Immune** electricity, paralysis, sleep; **SR** 36

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

Melee bite +43 (4d8+27), 2 claws +43 (4d6+18), tail slap +38 (4d6+27), 2 wings +38 (2d8+9)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (140-ft. line, DC 35, 24d8 electricity), crush (Large creatures, DC 35, 4d8+27), desert thirst (DC 35), sandstorm, storm breath (DC 35, 2d8 electricity), tail sweep (40-ft. radius, 2d8+27, DC 35)

Spell-Like Abilities (CL 28th; concentration +38)

At will—*create water*, *ghost sound* (DC 20), *hallucinatory terrain* (DC 24), *minor image* (DC 22), *mirage arcana* (DC 25), *veil* (DC 26), *ventriloquism* (DC 21)

Sorcerer Spells Known (CL 20th; concentration +30)

- 9th (7/day)—*gate*, *shapechange*, *time stop*
- 8th (7/day)—*binding* (DC 28), *demand* (DC 28), *maze*
- 7th (7/day)—*plane shift* (DC 27), *project image* (DC 27), *greater teleport*
- 6th (8/day)—*chain lightning* (DC 26), *greater dispel magic*, *geas/quest*
- 5th (8/day)—*contact other plane*, *feeblemind* (DC 25), *telekinesis* (DC 25), *wall of force*
- 4th (8/day)—*black tentacles*, *charm monster* (DC 24), *detect scrying*, *greater invisibility*
- 3rd (8/day)—*displacement*, *haste*, *keen edge*, *nondetection*
- 2nd (9/day)—*darkness*, *detect thoughts* (DC 22), *false life*, *glitterdust* (DC 22), *mirror image*
- 1st (9/day)—*alarm*, *grease*, *mage armor*, *magic missile*, *shield*
- 0 (at will)—*arcane mark*, *bleed* (DC 20), *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *open/close* (DC 20), *prestidigitation*

TACTICS

Before Combat Normally, Kazavon casts *mage armor* and *shield* well before combat begins, but the way he is likely

to be encountered in the final adventure's climax gives him little time to do this. Those effects are not calculated into the stats above.

During Combat Kazavon opens a fight in draconic form with *time stop*, then places *walls of force* to control the battlefield. He casts *greater invisibility* on the last round of the *time stop* spell's effect. Kazavon saves his melee attacks for when he's surrounded, and tries to remain mobile, using flight to stay far from foes and hitting them with spells from a distance each round between uses of his breath weapon. Every few rounds, he casts *time stop* again to recover, reposition, and take control of the battlefield. Kazavon does not assume his human form until he has access to new equipment to use in that form.

Morale Kazavon knows now that he cannot be killed, but is not eager to return to the limbo he endured after his previous defeat. If reduced to fewer than 50 hit points, he casts *greater teleport* to relocate or *gate* to flee to the Shadow Plane, where he spends a few days recovering and plotting his revenge before returning.

STATISTICS

Str 46, **Dex** 16, **Con** 33, **Int** 26, **Wis** 25, **Cha** 30

Base Atk +33; **CMB** +59 (+63 disarm, +63 trip); **CMD** 72 (74 vs. disarm, 78 vs. trip)

Feats Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Combat Expertise, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Eschew Materials, Exotic Weapon Proficiency (spiked chain), Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Iron Will, Power Attack, Quicken Spell, Staggering Critical, Still Spell, Weapon Focus (spiked chain)

Skills Bluff +46, Diplomacy +46, Disguise +43, Fly +23, Intimidate +46, Knowledge (arcana, religion) +44, Knowledge (geography, history, local, nobility) +22, Linguistics +13, Perception +43, Sense Motive +43, Spellcraft +44, Survival +43, Use Magic Device +46

Languages Aklo, Common, Draconic, Giant, Infernal, Necril, Orc, Shadowtongue, Shoanti, Undercommon, Varisian

SQ change shape (fixed human form, *alter self*), mirage, sound imitation

SPECIAL ABILITIES

Change Shape (Su) This ability, granted to Kazavon by Zon-Kuthon, allows the blue dragon to assume the form of a human man at will. He always assumes the same form—stats for Kazavon in this guise appear on page 449.

Rejuvenation (Ex) If Kazavon is killed, his body crumbles swiftly, and is soon reduced to little more than dust. Any of the relics absorbed into his body remain behind amid the dust. As long as Kazavon's relics continue to exist, there is always a chance the great blue wyrm can manifest again. If Kazavon was restored to life via the *Everdawn Pool* (as described in *Rise of the Dragon* on page 390), all that remains are his fangs.

**KAZAVON (HUMAN FORM)****CR 25****XP 1,638,400**

LE Medium dragon (earth)

Init +5; Senses Perception +43**DEFENSE****AC** 36, touch 20, flat-footed 31 (+11 armor, +5 deflection, +5 Dex, +5 natural)**hp** 441 (33 HD; 5d10+28d12+232)**Fort +27, Ref +22, Will +26****Defensive Abilities** death transformation, fortification 75%; **DR** 20/magic; **SR** 36**OFFENSE****Speed** 30 ft.**Melee** +5 keen unholy wounding adamantine spiked chain
+50/+45/+40/+35 (2d4+21/19-20) or
+5 wounding armor spikes +49/+44/+39/+34 (1d6+16)**Spell-Like Abilities** (CL 28th; concentration +38)

Same as draconic form stats.

Sorcerer Spells Known (CL 20th; concentration +30)

Same as draconic form stats.

TACTICS

During Combat Kazavon relies on his spells for ranged combat and, if he can, generally takes a few rounds at the start of a battle to cast *mirror image* and *shield*. He doesn't bother with *haste* unless he's fighting alongside allies. If reduced to 200 hit points or fewer, he casts *time stop*, and then casts *black tentacles*, *greater invisibility*, and *wall of force* to regain battlefield dominance. In melee, he always uses Power Attack.

Morale Kazavon fights to the death in human form (but see death transformation)

STATISTICS**Str** 32, **Dex** 20, **Con** 25, **Int** 26, **Wis** 25, **Cha** 30**Base Atk** +33; **CMB** +44 (+48 disarm, +48 trip); **CMD** 64 (66 vs. disarm, 66 vs. trip)**Feats** same as draconic form**Skills** Fly +40; all other skills listed in his draconic form stats**Languages** same as draconic form**Gear** +5 spiked heavy fortification mithral breastplate, +5 keen unholy wounding adamantine spiked chain, amulet of natural armor +5, ring of protection +5**SPECIAL ABILITIES**

Death Transformation (Ex) If reduced to 0 hit points, Kazavon immediately transforms into his draconic form, destroying his armor in the process. The transformation takes place quickly and fully heals him, but leaves Kazavon staggered for 2d4 rounds.

Kazavon is unlikely to manifest in this campaign unless things go very badly for the PCs. If the PCs are that unfortunate, they first face Kazavon in his draconic form. Only if Kazavon defeats the PCs or is driven away does he seek out new equipment for his human form. It takes him 2d6 weeks to secure the powerful items listed in his human form stats above. At your discretion, Kazavon can secure additional magic items over time. His primary goal upon returning to the world at this point is to reclaim Scarwall and rebuild his empire—a task that may take months or even years, but should he succeed, will catapult him back into the role of one of the Inner Sea region's most dangerous warlords. How this impacts your campaign is left up to you.

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LAORI VAUS

Rarely without a wide grin of delight, Laori Vaus is an enigma to her companions in the Brotherhood of Bones, who are perhaps even more disturbed by her joyous attitude than are her enemies.

LAORI VAUS

CR 10

XP 9,600

Female elf cleric of Zon-Kuthon 11

LE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

Aura destructive aura (30 ft., +5, 11 rounds/day)

DEFENSE

AC 24, touch 13, flat-footed 21 (+8 armor, +2 Dex, +1 dodge, +3 natural)

hp 108 (11d8+55)

Fort +11, **Ref** +5, **Will** +10; +2 vs. enchantments

Immune sleep; **SR** 23

OFFENSE

Speed 20 ft.

Melee +2 *spell-storing spiked chain* +13/+8 (2d4+6) or armor spikes +7/+2 (1d6+3)

Special Attacks channel negative energy 2/day (DC 14, 6d6), destructive smite (+5, 6/day)

Cleric Spell-Like Abilities (CL 11th; concentration +14) 6/day—*touch of darkness* (5 rounds)

Cleric Spells Prepared (CL 11th; concentration +14)

6th—*blade barrier* (DC 19), *shadow walk*⁰ (DC 19)

5th—*flame strike* (DC 18), *spell resistance*, *summon monster V*⁰ (summons 1d3 shadows)

4th—*air walk*, *cure critical wounds*, *greater magic weapon*, *shadow conjuration*⁰

3rd—*deeper darkness*⁰, *dispel magic*, *magic vestment*, *remove disease*, *sadomasochism* (DC 16), *speak with dead* (DC 16)

2nd—*bear's endurance*, *blindness/deafness*⁰ (blindness only) (DC 15), *bull's strength*, *cure moderate wounds*, *lesser restoration*, *silence* (DC 15)

1st—*command* (DC 14), *cure light wounds* (2), *divine favor*, *obscuring mist*⁰, *sanctuary* (DC 14)

0 (at will)—*create water*, *detect magic*, *mending*, *stabilize* **D** domain spell; **Domains** Darkness, Destruction

TACTICS

Before Combat Every morning, Laori casts *greater magic weapon* and *magic vestment* on her spiked chain and armor. If she has a chance before combat begins, she also casts the following spells as well: *air walk*, *bear's endurance*, *bull's strength*, and *spell resistance*.

During Combat Laori's first act in combat is to cast *sadomasochism* on herself (see the sidebar on page 451). Next, she summons 1d3 shadows with *summon monster V*; on the second round, as her shadows appear, she hits the thickest concentration of her enemies with *blade barrier* or *flame strike*. She moves into melee against foes on the third

round, using her destructive smite and unleashing the *inflict serious wounds* from her *spell-storing spiked chain* on her first attack. As she fights, she hums or whistles as if she were merely doing some pleasant chore, periodically punctuating a particularly solid blow with a giggle or wink.

Morale Laori enjoys pain, but would rather not give up her life before she has a chance to see Kazavon's relics recovered. If brought to fewer than 20 hit points, she flees (via *shadow walk* if possible), returning at her convenience to finish unresolved business.

STATISTICS

Str 17, **Dex** 14, **Con** 18, **Int** 12, **Wis** 17, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 24

Feats Blind-fight, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Diehard, Dodge, Endurance

Skills Acrobatics +9 (+5 when jumping), Knowledge (religion) +15, Perception +5, Spellcraft +15

Languages Common, Elven, Shadowtongue

SQ elven magic, eyes of darkness (5 rounds/day)

Combat Gear *wand of cure moderate wounds* (11 charges), *wand of sending* (6 charges), *wand of sound burst* (19 charges); **Other Gear** +2 *spiked chainmail*, +2 *spell-storing spiked chain* (currently contains *inflict serious wounds*), *amulet of natural armor* +3, *headband of inspired wisdom* +2, scrap of Neolandus's uniform, silver holy symbol of Zon-Kuthon, 31 gp, 6 sp, 7 cp

Laori displays her allegiance to Zon-Kuthon openly in her choice of weapon and armor (a spiked chain and spiked chainmail), yet her demeanor and attitude are anything but grim. Laori is chronically cheerful, always brimming with delight and quick to laugh. This affectation has somewhat damaged her reputation among the church, as many of the more conventional worshipers of Zon-Kuthon find her attitude to be irreverent or even sacrilegious, yet none deny her contributions to the faith. Even when she's discussing the finer methods of skinning a living man, self-flagellation, torture, or her open admiration of all things diabolical, her plucky attitude remains. As a result, Laori can be unsettling to be around, for both her fellow worshipers of Zon-Kuthon and those who see her faith as a horror to be stamped out.

As with many Forlorn elves, Laori never knew her birth parents. She grew up on the rough streets of Riddleport, and although she suspects her family dwelled in the nearby town of Crying Leaf, she never bothered to contact them. She first learned of Zon-Kuthon in Riddleport, and the Midnight Lord's teachings quickly grew into an obsession for her. Armed only with her indomitable optimism and an appetite for pain, she made the pilgrimage down to the shadowy nation of Nidal, and over the course of several decades, became an accomplished priestess of Zon-Kuthon, despite the other priests finding her attitude



grating. The culmination of her work saw her induction into the Brotherhood of Bones, and her familiarity with Riddleport and Varisia made her a natural choice to take the search for Kazavon's relics there.

Despite her sadistic outlook on life, Laori values allies, if not friends, and has endless patience when dealing with those who consider themselves good or seek to spread kindness through the world. Her methods of conversion to the faith of Zon-Kuthon are not those normally utilized by the church—she views the torture of sentient creatures as a way to pass the time or to share the intimacy of pain rather than as a method to extract confessions or secure alliances. Her cheerfulness and generosity may seem to be born of an inner kindness, but in fact they are among her greatest weapons, and many would-be enemies of the church have been wooed away from their beliefs to the worship of Zon-Kuthon after spending time in Laori's company. She is always eager to share her favorite spell with others, and while she can't create scrolls herself, she's quick to volunteer her time to others who can scribe scrolls so that she can teach them the wonders of *sadomasochism*.

Her cheerfulness is certainly unusual for a worshiper of Zon-Kuthon, yet it is not a weakness other than in the way it distances and annoys would-be supporters in the church. This ostracization from her brothers and sisters has merely encouraged her to seek companions beyond the church—inevitably, these friendships end when the companions either grow tired of her (and sometimes attack her out of loathing) or when the allies fully convert and begin to see her cheerful attitude as a liability or even sacrilegious. Laori's constant upbeat attitude may well be a long-standing defense mechanism against crippling and overwhelming loneliness, but to date, none have managed to penetrate her armor of smiles.

This could well change if Laori survives the events in Castle Scarwall and takes on the role of the Ally during Chapter 5. If one of the PCs has been particularly friendly toward or understanding of the elf, this marks the first time in Laori's life that she's managed to maintain a friendship for any significant duration. She may even finally begin to consider that, perhaps, worship of Zon-Kuthon isn't the best choice for her and could abandon her faith for a new deity. In such an event, she is likely to seek comfort in the teachings of a goddess who promotes individuality, such as Calistria or even Desna. Certainly, the support of a PC (and perhaps a PC-sponsored *atonement* spell) can aid her redemption, but whether or not this is just a passing phase or a true new step in her life depends on her allies.

SADOMASOCHISM

School necromancy [pain]; **Level** antipaladin 3, cleric 3, inquisitor 3, magus 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Will negates, see text; **Spell Resistance** yes While subject to this spell, anytime you are dealt damage, your attacker must roll damage for the attack twice and take the higher result, but the attacker must also succeed at a Will saving throw or be demoralized (*Pathfinder RPG Core Rulebook* 99) for 1 round. Each time you deal damage to a creature demoralized by this spell, you roll damage twice and take the higher result. This spell originally appeared in *Pathfinder Campaign Setting: Inner Sea Gods*.

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ROLTH LAMM

As the son of one of Korvosa's most hated criminals and the man behind the city's most recent unsolved serial killings, Rolth Lamm is unrelentingly despicable.

ROLTH LAMM

CR 8

XP 4,800

Human rogue 1/necromancer 8

CE Medium humanoid (human)

Init +2; **Senses** life sight (10 feet, 8 rounds/day); Perception +12

DEFENSE

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

hp 94 (9 HD; 8d6+1d8+58)

Fort +6, **Ref** +7, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 dagger +4 (1d4/19-20)

Special Attacks sneak attack +1d6

Necromancer Spell-Like Abilities (CL 8th; concentration +13) 8/day—grave touch (4 rounds)

Necromancer Spells Prepared (CL 8th; concentration +13)

4th—animate dead, dimension door, enervation, infuse decay
3rd—dispel magic, hold person (DC 18), lightning bolt (DC 18), ray of exhaustion (DC 20), vampiric touch
2nd—false life, ghoul touch (DC 19), scorching ray, touch of idiocy, spectral hand
1st—charm person (2, DC 16), chill touch (DC 18), mage armor, ray of enfeeblement (DC 18), shield, unlock flesh (DC 16), 0 (at will)—acid splash, detect magic, light, touch of fatigue (DC 17)

Opposition Schools illusion, transmutation

TACTICS

Before Combat Rolth casts *shield*, *mage armor*, and *false life* before combat.

During Combat Rolth prefers to let allies fight in melee, so he can hang back and use spells at range. He prefers to leave foes alive but incapacitated so he can kill them at leisure with his knife. A successful casting of *hold person* is his favorite method of enabling sneak attacks.

Morale If reduced to fewer than 15 hit points, Rolth flees via *dimension door*; if he escapes, he can become a recurring antagonist who seeks to add the PCs to his collection of undead servants.

STATISTICS

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

Base Atk +4; **CMB** +3; **CMD** 16

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Greater Spell Focus (necromancy), Scribe Scroll, Spell Focus (necromancy), Toughness, Turn Undead

Skills Bluff +13, Craft (alchemy) +17, Disable Device +17, Knowledge (arcana) +17, Knowledge (local) +10,

Perception +12, Profession (locksmith) +12, Sleight of Hand +9, Spellcraft +17, Stealth +14

Languages Common, Elven, Necril, Shoanti, Undercommon, Varisian

SQ arcane bond (Runkus the rat), power over undead, trapfinding +1

Combat Gear scroll of teleport, wand of magic missile (CL 3rd, 43 charges); **Other Gear** +1 dagger, belt of mighty constitution +2, cloak of resistance +1, headband of vast intelligence +2, ring of protection +1, unguent of timelessness (6), mwk thieves' tools, fine mortician's tools (worth 100 gp), 6 black onyxes (worth 150 gp), spellbook (contains all cantrips save those of the illusion and transmutation schools plus *detect thoughts*, *grease*, *ice storm*, *magic missile*, and 2d4 additional spells of your choice for each level from 1st to 4th), extensive notes on blood veil, 50 gp, 5 sp

Rolth is a foul man by any definition of the term. Pale and blotchy from scars caused by various diseases he's exposed himself to (either by accident or design), Rolth wears thick leather robes lined with dozens of pockets that bulge with surgical and mortician tools, and is always ready and eager for new opportunities to study the ways in which flesh can be altered, enhanced, and cut away. To Rolth, every portion of a living body is an incomplete work of art, and if knives are the tools he uses to prepare his medium, then the colors, scents, and textures that decay brings are his tools to finish the job.

Rolth's childhood with his abusive father, Gaedren, primed him for a life of crime and the spread of misery. Although Rolth often ran away from home, Gaedren always managed to track him down and return him to work in another illicit venture. It wasn't until Rolth began to study necromancy and afflicted his father with a disturbing spell of his own design, *unlock flesh*, that Gaedren finally afforded his son the fear Rolth sought. The next time Rolth left home, Gaedren did not follow.

Soon after, Rolth embarked on one of his most notorious pursuits: haunting Korvosa's streets at night as a fearful murderer who specialized in home invasion and used sharpened keys (and later masterwork daggers cut to resemble keys) to "open" his victims as they lay in bed, asleep. Rolth always left his victims in gruesome tableaus in their homes before locking the house back up tightly as he left. Rolth preferred to kill efficiently and silently, so that family members slept through the murder and woke to find a loved one mutilated and no indication that their home had been invaded in the first place. When a spouse or child did wake, Rolth merely widened his canvas to incorporate the new subjects in the display, leaving none alive. Yet even then, he always made sure to leave no trace behind and to secure the building behind him.

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These horrific crimes soon earned him a nickname among the Korvosan Guard—the “Key Lock Killer,” so called for the sharpened keys he left behind in many of his victims and for the fact that he never left a murder site unsecured. Rolth was never caught, mostly because he abandoned the serial killer’s lifestyle after a close call with the Korvosan Guard. Today, Rolth has abandoned home invasion in favor of necromancy and crafting hideous constructs from discarded parts; his recent alliance with the cult of Urgathoa has allowed him more resources than ever before in the pursuit of his sickening hobbies.

If Rolth escapes the PCs’ justice at the end of Chapter 2, he can serve well in the role of recurring villain. Just as he joined forces with the cult of Urgathoa, Rolth may offer his services to other groups the PCs are destined to clash against—the Red Mantis and the Arkonas being two likely candidates. Rolth won’t seek a direct confrontation with the PCs again anytime soon, but will certainly seek out those they slay to animate them as zombies so that the PCs may well find themselves facing foes over and over again until Rolth can finally be stopped. If Rolth can murder and animate an ally, he takes particular care in preparing that corpse for its role as a future enemy of the PCs, using *infuse decay* to augment the zombie’s slam attacks.

ROLTH’S MAGIC

Rolth has devised two particularly sinister spells, both detailed below.

INFUSE DECAY

School necromancy [evil]; **Level** sorcerer/wizard 1, wizard 4, witch 4

Casting Time 10 minutes

Components V, S, F (a set of fine mortician’s tools worth 100 gp)

Range touch

Area corporeal undead touched; see text

Duration permanent until discharged (D)

Saving Throw Will negates

(harmless); **Spell Resistance** yes
(harmless)

This spell functions as per *imbue with spell ability*, except it can only target corporeal undead creatures, and can only transfer touch spells. The number and level of spells the subject can be granted depends on the undead creature’s Hit Dice; even multiple castings of *infuse decay* can’t exceed this limit.



HD of Undead	Touch Spells Infused
5 or lower	One 1st-level spell
6–10	One or two 1st-level spells
11 or higher	One or two 1st-level spells and one 2nd-level spell

Once you cast *infuse decay*, you can’t prepare a new 4th-level spell to replace it (see *imbue with spell ability* on page 299 of the *Pathfinder RPG Core Rulebook* for further details). The infused spell is automatically triggered the next time the undead creature makes a successful touch attack or attack with a natural weapon. An intelligent undead can choose not to trigger the spell on a hit. Only one infused spell can be triggered per attack. An intelligent undead can choose which spell to trigger if it has more than one infused spell. A nonintelligent undead triggers a random spell when it hits with a natural weapon. Only one spell can be triggered per round, regardless of the number of attacks the undead makes.

UNLOCK FLESH

School necromancy; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, F (any slashing weapon or cutting tool)

Range touch

Area creature touched

Duration 1 round/level (living target) or instantaneous (undead target); see below

Saving Throw Fort negates; **Spell Resistance** yes

By touching a creature with a bladed instrument, you cause the creature’s flesh to loosen and slide against its skeletal moorings. A living creature touched becomes staggered by the disturbing and uncomfortable sensation for 1 round per level. Each round on its turn, the subject can attempt a new saving throw to end the effect. This is a standard action that does not provoke attacks of opportunity. A corporeal undead creature targeted by this spell instead takes 1d6 points of damage per caster level (maximum 5d6 at 5th level) as wet, oozing chunks of flesh slough off its desiccated bones (a successful Fortitude save halves this damage). Incorporeal creatures, or creatures that do not have flesh, are immune to this spell’s effects.

SABINA MERRIN

Sabina Merrin is obsessed with Queen Ileosa's beauty and is always eager for a kind word from the woman she idolizes. Lately though, she is slowly coming to the painful realization that the woman she thought she loved is, in fact, a monster.

SABINA MERRIN

CR 14

XP 38,400

Female human fighter 14

LN Medium humanoid (human)

Init +3; Senses Perception +13

DEFENSE

AC 35, touch 15, flat-footed 32 (+12 armor, +2 deflection, +3 Dex, +5 natural, +3 shield)

hp 193 (14d10+112)**Fort** +20, **Ref** +12, **Will** +10 (+4 vs. fear)

OFFENSE
Speed 30 ft.

Melee +2 wounding falchion +26/+21/+16 (2d4+16/15-20 plus 1 bleed)

Ranged +2 composite longbow +21/+16/+11 (1d8+9/x3)**Special Attacks** weapon trainings (heavy blades +3, bows +2, close +1)

TACTICS

Before Combat Sabina usually relies on her ability to intimidate would-be foes to avoid physical conflict. She drinks a potion of barkskin +5 if combat seems inevitable.

During Combat Once a fight begins, Sabina is merciless. She prefers to strike with her falchion, using Power Attack to hit hard, but almost always grants mercy to foes when it is asked for.

Morale Sabina fights to the death to defend Queen Ileosa until she finally realizes the truth near the end of the Adventure Path, at which point she fights to the death to undo the damage the queen has done.

STATISTICS
Str 20, **Dex** 16, **Con** 22, **Int** 10, **Wis** 8, **Cha** 13**Base Atk** +14; **CMB** +19; **CMD** 34

Feats Critical Focus, Diehard, Endurance, Greater Weapon Focus (falchion), Greater Weapon Specialization (falchion), Improved Critical (falchion), Improved Iron Will, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Staggering Critical, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Intimidate +18, Perception +13, Ride +17**Languages** Common**SQ** armor training 3, wealth

Combat Gear potion of barkskin +5 (3), potion of cure serious wounds (4); **Other Gear** +3 full plate, +1 animated heavy steel shield, +2 composite longbow (+5 Str) with 20 arrows, +2 wounding falchion, belt of physical perfection +4, cloak of resistance +5, ring of feather falling, ring of protection +2, winged boots, 210 pp, 5 gp

SPECIAL ABILITIES

Wealth (Ex) Sabina Merrin has been outfitted from the royal treasury with all the gear she needs—gear equal in value to that possessed by a 14th level PC. As such, her CR is 1 higher than normal.

Sabina was once the protege of the famed weaponmaster Vencarlo Orisini, but left the school under dubious circumstances after a bitter duel with her former teacher. Since her departure, she found her way into the Korvosan Guard. Her skills led to a swift rise through the ranks, and her ferocity in battle and her gothic beauty quickly caught Ileosa's eye. The queen requested Sabina be discharged from the Guard, then quickly reassigned her to her current role as royal bodyguard, handmaiden, and eventual lover. Whatever Sabina's actual relationship with Ileosa, she is rarely seen far from the queen's side.

Sabina has long been obsessed with Queen Ileosa, to the point where her loyalty borders on worship. Sabina has no interest in being a ruler herself, but she covets the role of being in charge of an army in service to a queen. She has seen the changes at work in her queen, brought on by Kazavon's influence, and although she does not yet know the extent or source of this influence, she approves of Ileosa's sudden uprising of self-confidence, courage, and military eagerness. She suspects that Eodred was stifling her, and that the king's death has finally allowed her queen to bloom into the ruler she was destined to become.

As Curse of the Crimson Throne progresses, Sabina grows more and more convinced that the Ileosa she fell in love with may well be gone, but she still harbors hope that the queen might be redeemed. She's come to suspect that Ileosa's new crown may be the source of the problem, but does not realize the fact that the *Crown of Fangs* was merely a catalyst—simply removing the crown from Ileosa's head will not magically restore her to a less antagonistic, less cruel personality. Nevertheless, Sabina hopes to engineer a way that the queen might be stopped from destroying both Korvosa and her own reputation—yet she is increasingly overwhelmed by the horrors she witnesses. By the time the PCs confront Sabina in Chapter 6, the woman is ready to abandon the Gray Maidens and her queen alike, having finally realized Ileosa may well be a lost cause. Yet Sabina also knows she alone cannot stop the events she has helped set in motion. If the PCs grant her mercy in Chapter 6 and manage to recruit her aid, Sabina may well join them in their quest to stop the queen. Of course, if you feel the PCs have things well in hand and don't require additional aid in Castle Korvosa or in the Sunken Queen, you should instead have Sabina stay behind with the other rebels. At the very least, the information she has about Castle Korvosa or the Gray Maidens should give the PCs an edge.



THE GRAY MAIDENS

The order of the Gray Maidens is primarily composed of human fighters, but all are women, regardless of class or race. The order itself uses the Longacre Building as its headquarters until the PCs disrupt the operations in the dungeon below the building at the end of Chapter 4, at which point the Gray Maidens take up residence in Castle Korvosa for the remainder of the campaign.

New recruits to the Gray Maidens are, at the onset of the order's foundation, selected from the Korvosan Guard, the Sable Company, and the Hellknight Order of the Nail. Once selected, a recruit is brought to the Longacre Building for indoctrination—a painful process intended to break down the recruit's personality and brainwash her into being a loyal servant to the queen. A significant part of this procedure involves extensive scarring of the face to mar the recruit's beauty.

The Gray Maidens have a command structure that roughly equates to seven different ranks. During this adventure, the four highest ranks are held by individuals, while the bulk of the Gray Maidens themselves fall into the lower three ranks. These ranks and some notes on those who fill the ranks are listed below.

Commander: Sabina Merrin's role as commander of the Gray Maidens is in some ways merely that of a figurehead. Between her other duties as Queen Ileosa's bodyguard and seeing to the security of Castle Korvosa, she cedes much of the day-to-day work of running the Gray Maidens to her second-in-command.

Second-in-Command: Kordaitra serves as a combination quartermaster and primary recruiter for the Gray Maidens. She has interviewed dozens of women for the role, and those she deems worthy of donning the armor are brought to the Longacre Building for indoctrination. Her stats appear on page 251.

Arbiter of Allegiance: As the primary engineer of the agonizing brainwashing torments endured by all new recruits, Vavana Dhatri is perhaps the cruellest of the Gray Maidens—she is also the only wizard in the order. Her statistics appear on page 364.

Warden: The elven woman Tisharue serves as the warden for the Gray Maidens. Although technically of a lower rank than second-in-command, Tisharue is perhaps more dangerous than Kordaitra. As warden, her charge is to keep the security of the Longacre Building, and also to watch over the recruits themselves. When she feels a Gray Maiden's loyalty is slipping, she brings the soldier back for a "refresher" in her training:

more mind-numbing torments under Vavana's expert watch. Tisharue's statistics appear on page 248.

Palace Guard: The most powerful and loyal of the Gray Maidens are posted as guards within Castle Korvosa. They are rarely encountered outside of their posts therein. Gray Maiden palace guard statistics appear on page 347.

Guard: Gray Maiden guards compose the lower command rank of the organization, typically serving as guards at important sites such as the Longacre Building or commanding groups of footsoldiers. Statistics for Gray Maiden guards appear on page 247.

Footsoldier: The vast majority of the Gray Maidens active in the order function at this lowest rank. Footsoldiers are the Gray Maidens the PCs first encounter, and are the ones most likely to be encountered on the streets of Korvosa. Gray Maiden footsoldier statistics appear on page 74.

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SABINA MERRIN

SIAL

Shadowcount Sial is among the Brotherhood of Bones's most gifted—and dangerous—diplomats.

SIAL

CR 11

XP 12,800

Male human unchained summoner 12 (*Pathfinder RPG Pathfinder Unchained* 25)

LE Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 19, touch 13, flat-footed 18 (+6 armor, +2 deflection, +1 Dex, +4 shield)

hp 93 (12d8+36)

Fort +8, **Ref** +5, **Will** +9

Defensive Abilities greater shield ally

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee +2 vicious spiked chain +10/+5 (2d4+1 plus 2d6)

Special Attacks maker's call 2/day, transposition

Summoner Spell-Like Abilities (CL 12th; concentration +17) 8/day—summon monster VI

Summoner Spells Known (CL 12th; concentration +17)

4th (4/day)—acid pit^{APG} (DC 20), charm monster (DC 19), dimension door, greater invisibility

3rd (5/day)—dispel magic, fly, haste, rejuvenate eidolon^{APG}

2nd (6/day)—barkskin, blur, create pit^{APG} (DC 18), resist energy, lesser restore eidolon^{UM} (DC 18)

1st (7/day)—endure elements, grease (DC 16), protection from chaos, ray of sickening^{UM} (DC 16), lesser rejuvenate eidolon^{APG}, shield

0 (at will)—arcane mark, detect magic, light, mage hand, mending, read magic

TACTICS

Before Combat Sial casts *endure elements* on himself each morning. If he suspects combat is looming, he casts *fly* and *shield* on himself.

During Combat Sial starts combat by casting *greater invisibility* on himself, and then uses his magic to create various pits and place swaths of grease to control the battlefield as long as he can do so without significantly inconveniencing his allies. If he fights with many allies, he instead switches to support tactics, starting with *haste* and then moving among his allies to augment them with *barkskin*, *greater invisibility*, and *resist energy* as appropriate. He avoids using his spiked chain if possible, saving it to make attacks against foes who are already wounded and might be dropped by a single blow from the *vicious* weapon.

Morale If Sial's hit points fall below 15, he uses his *scroll of teleport* to flee back to his home in Nidal. He spends a few days recovering, but then secures two new *scrolls of teleport* to return to the scene of the battle to track down those who defeated him, seeking revenge.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 20

Base Atk +9; **CMB** +8; **CMD** 21

Feats Arcane Strike, Augment Summoning, Craft Magic Arms and Armor, Exotic Weapon Proficiency (spiked chain), Great Fortitude, Scribe Scroll, Spell Focus (conjuration)

Skills Diplomacy +15, Fly +11, Knowledge (planes) +11, Knowledge (religion) +11, Sense Motive +11

Languages Common

SQ bond senses (12 rounds/day), eidolon (unchained), life link

Combat Gear scroll of dimensional anchor, scroll of dispel magic, scroll of lesser planar binding, scroll of teleport; **Other Gear** +2 chain shirt, +2 vicious spiked chain, bone house (*Pathfinder Campaign Setting: Artifacts & Legends* 57) ring of protection +2, 187 gp, 5 sp, 1 cp

ASYRA

CR —

Female bipedal eidolon (kyton eidolon subtype; see page 431)

LE Medium outsider (kyton)

Init +4; **Senses** darkvision 60 ft., see in darkness; Perception +12

DEFENSE

AC 28, touch 14, flat-footed 24 (+4 Dex, +14 natural)

hp 94 (9d10+45)

Fort +10, **Ref** +7, **Will** +8 (+4 morale bonus vs. enchantments); +4 bonus vs. poison

Defensive Abilities evasion; **DR** 5/good; **Immune** poison; **Resist** acid 10, electricity 10, fire 15; **SR** 23

OFFENSE

Speed 30 ft.

Melee +2 spiked chain +18/+13 (2d4+11/19–20), chain +13 (1d4+3) or 2 claws +13 (1d4+3), chain +13 (1d4+3)

TACTICS

During Combat Asyra fight with her spiked chain and one of the animated chains that hangs from her body, reverting to her claws only if she's disarmed or caught unprepared.

Morale Asyra fights to the death to defend Sial.

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +15; **CMD** 29 (can't be tripped)

Feats Improved Critical (spiked chain), Iron Will, Power Attack, Toughness, Weapon Focus (spiked chain)

Skills Acrobatics +16, Heal +12, Intimidate +12, Perception +12

Languages Common

SQ devotion

Gear +2 spiked chain, belt of mighty constitution +2

Even from a young age, Sial had a great faith in the divine. As a child growing up within Cheliax, it was only natural that his burgeoning faith would steer him toward the church of Asmodeus. He joined the church as a youth, already looking to his future and eager to leverage the political capital it would provide him in his native Cheliax.



As he studied, Sial quickly realized that his strengths lay not in scholastic studies or the interpretation of prayers, but in a method of soft-spoken diplomacy that was both unsettling and effective. As the years wore on, the man grew more and more dissatisfied with the politics and drawn-out bureaucracies of the church of Asmodeus, and he began to privately wonder if indeed there was any difference between a priest of the Prince of Darkness and a mere Chelish government official. His growing discontent with Asmodeus finally came to a head after he listlessly undertook a 1-year assignment to serve as an ambassador on the Cheliax-Nidal border. Sial took the post hoping to further his knowledge of the complex but poorly understood relationship between devils and the undead, but quickly became enraptured by the rituals he saw performed in Nidal. Here was the song of faith that had so long eluded him in the service to Asmodeus.

Sial's "defection" from Cheliax and Asmodeus to Nidal and Zon-Kuthon was not the first of its kind. The church of Zon-Kuthon faked his death and whisked him away to the heart of the nation, where he was put through torments and interrogations meant to test his devotion to the Midnight Lord. Among those who oversaw his defection was a shadowy agent not of the government, but of a secret society known as the Brotherhood of Bones. Rather than offer Sial a place among Nidal's leaders or the priesthood of Zon-Kuthon, the agent gave him the chance to join the secret order. Sial readily accepted, and within weeks, his knowledge of devil-binding and all things infernal markedly increased. His swift rise in the ranks to the vaunted title of shadowcount made him the pride of the Brotherhood, and over the following years, Sial swiftly became one of the organization's most trusted agents. Today, he acts as an elderly mentor to many within the secret society. He has since reestablished his name in Cheliax after several tense summits with the church of Asmodeus, and he now serves as an ambassador and diplomat when needed.

Sial comports himself with an air of superiority, always walking with his chin held high and an expression of knowing disdain. When interacting with those outside the Brotherhood, Sial typically speaks slowly and softly, as though addressing small children. To those in service to him, though, such as lower-ranking members of the Brotherhood of Bones or even some of his supposed equals (particularly Laori Vaus), Sial is harsh and biting, a leader who brooks no dissent. Sial is a fastidious dresser, wearing jet-black and crimson clothes, including a spotless hakama.

Sial never travels without his most loyal and devoted minion, the kyton eidolon Asyra, but with fellow

Brotherhood member Laori Vaus, Sial has a less friendly relationship. Sial's methodical and deliberate personality is at great odds with Laori's spontaneity and mirth, and little bothers the man more than being forced to endure a mission at the elf's side. Laori understands this, but can't help pushing Sial's buttons in hopes of someday getting him to share a smile. Unlike Laori, there is little chance Sial will be open to an opportunity for redemption if he survives events in Scarwall as the Ally; instead, he is more likely to thank the PCs for their aid and depart once they've secured *Serithial*, with the understanding that once the fangs of Kazavon are secured, the PCs will deliver them to his estate in Nidal. Should the PCs fail, Sial and the full force of the Brotherhood of Bones will spare no expense in tracking down the PCs and taking what they feel is their due.



SHADOWCOUNT SIAL AND ASYRA

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THOUSAND BONES

Aged and wise, the Shoanti shaman known as Thousand Bones sees his people's traditional enemies not as foes, but as misguided children who can still be taught that war upon neighbors is not the best path to a safe and comfortable future.

THOUSAND BONES

CR 7

XP 3,200

Male old human shaman 8 (*Pathfinder RPG Advanced Class Guide* 35)

CG Medium humanoid (human)

Init -1; **Senses** Perception +13

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 39 (8d8)

Fort +0, **Ref** +1, **Will** +13

OFFENSE

Speed 20 ft.

Melee +1 quarterstaff +4/-1 (1d6-2)

Special Attacks hexes (bone ward, healing, tongues), wandering hex (intercessor)

Shaman Spells Prepared (CL 8th; concentration +13)

4th—*cure critical wounds, divination, restoration, legend lore^s or spiritual ally^{s, APG}*

3rd—*clairaudienceclairvoyance, create food and water, dispel magic, remove disease; heroism^s or locate object^s*

2nd—*animal messenger, calm emotions (DC 17), cure moderate wounds, hold person (DC 17); spiritual weapon^s or tongues^s*

1st—*charm person (DC 16), cure light wounds (3), detect undead, produce flame; identify^s or unseen servant^s*

0 (at will)—*create water, detect poison, light, stabilize*

Spirit magic spell; **Spirit** ancestors; **Wandering Spirit** lore

TACTICS

Before Combat Thousand Bones casts *unseen servant* every morning.

During Combat In battle, Thousand Bones relies upon his allies to handle the bloody details of combat; he uses his quarterstaff in a fight if forced to do so, but prefers to stay back, using spells like *hold person* and *spiritual weapon* to attack from range. His primary goal in combat, though, is to support and heal his allies, rather than to harm enemies. If he can, he avoids violent confrontations, relying on diplomacy or spells such as *charm person* to prevent fights from occurring.

Morale When even one ally still fights, Thousand Bones will not abandon the battle. On his own, the old man flees a fight or surrenders if he believes his foes to be honorable and capable of taking prisoners and treating them well. Otherwise, he fights to the death, secure in his faith that the spirit world will see to his comfort in the afterlife if he is slain by his foes.

STATISTICS

Str 5, **Dex** 9, **Con** 7, **Int** 16, **Wis** 21, **Cha** 15

Base Atk +6; **CMB** +3; **CMD** 12

Feats Iron Will, Persuasive, Skill Focus (Knowledge [history]), Totem Spirit^{SWG} (Skoan-Quah), Toughness

Skills Diplomacy +15, Heal +7, Intimidate +4, Knowledge (history) +14, Knowledge (local) +11, Knowledge (religion) +14, Perception +13, Sense Motive +13, Spellcraft +14, Survival +16

Languages Common, Dwarven, Giant, Shoanti, Varisian

SQ ancestor's council, ancestral weapon, monstrous insight, spirit animal (crow named Eats-Eyes)

Combat Gear potions of *cure light wounds* (4), potions of *cure moderate wounds* (4), potion of *delay poison*, potion of *fly*, potions of *lesser restoration* (3), potion of *remove disease*; **Other Gear** mwk hide armor, +1 quarterstaff, 93 pp, 10 gp

Thousand Bones leans heavily on his walking stick, a reinforced length of wood and polished femur from some giant beast crowned with an imposing skull. While the Shoanti's eyes are milky as if he were blind, he sees better than most men half his age. Thousand Bones has spent much of his recent years living not among his people but in the city of Korvosa, where long, arduous talks with the traditional enemies of his people slowly move toward the possibility of peace. Thousand Bones hopes only to secure that peace before his people grow tired of waiting and brand him an outlander for his troubles, but after Ileosa takes the crown and his grandson is slain, the old man realizes his time may have been wasted and regretfully returns home to the Kallow Mounds.

ABOUT THE SHOANTI

The Shoanti have a rich and complex history—these people have dwelled in Varisia for thousands of years, and their oral traditions include legends of their time serving the rulers of Thassilon. The PCs may well be unfamiliar with many of the rules and traditions of Thousand Bones's people, but if they wish to learn more, the old shaman is eager to answer any questions they may have.

Pathfinder Campaign Setting: Inner Sea Races contains a fair amount of generalized information about the Shoanti overall, but the following additional notes focus in greater detail on the three quahs that have roles in this campaign: the Lyrune-Quah (Clan of the Moon), Sklar-Quah (Clan of the Sun), and Skoan-Quah (Clan of the Skull).

LYRUNE-QUAH (CLAN OF THE MOON)

Known to be expert archers and hunters, the swift-footed and keen-eyed people of the Lyrune-Quah hunt by dusk and travel by the light of the bright moon. The Clan



of the Moon embraces wisdom as much as strength, knowing that one arrow loosed from a precisely aimed bow can fell a giant more effectively than a band of wildly swinging brawlers.

The Moon Clan's true traditional rivals are the Sun Clan, and centuries ago the two quahs fought bitterly to establish the borders of their respective territories. The two quahs are more alike than either cares to admit, and each quah respects the martial prowess of the other. Now that both have become irrevocably invested in battling their own separate wars with outsiders, they are far more frequently riding to each other's aid as allies. The members of the two quahs value nothing more than bragging rights gained by helping members of the other quah out of a tough scrape.

SKLAR-QUAH (CLAN OF THE SUN)

More so than any other clan in recent memory, the Sklar-Quah find themselves embattled by their foes. Since its retreat over the Storval Rise from southern Varisia, the Sun Clan has found itself in a vise between orc marauders from the Hold of Belkzen and foreign invaders. The Sklar-Quah now acts as an unwitting buffer, protecting its two enemies from one another, a reality that has cost the blood of countless sons and daughters.

Sun Clan youth are taught to hate *tshameks* (non-Shoanti) at an early age. Their day-to-day prejudice is viewed as a necessary component of their well-honed survival instincts. Indeed, the xenophobia runs deep, and the Sklar-Quah's shamans are the most warlike among those of any quah.

Many Sklar-Quah warriors aspire to join the ranks of the Sklar-Quah's famed burn riders, members of an elite mounted cavalry who are able to coax their horses to race through the flames and wildfires of the Cinderlands. Burn riders frequently shave much more than just their heads to protect themselves from the flames, and tend to wear minimal armor and clothing.

The quah's oral history claims that its ancestors once inhabited the fertile lands east of the Fenwall Mountains, and honored their totems from a sacred site upon a massive pyramid (now the site of the city-state of Korvosa) but that they were driven into the Cinderlands by Chelish colonists after decades of battle.

SKOAN-QUAH (CLAN OF THE SKULL)

All six of the other quahs still shudder on occasion when they deal with the enigmatic Skull Clan and its mysterious skull shamans. The people of the Skoan-Quah are known to cake their bodies with a mixture of mud and ash, making their skin smoky white. This ritual is said to give them protection against the walking dead, whom they are sworn to destroy.

The Skull Clan is zealous in its protection and honoring of the dead. Many Skull Clan tribes sojourn far to consecrate the burial sites of their fellow Shoanti. This service is grudgingly appreciated by the other clans, who respect the power of the Skull Clan and their totems, even if their morbid shamans are quietly unnerving. The most honored dead of each tribe are entrusted into the Skull Clan's care, leaving the guardians of the dead to transport such heroes to the Shoanti's sacred burial grounds—the Kallow Mounds to the east and the Life Falls to the west. The Skoan-Quah also shoulder the duty of acting as the historians of the Shoanti as a whole. In this way, the memories of many Shoanti live on with the Skoan-Quah, long after their own quah might have forgotten. Many of the Shoanti who live in Korvosa are Skoan-Quah, and Thousand Bones has dwelled in this metropolis for some time to watch over the many old Shoanti tombs that still remain in the bedrock below that city.



TRINIA SABOR

Trinia is always ready with a compliment or a supportive smile, but her kind heart takes a serious hit when she is accused of King Eodred's murder. Yet despite her increasingly cynical outlook on life, she retains her faith in her friends.

TRINIA SABOR

CR 4

XP 1,200

Female human bard 5

CG Medium humanoid (human)

Init +3; Senses Perception +7**DEFENSE****AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)**hp** 36 (5d8+10)**Fort** +2, **Ref** +7, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic**OFFENSE****Speed** 30 ft.**Melee** mwk mithral dagger +7 (1d4/19–20)**Special Attacks** bardic performance 15 rounds/day
(countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +2)**Bard Spells Known** (CL 5th; concentration +8)2nd (3/day)—*animal messenger*, *cat's grace*, *minor image*
1st (5/day)—*cure light wounds*, *feather fall*, *hideous laughter* (DC 14), *saving finale*^{APG}
0 (at will)—*daze* (DC 13), *light*, *mage hand*, *mending*, *message*, *prestidigitation***TACTICS**

During Combat Trinia prefers to avoid combat if possible, particularly if she's on her own. If she acts first in a fight, she casts *cat's grace* and flees, using *minor image* to misdirect pursuers. When fighting alongside friends, she uses her abilities to bolster her allies, using her bardic performance to inspire courage on the first round and then casting *cat's grace* on allies or healing their wounds as the battle progresses. She relies on *hideous laughter* against enemy spellcasters, and is always ready to cast *saving finale* whenever a nearby ally fails a critical saving throw.

Morale If reduced to fewer than 10 hit points, Trinia flees combat, but if she escapes, she puts all her resources into rescuing those she may have left behind. Only if she has built a strong relationship based on mutual respect or love with a companion does she remain at an ally's side and fight to the death.

STATISTICS**Str** 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16**Base Atk** +3; **CMB** +3; **CMD** 16**Feats** Acrobatic, Iron Will, Shingle Runner (see page 461), Weapon Finesse**Skills** Acrobatics +15, Bluff +11, Climb +10, Craft (painting) +7, Fly +5, Intimidate +11, Knowledge (local) +11, Perception +7, Perform (comedy) +11, Sense Motive +7, Sleight of Hand +11**Languages** Common, Varisian**SQ** bardic knowledge +2, lore master 1/day, versatile performance (comedy)**Combat Gear** potion of jump, potion of shield of faith +3, wand of daze monster (10 charges); **Other Gear** +1 mithral shirt, mwk mithral dagger, daggers (3), two bronze bracelets (worth 25 gp each), copper necklace (worth 100 gp), 18 pp, 8 gp

Trinia is a child of the streets. She never knew her parents, and spent her childhood in Scrapper Hall orphanage, where her sense of humor and knack for using sleight of hand for embarrassing practical jokes (such as smuggling pornography or other illicit materials into the possession of those who would be most scandalized at being caught with it) ensured she not only was constantly passed over for adoption, but always earned the least pleasant chores. She quickly learned that pickpocketing was no way to live after spending a frightening few weeks in jail, and turned to painting as a way to earn her keep. After Trinia spent years of barely scraping by, the windfall of being commissioned to paint the king's portrait should have been a turning point for the better in her life, but instead it proves to be the worst thing ever to happen to her.

After the PCs help Trinia reach the safety of Blackbird Ranch at the start of Chapter 2, Trinia swiftly grows bored with rural life. While the PCs fought blood veil and handled the situation in Old Korvosa, Trinia increasingly took to solo excursions into the wilderness around Harse, looking for adventure and excitement. For a time, she increasingly became a thorn in the side of a local gang of bandits called the Craghawks, but when she heard rumors of a group of green adventurers having gone missing in the hills to the southeast of Harse, she hastened to the rescue.

Trinia hired a Varisian tracker named Voris Albishar to aid in locating the missing adventurers, only to realize too late that the whole thing was a ploy engineered by the Craghawks to lure her into an ambush, and that her guide Voris was in fact the bandits' leader. He led her into a narrow gorge the bandits had been using as one of several hideouts, but things didn't quite go as planned when they sprung the attack. Trinia led the bandits on a perilous chase along the upper edge of the gorge, resulting in several bandits falling to their deaths before Trinia managed to throw off pursuit by dropping down a narrow cave opening. She found herself in a long-forgotten Shoanti tomb haunted by an ancient sorcerer's ghost, who had become frustrated at how the Craghawks had despoiled the gorge she had dwelled in while alive. Knowing she needed help to escape, Trinia agreed to a risky ploy—she allowed the ghost to possess her.

Free now to travel beyond her burial site while Trinia harbored her, the ghost emerged from the tomb and used



her magic to destroy the remaining Craghawks. True to her promise, the ghost (Trinia never learned the ancient sorcerer's name) released her from possession and even allowed the bard to take a magical headband from her remains as thanks. Trinia returned back to Blackbird Ranch and never told anyone of her adventures—Jasan continued to assume she had spent her time away from the ranch on overnight trips into the wild to paint, and with Trinia's knack at spinning tales, Jasan never suspected his guest had had such a close brush with death. The Craghawks were disbanded, in any event, and while Trinia takes pride in having made the Harse hinterlands a bit safer, the adventuring bug continues to gnaw at her and she's eager to set out again—this time, perhaps, with the PCs! She might simply serve as a GM-controlled companion, or a PC with the Leadership skill could well gain her as a cohort.

TRAINING WITH TRINIA

At your discretion, if Trinia joins the party as a cohort or companion, she can help train any PC who meets the prerequisites in the use of the Shingle Runner feat—this requires 5 days of training and practice under her direction (these 5 days can coincide with travel or regular adventuring, as long as Trinia remains with the PCs). At the end of this time, those PCs who accepted her training can swap out any existing feat they have for Shingle Runner; the feat to be swapped out cannot be one that serves as a prerequisite for another element (such as another feat or a prestige class) used by the character, and must be a feat the character gained as a result of gaining class levels, not a bonus feat granted by a class feature.

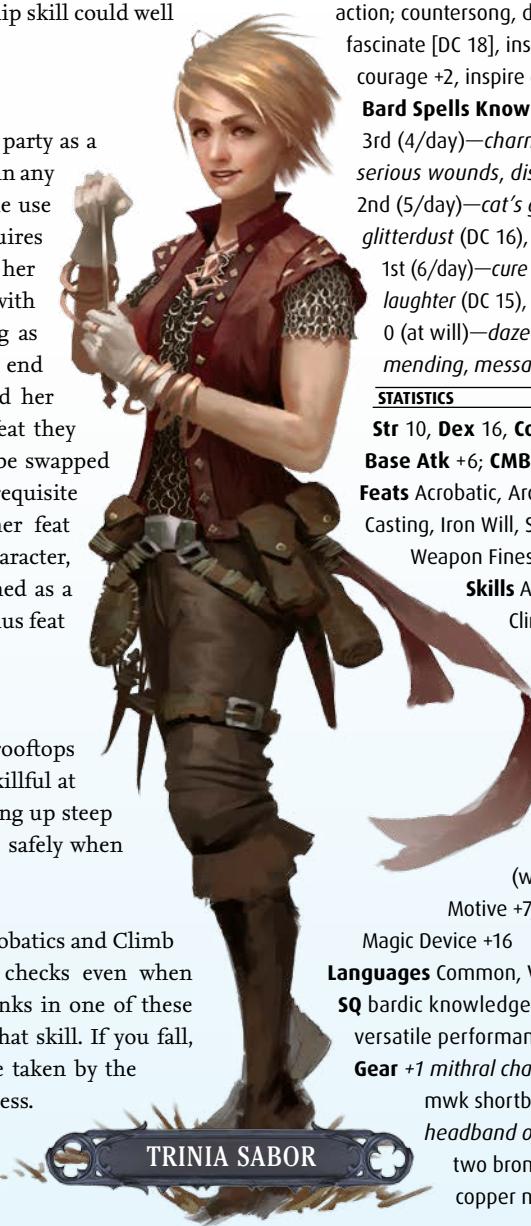
SHINGLE RUNNER

Many of those who dwell among the rooftops that span much of Korvosa become skillful at making bounding leaps and clambering up steep surfaces, and learn how to land more safely when they fall.

Prerequisites: Dex 13, Acrobatics.

Benefit: You gain a +2 bonus on Acrobatics and Climb checks, and can take 10 on Climb checks even when distracted. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. If you fall, you automatically reduce the damage taken by the fall by 1d6, as if you'd fallen 10 feet less.

This reduction in damage stacks with the reduction from a successful Acrobatics check to soften a fall.



TRINIA SABOR

TRINIA SABOR

CR 8

XP 4,800

Female human bard 9

CG Medium humanoid (human)

Init +3; Senses Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 71 (9d8+27)

Fort +5, **Ref** +9, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 mithral dagger +10/+5 (1d4+1/19-20)

Ranged mwk shortbow +10/+5 (1d6/x3)

Special Attacks bardic performance 24 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 18], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 18])

Bard Spells Known (CL 9th; concentration +13)

3rd (4/day)—*charm monster* (DC 17), *cure serious wounds*, *displacement*, *haste*

2nd (5/day)—*cat's grace*, *cure moderate wounds*, *glitterdust* (DC 16), *mirror image*

1st (6/day)—*cure light wounds* (2), *hideous laughter* (DC 15), *identify*, *saving finale^{APG}* (DC 15)

0 (at will)—*daze* (DC 14), *light*, *mage hand*, *mending*, *message*, *prestidigitation*

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +6; **CMB** +6; **CMD** 19

Feats Acrobatic, Arcane Strike, Combat Casting, Iron Will, Shingle Runner (see above),

Weapon Finesse

Skills Acrobatics +19, Bluff +16, Climb +10, Craft (painting) +7, Diplomacy +16, Fly +5, Handle Animal +16, Intimidate +16, Knowledge (arcana, dungeoneering) +9, Knowledge (local) +13, Perception +11, Perform (comedy) +16, Perform (wind instruments) +18, Sense Motive +7, Sleight of Hand +11, Use Magic Device +16

Languages Common, Varisian

SQ bardic knowledge +4, lore master 1/day, versatile performances (comedy, wind)

Gear +1 mithral chain shirt, +1 mithral dagger, mwk shortbow with 10 mithral arrows, headband of alluring charisma +2, flute, two bronze bracelets (25 gp each), copper necklace (100 gp), 48 pp, 2 gp

VENCARLO ORISINI (AKA BLACKJACK)

Vencarlo Orisini is well known among the nobility of Korvosa as a blistering critic of the government and a talented teacher of swordplay. Yet his masked identity as "Blackjack" is even more renowned throughout the city.

VENCARLO ORISINI/BLACKJACK

CR 10

XP 9,600

Male middle-age human vigilante 10 (*Pathfinder RPG Ultimate Intrigue* 8)

CG/CG Medium humanoid (human)

Init +3; **Senses** Perception +16

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 68 (10d8+20)

Fort +3, **Ref** +10, **Will** +6

Defensive Abilities evasion, unshakable (+10)

OFFENSE

Speed 30 ft., climb 15 ft.

Melee +2 *keen rapier* +13/+8 (1d6+6/15-20) or +1 *rapier* +12/+7 (1d6-1/18-20)

Ranged mwk dagger +11 (1d4-1/19-20)

Special Attacks hidden strike +5d8/+5d4, startling appearance

TACTICS

Before Combat If confronted with peril in his social guise, Vencarlo does his best to retreat to a place of privacy and safety to assume his vigilante guise.

During Combat In his social guise, Vencarlo fights with his +1 *rapier* and does not use his lethal grace vigilante talent or his hidden strike ability; at these times, he fights defensively and attempts to escape to a place of hiding so he can become Blackjack. In his vigilante guise, Vencarlo is much more dangerous and aggressive. He begins fights with attempts to disarm his foes, but if reduced to fewer than 30 hit points, he uses Combat Expertise to bolster his Armor Class and focuses on simple attacks to defeat enemies.

Morale Vencarlo flees any battle where he's outnumbered more than three to one (unless he's attempting to right a great injustice). He also flees combat if reduced to fewer than 10 hit points, seeking out a place to hide and recover and thus live to fight another day.

STATISTICS

Str 11, **Dex** 16, **Con** 11, **Int** 15, **Wis** 9, **Cha** 14

Base Atk +7; **CMB** +10 (+12 disarm); **CMD** 21 (23 vs. disarm)

Feats Agile Maneuvers, Alertness, Combat Expertise, Dodge, Improved Disarm, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +21, Bluff +15 (+19 in social identity), Climb +20, Escape Artist +21, Intimidate +15 (+19 in social identity), Knowledge (local) +10, Knowledge (nobility) +7, Perception +16, Sense Motive +16 (+20 in social identity), Stealth +21, Swim +14

Languages Common, Elven, Varisian

SQ dual identity, exceptional wealth, seamless guise, social talents (gossip collector, great renown [Old Korvosa], renown, safe house [Orisini Academy], social grace [Bluff, Intimidate, Sense Motive]), vigilante specialization (stalker), vigilante talents (evasive, lethal grace, rogue talent [weapon training], rooftop infiltrator, up close and personal)

Gear +2 slick leather armor, +2 keen rapier, +1 rapier, mwk daggers (12), amulet of proof against detection and location, bag of holding (type I), boots of elvenkind, cloak of elvenkind, gloves of swimming and climbing, noble's outfit, gold signet ring (worth 250 gp), 34 pp, 29 gp

SPECIAL ABILITIES

Exceptional Wealth (Ex) The value of Vencarlo's gear far exceeds that of most 10th-level NPCs—as a result, his CR is 1 higher than normal.

Vencarlo Orisini is a tall man of advanced years, yet he has a twinkle in his eye and a bounce to his step that hints at the inner fire of a man under half his age. He wears his salt-and-pepper hair pulled back tightly into a bravo's topknot. His eyes are a cast of deep green like the ocean after a storm. He is of old Chelish blood, and it shows. Orisini wears black leather gloves to ensure his touch doesn't rust the pommel of his shining rapier. In fact, he owns two similar rapiers: a +1 *rapier* and a +2 *keen rapier*. The latter is his true weapon, inherited from his mother, but he keeps it hidden along with the rest of his vigilante gear in his *bag of holding*. When he speaks of his rapier, even if it is merely his +1 *rapier*, he does so in tones normally reserved for a loved one. A successful DC 20 Perception check reveals that the two smaller fingers of his right hand never seem to bend—in fact, he's missing these two fingers, and his gloves contain short lengths of wood to disguise that fact. If asked about his fingers, Vencarlo pauses for a moment, then admits he lost them a while back in an unfortunate duel and says he'd rather speak no more on the subject. (In fact, he lost the fingers in a duel with one of his students, Grau—see page 33.)

Unknown to but a few, Vencarlo has long led a double life as a masked hero known to the people of Korvosa as Blackjack. Tales of Blackjack's moves against corrupt politicians, cruel nobles, and greedy merchants have been part of Korvosa's culture for 2 centuries, and although Blackjack hasn't made an appearance in the last decade, stories about him remain as popular as ever among the peasants. Because Blackjack has existed for centuries, few believe him to be a single person. The most popular rumor surrounding Blackjack is that his role has been filled by a series of human men, with one training a replacement each generation. This is, in fact, the case—Vencarlo is simply the latest Blackjack in the line.



CURSE
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APPENDIX 1:
CONTINUING
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KORVOSA
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BESTIARY

A

BECOMING BLACKJACK

In Part 1 of Chapter 3, the PCs have an opportunity to uncover Vencarlo's Blackjack gear, hidden in his home. If they miss this discovery, they learn about his secret soon enough, for Vencarlo is eager to find an heir to continue on as Blackjack. He doesn't care about the gender or race of his replacement; all he desires is that the new Blackjack must be capable of continuing the identity's swashbuckling traditions and as passionate about protecting Korvosa and her citizens from peril and corruption as he ever was.

The point in the campaign at which Vencarlo decides to pass on this torch is left up to you. If the PCs uncover his gear and confront him with it, he confesses the truth and proposes the transition of his secret persona to the new Blackjack at once. Otherwise, he likely waits until the transition between Chapter 3 and Chapter 4 to approach his chosen replacement among the PCs. He prefers to do so in private, so that the secret of the transition can be kept to as few as possible, but understands the bond of trust that an adventuring party forms. If his chosen PC wants to let the others know of this development, Vencarlo agrees as long as all of the PCs agree to keep the truth hidden—keeping the enigma of Blackjack as an ageless avenger is what's most important to Vencarlo.

As long as a PC wears Blackjack's cloak, mask, daggers, armor, boots, gloves, and rapier, he gains the Blackjack persona. With this persona comes the expectation of not only skill at wielding the weapons, but a fierce devotion to Korvosa's citizens. So long as a character does nothing to compromise these expectations, he gains a +10 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against Korvosan citizens of non-noble status (this includes Pilts Swastel, the Emperor of Old Korvosa).

Obviously, a PC with levels in the vigilante class makes the best choice for the new Blackjack, but a rogue, a swashbuckler, or even a fighter makes a good choice as well. Indeed, any dexterous character capable of wielding daggers and rapiers could fill the role. Once a PC accepts the role and Blackjack hands over the mantle, you should allow that PC's player the chance to rebuild his or her character, letting

the player reallocate skill ranks, select different feats, and, if the character was a vigilante, select a new vigilante specialization and new vigilante talents as desired. This is a one-time opportunity; work with the player to ensure that the changes to his or her character reflect that PC's new role as Blackjack. If you feel this transition is too swift, consider having it take place over the course of a chapter, so that by the time the PCs infiltrate Deathhead Vault, the change is complete.

BLACKJACK

Once the role is passed, Vencarlo officially retires from the vigilante life. He won't go as far as to retrain his class levels, but barring some unforeseen development, he never again uses his vigilante talents, and seeks to live the rest of his life in his social guise.

At your discretion, he may well come out of retirement in the future, particularly if the PC who took the role of Blackjack perishes or abuses the role, but given the choice, Vencarlo is eager to spend his days as a simple instructor of swordplay.

The continuing duties of his PC replacement are largely beyond the scope of this adventure, although there is one specific encounter at the start of Chapter 6 that's tailored to provide an opportunity for the new Blackjack to emerge onto the scene. If the new Blackjack is of an obviously different gender or race than the previous one, the city's reaction may be one of confusion for a time, but assuming the PC continues to play the role and honor the traditions Vencarlo has set, it won't be long before this new Blackjack becomes synonymous with the old.

APPENDIX 7

BESTIARY

Be it the sewers below, the Shingles above, or the streets sandwiched between, a surprising amount of dangerous beasts can be found in the city of Korvosa. Some of these foes are minor, like the pesky imps or house drakes that plague the city, but others, like the ravenous otyughs, can be dangerous to even a well-outfitted party. And when one ventures into regions like the Cinderlands, the Mushfens, or distant Belkzen, the opportunities to run afoul of monstrous menaces large and small only increase.

The following pages of this appendix present nine new monsters for use in Curse of the Crimson Throne. Some of these creatures, such as the house drake or the spiders, represent relatively minor threats that are quite common in Korvosa itself, while others, such as the chained spirit or the pharmakos, present exceedingly rare monsters that may not even exist elsewhere on Golarion at this time. Note that these monster entries use the universal monster rules, as presented in the appendices of the various *Pathfinder RPG Bestiary* volumes.

RANDOM ENCOUNTERS

The following random encounter tables are provided to help you generate additional encounters for your game. The rate at which random encounters occur is up to you. The Curse of the Crimson Throne Adventure Path assumes a 20% chance of an encounter occurring during a day of travel or a night of rest, but you can adjust this rate as you see fit, increasing it if the party needs a few more encounters in order to gain some desperately needed experience points, or decreasing it if the number of combats per session begins to feel like a grind.

For all encounter tables taking place in Korvosa (sewers, streets, and the Shingles), remember to apply the city's current danger rating when rolling encounters. The danger rating will change as the campaign progresses, ranging from a bonus of +10 to +30, and as a result, not all of the encounters indicated on these tables will be possible results during some sessions. All of these tables are built so that the more dangerous encounters occur at the higher end of the number range, so if you wish to skew encounters to be less dangerous (as makes sense when Korvosa's streets are not plagued with sickness or shuddering under the trampling feet of rioters), feel free to halve the result of any d% roll before consulting the table.

Note also that random encounters in the large complex of Scarwall use their own rules and encounter table, as presented on page 272 of Chapter 5.

CINDERLANDS ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1d6 venomous snakes	4	<i>Bestiary</i> 255
6-13	1 basilisk	5	<i>Bestiary</i> 29
14-18	1d4 giant scorpions	5	<i>Bestiary</i> 242
19-26	1d6 firepelt cougars	5	<i>Bestiary</i> 40
27-31	1d6 hippogriffs	5	<i>Bestiary</i> 2 156
32-36	1d6 horned spirestalkers*	5	<i>Bestiary</i> 3 290, 186
37-39	1d6 Ashwing gargoyles	8	See page 197
40-47	2d4 ankhegs	8	<i>Bestiary</i> 15
48-57	2d6 aurochs	8	<i>Bestiary</i> 174
58-60	1 roc	9	<i>Bestiary</i> 236
61-65	1d4 bulettes	9	<i>Bestiary</i> 39
66-68	1d4 chimeras	9	<i>Bestiary</i> 44
69-73	1 orc warband	9	<i>Monster Codex</i> 173
74-76	1d6 dragonnes	10	<i>Bestiary</i> 3 104
77-79	1d6 wyverns	10	<i>Bestiary</i> 282
80-81	1 ash giant	11	<i>Bestiary</i> 3 126
82-83	1d6 stone giants	11	<i>Bestiary</i> 151
84-87	1d8 hill giants	11	<i>Bestiary</i> 150
88-90	2d4 cave giants	11	<i>Bestiary</i> 3 127
91-97	4 Sklar-Quah thundercallers	11	See page 210
98-99	1 purple worm	12	<i>Bestiary</i> 230
100	1 adult red dragon	14	<i>Bestiary</i> 98

* A horned spirestalker is an advanced giant gecko.

HINTERLAND ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1 wolverine	2	<i>Bestiary</i> 279
6-13	1d4 giant geckos	3	<i>Bestiary</i> 3 186
14-18	1d8 stirges	3	<i>Bestiary</i> 260
19-28	2d6 goblins	3	<i>Bestiary</i> 156
29-33	1d4 bugbears	4	<i>Bestiary</i> 38
34-41	1d4 firepelt cougars	4	<i>Bestiary</i> 40
42-46	1d6 ghouls	4	<i>Bestiary</i> 146
47-51	1 manticore	5	<i>Bestiary</i> 199
52-59	1d6 hippogriffs	5	<i>Bestiary</i> 2 156
60-69	1d8 wolves	5	<i>Bestiary</i> 278
70-85	1 bandit gang*	5	See footnote
86-88	1 ettin	6	<i>Bestiary</i> 130
89-91	1d4 harpies	6	<i>Bestiary</i> 172
92-94	1d6 ogres	6	<i>Bestiary</i> 220
95-96	1 bulette	7	<i>Bestiary</i> 39
97-98	1d4 trolls	7	<i>Bestiary</i> 268
99-100	1d4 hill giants	9	<i>Bestiary</i> 150

* A bandit gang consists of five cutpurse (*NPC Codex* 144) and a poacher (*NPC Codex* 129) as their leader.



HOLD OF BELKZEN ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1d6 cockatrices	6	Bestiary 48
6-10	1 roc	9	Bestiary 236
11-30	1 orc warband	9	Monster Codex 173
31-35	1d6 bulettes	10	Bestiary 39
36-38	1 bhuta	11	Bestiary 3 41
39-58	2d6 orc scouts	11	Monster Codex 169
59-63	1d6 yrthaks	12	Bestiary 2 290
64-68	1d8 mastodonts	13	Bestiary 128
69-73	2d6 arsinoitheriums	13	Bestiary 2 186
74-78	2d6 hill giants	13	Bestiary 150
79-83	2d6 troll brutes	13	Monster Codex 227
84-86	1 adult red dragon	14	Bestiary 98
87-91	1d4 attahcs	14	Bestiary 2 33
92-96	1d6 ash giants	15	Bestiary 3 126
97-100	1 warsworn	16	Bestiary 4 272

JEGGARE RIVER ENCOUNTERS

d%	Result	Avg. CR	Source
1-20	1 jigsaw shark	1	See page 23
21-35	2d4 drain spiders	1	See page 477
36-50	1 alligator (see crocodile)	2	Bestiary 51
51-55	1 bunyip	3	Bestiary 2 50
56-75	1d4 reefclaws	3	Bestiary 2 234
76-95	1d8 silt eels	3	See page 89
96-100	1 devilfish	4	Bestiary 2 88

KORVOSA SEWERS ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1 spider swarm	1	Bestiary 258
6-8	1d4 dream spiders	1	See page 477
9-13	2d4 drain spiders	1	See page 477
14-16	1 alligator (see crocodile)	2	Bestiary 51
17-23	1 rat swarm	2	Bestiary 232
24-27	1 violet fungus	3	Bestiary 274
28-32	1d4 giant spiders	3	Bestiary 258
33-37	1d4 reefclaws	3	Bestiary 2 234
38-42	2d6 dire rats	3	Bestiary 232
43-45	2d6 goblins	3	Bestiary 156
46-53	1d8 cutpurses*	3	NPC Codex 144
54-56	1 centipede swarm	4	Bestiary 43
57-59	1 gray ooze	4	Bestiary 166
60-62	1d4 cave fishers	4	Bestiary 41
63-65	1d4 ratlings	4	Bestiary 4 226
66-70	1d6 ghoul	4	Bestiary 146
71-73	1 gibbering mouther	5	Bestiary 153
74-76	1 rat king	5	Bestiary 4 225
77-79	1d4 ettercaps	5	Bestiary 129
80-84	1d6 wererats*	5	Bestiary 197
85-92	1d4 charlatans*	5	NPC Codex 145
93-95	1 cyttlipede	6	Bestiary 5 65
96-98	1d4 otyughs	6	Bestiary 223
99-106	1d6 derros*	6	Bestiary 70
107-109	1 chuul	7	Bestiary 46
110-112	1d4 bearded devils	7	Bestiary 73
113-117	1d4 freelance thieves*	8	NPC Codex 147
118-120	1 mohrg	8	Bestiary 208
121-123	1d4 ghoul stalkers	8	Monster Codex 82
124-125	1 vampire	9	Bestiary 270
126-130	1d4 Red Mantis assassins	10	See page 144

*If this encounter occurs during Chapter 2, there's a 25% chance these creatures are infected with blood veil.

KORVOSA SHINGLES ENCOUNTERS

d%	Result	Avg. CR	Source
1-8	1 spider swarm	1	Bestiary 258
9-13	1d4 dream spiders	1	See page 477
14-23	2d4 shingle spiders	1	See page 477
24-31	1 bat swarm	2	Bestiary 30
32-36	1 hippogriff	2	Bestiary 2 156
37-46	1 rat swarm	2	Bestiary 232
47-58	1d8 cutpurses*	3	NPC Codex 144
59-63	1d8 stirges	3	Bestiary 260
64-68	2d6 dire rats	3	Bestiary 232
69-73	1d4 chokers	4	Bestiary 45
74-78	1d4 house drakes	4	See page 474
79-83	1d4 imps	4	Bestiary 78
84-86	1d4 ratlings	4	Bestiary 4 226
87-94	1d4 charlatans*	5	NPC Codex 145
95-99	1d4 dandasukas	7	Bestiary 3 225
100-109	1d4 freelance thieves*	8	NPC Codex 147
110-112	1 erinyes	8	Bestiary 75
113-115	1 bone devil	9	Bestiary 74
116-127	1d4 Red Mantis assassins	10	See page 144
128-130	1 barbed devil	11	Bestiary 72

*If this encounter occurs during Chapter 2, there's a 25% chance these creatures are infected with blood veil.

KORVOSA STREET ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1d4 dream spiders	1	See page 477
6-13	1d6 dire rats	1	Bestiary 232
14-18	2d4 drain spiders	1	See page 477
19-21	1 rat swarm	2	Bestiary 232
22-26	1 accuser devil	3	Bestiary 2 84
27-29	1 ettercap	3	Bestiary 129
30-37	1d4 feral riding dogs	3	Bestiary 87
38-49	1d8 cutpurses*	3	NPC Codex 144
50-52	1 otyugh	4	Bestiary 223
53-57	1d4 house drakes	4	See page 474
58-62	1d4 imps	4	See page 78
63-67	1d4 wererats	4	Bestiary 197
68-77	1d4 charlatans*	5	NPC Codex 145
78-87	1d8 Gray Maiden footsoldiers	6	See page 74
88-97	1d8 Queen's Physicians	6	See page 86
98-102	1d4 dandasukas	7	Bestiary 3 225
103-107	1 erinyes	8	Bestiary 75
108-115	1d4 freelance thieves*	8	NPC Codex 147
116-123	1d6 Gray Maiden guards	9	See page 247
124-130	1d4 Red Mantis assassins	10	See page 144

*If this encounter occurs during Chapter 2, there's a 25% chance these creatures are infected with blood veil.

MUSHFENS ENCOUNTERS

d%	Result	Avg. CR	Source
1-20	1 goliath spider	11	Bestiary 4 252
21-35	1d4 dire crocodiles	11	Bestiary 51
36-40	1d4 mobogos	12	Bestiary 3 194
41-45	1 froghemoth	13	Bestiary 136
46-55	1 viper vine	13	Bestiary 2 279
56-65	1d4 hezrous	13	Bestiary 62
66-80	1d8 boggard champions	14	See page 381
81-90	2d6 marsh giants	14	Bestiary 2 129
91-95	1d6 oxomx demons	15	Bestiary 2 79
96-100	1 ancient black dragon	16	Bestiary 93

AKARUZUG

This stony guardian has been sculpted in the shape of a grim, horned angel, and a crucified corpse has been affixed to its chest.

AKARUZUG

XP 51,200

CR 15



LE Large construct

Init +7; Senses darkvision 60 ft., low-light vision; Perception +24

Aura *unhallow* (40 ft.)

DEFENSE

AC 30, touch 16, flat-footed 27 (+4 deflection, +3 Dex, +14 natural, -1 size)

hp 220 (20d10+110)

Fort +8, Ref +11, Will +10

Defensive Abilities soul shield; **DR** 15/bludgeoning and good; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +27 (2d6+8/19–20), gore +27 (2d8+8/19–20), 2 wings +22 (1d8+4)

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

Special Attacks soul steal

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*unhallow*

1/day—soul slave

STATISTICS

Str 26, **Dex** 17, **Con** —, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +20; **CMB** +29; **CMD** 46

Feats Ability Focus (soul steal), Blinding Critical, Combat Reflexes, Critical Focus, Great Fortitude, Improved Critical (claws), Improved Critical (gore), Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +32, Knowledge (religion) +22, Perception +24, Sense Motive +24

Languages Infernal

SQ soul engine

ECOLOGY

Environment any ruins

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Soul Engine (Su) An akaruzug draws the energy it requires to function from a living creature crucified upon its frame. An active akaruzug (or another creature working with an inactive akaruzug) can spend 1 minute to bind a helpless or willing creature to the construct. Once the victim is restrained, the akaruzug can attempt to draw the creature's soul into it once per round as a free action—the victim can resist with a successful DC 24 Will save. On a failure, the victim dies and the akaruzug becomes active. If the body crucified upon an active akaruzug is removed, the soul within the construct is freed and the akaruzug deactivates after 1d4 rounds. An akaruzug's

victim cannot be resurrected while its soul is trapped within the construct, but destroying an akaruzug releases a trapped soul. While an akaruzug is active, attacks and effects directed specifically at the victim crucified to the akaruzug treat the attack or effect as if it targeted the akaruzug instead. However, a creature can attempt to remove a crucified body from the construct, but doing so first requires the creature to successfully pin the akaruzug. Once this occurs, the creature can attempt a combat maneuver check to wrench the body free. On a success, the corpse is removed and the akaruzug deactivates in 1d4 rounds. A deactivated akaruzug can take no action other than to attempt to draw in the soul of a creature crucified on its body to reactivate itself. It does not have an Intelligence score while deactivated, nor does it gain the benefit of any of its feats or skill ranks. It can't fly or move at all, and loses all benefits of its soul shield defensive ability. It retains its lawful evil alignment while deactivated. The save DC is Charisma-based.

Soul Shield (Ex) As long as an akaruzug is active, it gains bonus hit points equal to its Charisma modifier × its Hit Dice (80 hit points for a typical akaruzug), and gains a deflection bonus equal to its Charisma modifier to its Armor Class (+4 for a typical akaruzug).

Soul Slave (Sp) Using a trapped soul, an akaruzug can manifest a ghostly representation of its victim to attack its enemies. A soul slave appears as the akaruzug's victim did in life and wields a weapon favored by that individual, but otherwise functions as per *spiritual ally*^{APG} cast by a 20th-level caster (and, as such, has an attack of +24/+19/+14/+9 and deals 1d10+5 points of force damage on a hit).

Soul Steal (Su) An akaruzug can draw additional soul energy into itself. Once every 1d4 rounds, the construct can unleash a blast of soul essence that seeks to flense the life force of any living creature within a 20-foot burst. Any living creature in this area must succeed at a DC 24 Fortitude save or gain 1d4 negative levels. A victim can remove those negative levels 24 hours later with a successful DC 24 Fortitude save. Each time an akaruzug successfully uses this ability, it regains a number of hit points equal to 5 times the number of creatures successfully affected by soul steal (regardless of how many negative levels any one creature suffers). The save DC is Charisma-based.

Unhallow (Sp) An akaruzug emanates a 40-foot aura of unholy energy, as per *unhallow*. The construct's creator determines what, if any, additional spell effects are tied to the akaruzug's unhallow aura at the time of its creation. The construct benefits from any spell effects tied to its *unhallow* aura. Common choices are *darkness*, *detect good*, *freedom of movement*, and *invisibility purge*. If this effect is dispelled and the akaruzug uses the spell-like ability to reactivate the effect, it also reactivates the associated spell effect (if any) set by its creator.

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THRONEAPPENDIX 1:
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BESTIARY

CONSTRUCTION

An akaruzug is created from a 15-foot-tall hollow statue of a fallen angel. More than 6,000 pounds of stone and iron are used in its creation, along with rare infernal admixtures and agents costing at least 15,000 gp.

AKARUZUG

CL 15th; **Price** 160,000 gp

CONSTRUCTION

Requirements Craft Construct, *enervation*, *magic jar*, *unhallow*, willing or helpless humanoid sacrifice, creator must be caster level 15th; **Skill** Craft (armor) or Craft (sculpture) DC 24; **Cost** 87,500 gp



Akaruzugs are blasphemous constructs coveted by those who revel in the torment of their victims. Crafted in the appearance of grim, towering angels and creatures of warped beauty, these creations stand in mockery of light, life, and all that is good. By their very existence—powered by souls trapped in torment—they spread death and despair.

Most akaruzugs are 15 feet tall or larger, and weigh upward of 3 tons, depending on the materials used in their creation.

ECOLOGY

To create an akaruzug, a powerful warrior is entombed alive within a massive sculpture of lead, granite, or iron. As the statue's shape is refined and empowered—a process involving the efforts of a skilled artisan and a magic-user adept at channeling diabolical powers—the warrior inside slowly expires, her weakening screams and futile struggles resounding through the sculpture. The statue is then bathed in hellfire, a process that reduces the body inside into a substance similar to packed ash. These remains and the magic woven over the construct prevent the escape of the lingering soul within. At this point, the akaruzug's "soul engine" is complete, but the construct still requires further spirit energy to become fully active. A second infusion of stolen life force activates the akaruzug, causing it to rise into the air and spread its profane aura.

With their ominous shapes, their unsettling abilities, and the corpse displayed upon their breasts, akaruzugs are often used as terrifying messengers, blasphemous retaliations against those who would stand against the constructs' creator. When the Taldan knight Arstlan besieged the tower of Vodcross—the home of the cruel wizard Cheseive, Poison Lady of Ganholm—he was not heard from for weeks. He reemerged crucified upon the breast of a serpent-winged akaruzug bearing his face. The thing laid waste to Ganholm, and hovered soundlessly above the ruins for 13 years before finally being felled by the adventurers known as the Order of Vermilion.

HABITAT AND SOCIETY

Even though they have intellects, akaruzugs have no society of their own. They are used to spread the dark works of devils and further diabolical agendas. Due to the cruelty required to create an akaruzug, becoming the master of one of these fiendish creations is in itself a damning act. As the plans for creating these creatures are well documented in the libraries of Hell, conniving devils often assure that these formulas fall into the hands of cruel, ambitious, and desperate spellcasters in answer to their vile wishes.

CHAINED SPIRIT

This humanoid figure's body fades into mist below the hips, while its upper, ghostly torso is bound in lengths of writhing chains.

CHAINED SPIRIT

CR 14



XP 38,400

LE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., spectral sight, spiritsense; **Perception** +30

DEFENSE

AC 30, touch 30, flat-footed 26 (+8 deflection, +4 Dex, +8 profane)

hp 200 (16d8+128); fast healing 20**Fort** +13, **Ref** +11, **Will** +17

Defensive Abilities incorporeal, spirit anchor; **Immune** positive energy, undead traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +17 (1d6 Charisma drain), 4 chains +23 (2d4+7/19-20 plus 1 Charisma drain)

Space 5 ft.; **Reach** 5 ft. (30 ft. with chains)

Special Attacks chain spirit, chains, Charisma drain, create spawn

STATISTICS

Str —, **Dex** 19, **Con** —, **Int** 15, **Wis** 20, **Cha** 27

Base Atk +12; **CMB** +16; **CMD** 42

Feats Combat Expertise, Combat Reflexes, Improved Critical (chain), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (incorporeal touch)

Skills Bluff +24, Diplomacy +24, Fly +31, Knowledge (history) +18, Perception +30, Stealth +23

Languages Common, Necril

SQ spectral bindings

ECOLOGY

Environment any

Organization solitary plus up to 4 spirit anchors

Treasure standard

SPECIAL ABILITIES

Chain Spirit (Su) As a standard action once per day, a chained spirit can attempt to chain any evil-aligned corporeal creature with an Intelligence score of 3 or higher that it can detect via spiritsense; it need not have line of sight or line of effect to such a creature. The targeted evil creature must succeed at a DC 25 Will save or take 1d8 points of Charisma drain. On each successful attack, the chained spirit gains 5 temporary hit points.

Any creature targeted by this ability is immediately aware of some malevolence attempting to take control of it. If a creature's Charisma score is drained to 0 by this attack, its fate depends on its Hit Dice. If the victim has half the Hit Dice or fewer of the chained spirit (8 Hit Dice for most chained spirits), it is slain by the attack. If the victim has more than 8 Hit Dice, it becomes a spirit anchor linked

to the chained spirit (see below). Even though a chained spirit can use this ability once per day, it can create only one spirit anchor per week. In addition, a chained spirit can use this ability only if it currently has three or fewer spirit anchors, and it can never have more than four spirit anchors. A creature with more than half the chained spirit's Hit Dice whose Charisma score is drained to 0 by this attack and who doesn't become a spirit anchor is merely driven unconscious, as per normal for catastrophic Charisma drain. The save DC is Charisma-based.

Chains (Su) Numerous chains extend from a chained spirit.

A number of these (one for every spirit anchor currently tethered to the chained spirit) are corporeal and can make melee attacks. These corporeal chains are treated as evil, magical, *ghost touch* weapons and deal bludgeoning damage in addition to Charisma drain. Each chain is treated as if wielded one-handed by a creature with a Strength score of 25. A sundered chain automatically reforms 1 round later.

Charisma Drain (Su) Any creature hit by a chained spirit's chains or incorporeal touch attack must succeed at a DC 25 Will save or take Charisma drain (1 point if struck by a chain, or 1d6 points if struck by a touch attack). The save DC is Charisma-based.

Create Spawn (Su) Any humanoid slain by a chained spirit becomes a spectre in 1d4 rounds. These spawn are under the command of the chained spirit that created them and remain enslaved until its death. They don't have any of the abilities they had in life.

Spectral Bindings (Su) A chained spirit is extremely mobile, with only one major hindrance: no matter how far it moves on its turn, as long as it has at least one spirit anchor, it automatically returns to its starting place when its turn ends. This immediate return does not count as an action and does not provoke attacks of opportunity, as the spirit simply reappears back in its original position. In essence, the chained spirit is eternally confined to a single square throughout its existence except the distance it can travel in a single round before returning to its starting position. If another creature occupies the space it has left, that creature is shunted to the closest available square. If a solid object occupies its starting square, the spirit's incorporeal nature allows it to return regardless. Even a force effect cannot thwart it as it simply reappears within the square, though if that square is surrounded by a force effect with no exit, the chained spirit is effectively trapped.

Spectral Sight (Su) A chained spirit can see and hear through the senses of any of its spirit anchors whenever it wishes, just as if it were using both effects of *clairaudience/clairvoyance*.

Spiritsense (Su) A chained spirit can detect both the living and the undead. It can detect living creatures within 100 feet, just as if it had blindsight. It can also sense the dead, as per *detect undead*, to a range of 500 feet.



A chained spirit is the tormented soul of one who was charged, cursed, or honor-bound to guard a certain place or object, only to be slain in the course of such duty. Such a dishonored spirit returns as a misty approximation of its living form, except now burdened by loops of constricting chains and inescapable locks, all representing its bonds of duty. Reaching out with these chains, these tormented undead claim allies, binding other unwilling sentinels to the same charge with which they are eternally cursed.

Among the rarest known manifestations of undead, the chained spirit can exist only in an area of extreme misery combined with a potent source of necromantic energy. In the case of Scarwall, the castle's history of violence, combined with the vengeful attention of Zon-Kuthon, made the castle the perfect cradle for the generation of a chained spirit. Others may well exist on Golarion, or could yet come to manifest, but at this point, the chained spirit of Scarwall may be the only one of its kind.

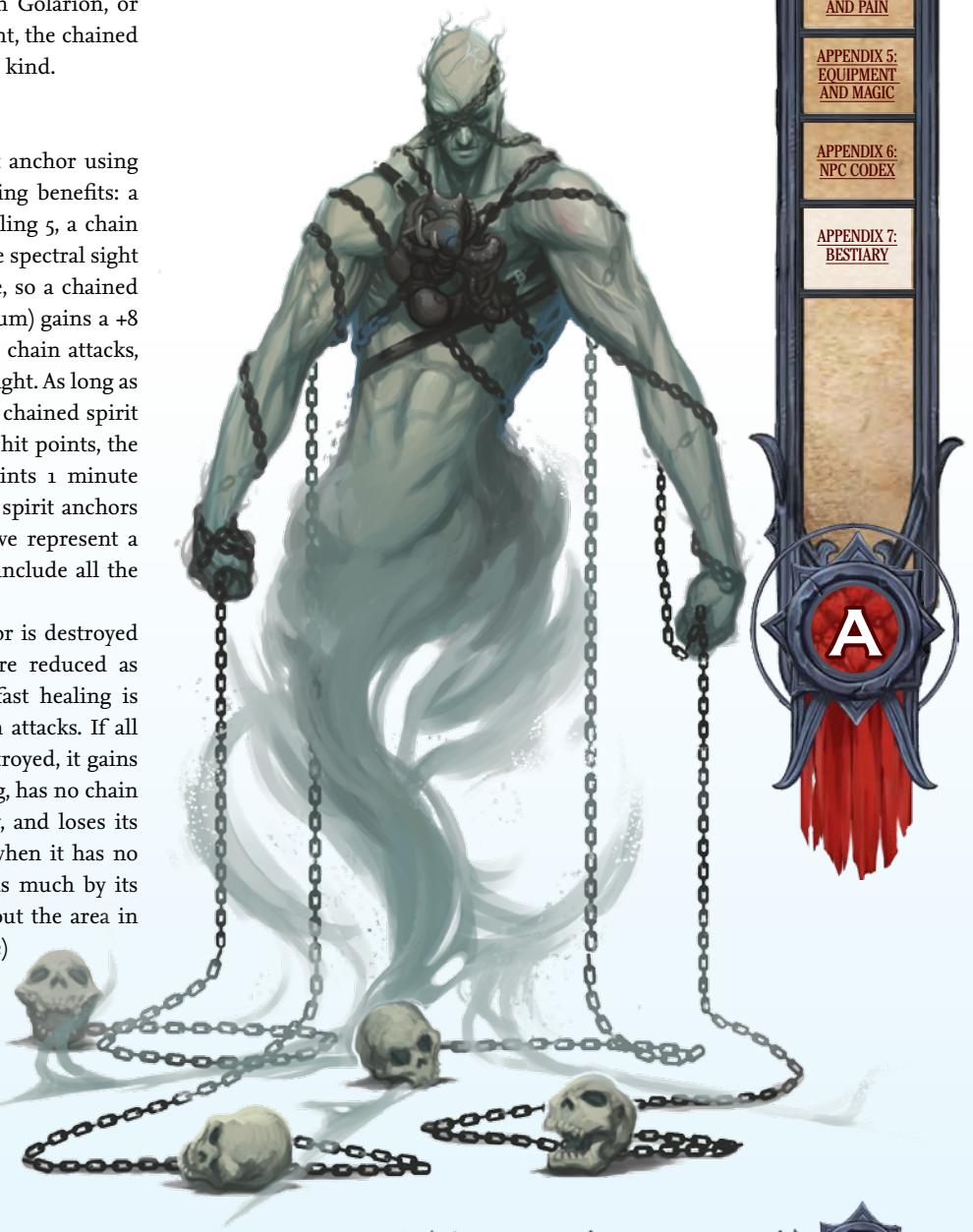
SPIRIT ANCHORS

Each time a chained spirit creates a spirit anchor using its chain spirit ability, it gains the following benefits: a +2 profane bonus to Armor Class, fast healing 5, a chain attack, immunity to positive energy, and the spectral sight ability. These benefits stack as appropriate, so a chained spirit with four spirit anchors (the maximum) gains a +8 profane bonus to AC, fast healing 20, four chain attacks, immunity to positive energy, and spectral sight. As long as at least one of its spirit anchors exists, the chained spirit itself cannot be destroyed. If reduced to 0 hit points, the chained spirit reappears with full hit points 1 minute later. A chained spirit can have up to four spirit anchors at any one time. The stats presented above represent a chain spirit with four spirit anchors and include all the associated benefits.

Losing a Spirit Anchor. If a spirit anchor is destroyed or released, a chained spirit's benefits are reduced as appropriate: its AC is reduced by 2, its fast healing is reduced by 5, and it loses one of its chain attacks. If all of a chained spirit's spirit anchors are destroyed, it gains no profane bonus to AC, has no fast healing, has no chain attacks, can be harmed by positive energy, and loses its spectral sight. It does gain one benefit—when it has no spirit anchors, it is no longer restricted as much by its spectral bindings, and can move throughout the area in which it is bound (up to a radius of 1 mile) without being returned to its starting point at the end of a round. Each time a spirit anchor is destroyed or killed, the chained spirit loses its chain spirit ability for 24 hours.

Spirit Anchor Effects: A creature that becomes a spirit anchor instantly regains

any Charisma drained by the chained spirit to which it is tethered. It is also bound to the location it was at when it was reduced to 0 Charisma by the chained spirit. Spirit anchors typically cannot move farther than 100 feet from this spot, but in the cases of creatures that require wider mobility to fulfill their physical needs, a chained spirit can relax its grip, allowing them to range farther afield. However, the chained spirit can employ a compulsion similar to *geas/quest* at will, forcing such a spirit anchor to return to its anchor spot. A spirit anchor that ignores the compulsion takes 1d6 points of Charisma damage per day until it returns. The death of the spirit anchor, or the spells *dispel evil*, *dispel law*, *freedom*, *miracle*, or *wish*, can release a spirit anchor. Beyond this restraint, a chained spirit holds no special control over its spirit anchors.



DANSE MACABRE

Dozens of ghostly figures swirl and cavort, floating through the air as they follow the steps of an ancient, rhythmic dance—seemingly keeping time with the ebb and flow of life itself. Amid this eerie crowd of dancing specters looms a dark-cloaked figure wielding a scythe.

DANSE MACABRE

CR 14



XP 38,400

NE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +29

Aura dance of death (40 ft., DC 27)

DEFENSE

AC 29, touch 29, flat-footed 19 (+10 deflection, +9 Dex, +1 dodge, -1 size)

hp 203 (14d8+140)

Fort +14, **Ref** +13, **Will** +17

Defensive Abilities incorporeal, deathless; channel resistance +4; **Immune** cold, undead traits; **SR** 25

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal scythe +18/+13 touch (2d6/x4 plus 1d6 Constitution drain)

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

STATISTICS

Str —, **Dex** 28, **Con** —, **Int** 8, **Wis** 22, **Cha** 30

Base Atk +10; **CMB** +20; **CMD** 41

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Skill Focus (Perception), Spring Attack

Skills Fly +32, Perception +29, Sense Motive +23

Languages Common, Necril

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Dance of Death (Su) A danse macabre is constantly surrounded by a 40-foot aura known as the dance of death, an endless gala of dancing spectral figures. Any living creature that enters the area of the dance of death must attempt a DC 27 Will save. On a failed save, the victim joins the ghostly dancers, takes 1d4 points of Constitution drain, and is affected as per *irresistible dance* (CL 14th). A creature can attempt a new DC 27 Will save at the end of its turn to escape from the effects of a dance of death; otherwise, these effects persist for as long as the victim remains within the aura. The Constitution drain effect only occurs, however, after the initial failed saving throw. As victims cannot willingly move from the square in which they dance, the dance's effects end when the danse macabre moves to a point where the victim is no longer within its aura, the danse macabre is destroyed, or if the victim is physically

removed from the area. A victim who succeeds at a save (whether from the original exposure or at a later point to successfully escape the effect) is immune to the dance of death of the same danse macabre for 24 hours. Dance of death is a visual, sonic, mind-affecting compulsion effect, and blindness or deafness can provide protection from the effect. The save DC is Charisma-based.

Deathless (Su) As a manifestation of death incarnate, a danse macabre is not itself subject to permanent destruction. If reduced to 0 hit points, it vanishes, only to rejuvenate at full hit points in 1d4 days. Only by destroying the creature and then casting *hallow* to consecrate the site it manifested upon prevents the undead monster's reappearance.

Incorporeal Scythe (Su) A danse macabre wields an incorporeal scythe in combat that leaves deep and horrific wounds on any creature it strikes. Attacks made with this scythe are touch attacks and deal slashing damage, but are not modified by any of the monster's ability scores. A creature hit by a danse macabre's incorporeal scythe attack must succeed at a DC 23 Fortitude save or take 1d6 points of Constitution drain. Each time a danse macabre drains Constitution from a target, the danse macabre regains 5 hit points, regardless of the total number of Constitution points drained by the attack. The save DC is Charisma-based.

Lifesense (Su) A danse macabre notices and locates living creatures within 60 feet, just as if it had the blindsight ability. It also senses the strength of life forces automatically, as per *deathwatch*.

Danse macabres are the embodiment of the inevitability of death. They represent the ultimate equalizer of station, revealing in their dance of death the futility of all life. It has been said that, in the end, all mortal beings must face the fateful piper and dance to its tune. If such claims are true, then surely the danse macabre is the personification of such a dreadful doom.

Danse macabres typically manifest as looming, black-cloaked skeletons, although they may appear in other sinister forms depending on personifications of death unique to the cultures near where they manifest, such as a fiery pillar, a pale child, or a man in a white mask. The crowd of dancing souls that surround these 10-foot-tall specters typically do little to dispel their ominous aura. While these ghostly images are entirely insubstantial and harmless, they also emanate faint, haunting music, as if a violin-led orchestra is playing along. When a victim succumbs to the creature's dance of death, the music becomes nearly deafening and the spectral figures appear almost real. The dancers and music cannot be interacted with, but visibly and audibly mark the boundaries of the danse macabre's dance of death aura.



ECOLOGY

As undead creatures, danse macabres require nothing from their environments and contribute nothing in return. Their very presence typically suggests the murder of large numbers of creatures and, upon their horrifying manifestations, the deaths of others that happen too near. Yet a danse macabre will not simply form on the ruins of any battlefield or on the site of any mass murder. Instead, these malevolent spirits appear in areas where those who were slaughtered did not expect their deaths until, perhaps, the very last moment. At other times, a danse macabre (such as the one encountered in the ruins of Scarwall) manifests at a much later date in an area where revelry and sadism commingled, triggered into being long after those who died by a singularly potent pulse of necromantic energy or the vengeful thrashings of a bitter and angry god.

HABITAT AND SOCIETY

A danse macabre is a solitary creature that seeks nothing other than to call others to join its eternal celebration of the inevitable. It manifests only in locations tainted by untimely deaths—the sites of countless violent executions, estates overrun by deadly plagues, or battlefields where mass slaughters took place. In all of these locations, hundreds, if not thousands, of victims met their fates, often in rapid succession. None claim to know what terrible death count or measurement of psychic trauma is required to spawn a danse macabre, and indeed, some of the most gore-soaked sites on Golarion have never led to one of these beings' manifestations. An element of grim irony or communal revenge tends to inspire such hauntings, making it impossible to predict what catastrophe or massacre might cause one to appear.

Some scholars of the undead suggest that danse macabres harbor no hatred for the living, but have a natural drive to bring mortals to their final state on an accelerated schedule. Witnesses of danse macabres, however, tend to disagree, and the appearance of a danse macabre can quickly depopulate a location via both its depredations and the flight of any survivors. Fortunately, these morbid shades rarely move far from the sites of their initial manifestations, leading to numerous tales of haunted halls where the dead endlessly dance in their eternal revel.

DANCE OF DEATH

The danse macabre is perhaps the only fantasy creature to come with its own soundtrack. The best-known work of French composer Camille Saint-Saëns, *Danse macabre* is an orchestral retelling of a folktale wherein Death appears at midnight on Halloween, summoning skeletons to dance to his fiddle playing. This story was captured in the late 1800s by Henri Cazalis in the poem "Égalité, Fraternité..."

*Zig, zig, zig, Death in a cadence,
Striking with his heel a tomb,
Death at midnight plays a dance-tune,
Zig, zig, zig, on his violin.
The winter wind blows and the night is dark;
Moans are heard in the linden trees.
Through the gloom, white skeletons pass,
Running and leaping in their shrouds.
Zig, zig, zig, each one is frisking,
The bones of the dancers are heard to crack—
But hist! of a sudden they quit the round,
They push forward, they fly; the cock has crowed.*

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HAVERO

An immense mass of flesh and a tangle of impossibly long tentacles, this entity boggles the mind with its immensity.

HAVERO

CR 24



XP 1,228,800

NE Colossal aberration

Init +5; **Senses** all-around vision, blindsense 120 ft., see in darkness; Perception +47

DEFENSE

AC 43, touch 3, flat-footed 42 (+1 Dex, +40 natural, -8 size)

hp 527 (3d8+374)

Fort +24, **Ref** +14, **Will** +26

Defensive Abilities alien mind; **DR** 20/—; **Immune** cold, mind-affecting effects; **Resist** acid 30, electricity 30, fire 30; **SR** 35

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., fly 60 ft. (clumsy)

Melee 6 tentacles +34 (2d6+17/19-20 plus special)

Space 60 ft.; **Reach** 120 ft.

Special Attacks appendages

STATISTICS

Str 45, **Dex** 12, **Con** 32, **Int** 5, **Wis** 21, **Cha** 30

Base Atk +25; **CMB** +50 (+52 bull rush, +54 sunder); **CMD** 61 (63 vs. bull rush, 63 vs. sunder)

Feats Awesome Blow, Critical Focus, Great Fortitude, Greater Sunder, Hover, Improved Bull Rush, Improved Critical (tentacle), Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Fly), Skill Focus (Perception), Staggering Critical

Skills Fly +11, Perception +47; **Racial Modifiers** +16 Perception

Languages telepathic savant

SQ no breath

ECOLOGY

Environment any (outer space)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Alien Mind (Ex) Anyone who attempts to link minds with a havero (such as via *detect thoughts* or telepathy) risks the trauma associated with tapping into its raw alien consciousness. A character who attempts this must succeed at a DC 37 Will save or suffer the effects of *feeblemind* (CL 20th). The save DC is Charisma-based.

Appendages (Su) As a swift action, a havero can shape any or all of its 14 squirming tentacles into a variety of specialized appendages for various purposes. The options for tentacles a havero has at its disposal are listed below (at your discretion, some haveros may have developed even more unique or specialized tentacle options beyond these). An option's cost in transformation points (TP) is listed in parentheses. The total cost of a havero's

tentacles can't exceed 20 TP (note that an ocular tentacle costs 0 TP). Damage listed for each tentacle is the base damage before the havero's Strength modifier is applied. A havero's appendages always function as primary attacks. The havero detailed above has devoted 18 TP to six constrictor tentacles, leaving the remaining eight to function as ocular tentacles. The save DCs for specialized appendage attacks are Constitution-based.

Acid Spewer (5 TP): The tentacle is tipped with a fluid-seeping pucker that cannot make melee attacks, but does grant the havero the ability to spray acid in a 180-foot line (8d6 acid damage, Reflex DC 38 half).

Armor Plated (3 TP): The tentacle is plated in thick scales and wraps around the havero's body, increasing its natural armor bonus by 2 per armor-plated tentacle. An armor-plated tentacle cannot attack.

Constrictor (3 TP): The tentacle is thick and covered with suckers; it deals 2d6 points of bludgeoning damage and has the grab and constrict (2d6) abilities.

Ghost (8 TP): The tentacle becomes insubstantial. It resolves attacks as touch attacks, and deals 6d6 points of negative energy damage on a hit; this damage is modified by the havero's Charisma modifier (+10 for a typical havero) but not by its Strength modifier. A creature damaged by a ghost tentacle must succeed at a DC 38 Fortitude save or take 1d6 points of Charisma drain.

Ocular (0 TP): The tentacle is studded with bulging eyes; it cannot attack, but grants the havero all-around vision and a +2 bonus on all Perception checks. The bonuses on Perception checks stack with those granted by other ocular tentacles. A blind havero that grows an ocular tentacle is no longer blind (although this doesn't grant immunity to additional blindness effects).

Poison Stinger (5 TP): The tentacle is tipped with a poisonous stinger that deals 4d6 points of piercing damage and injects venom on a successful hit. Poison stinger—injury; **save** Fort DC 38; **frequency** 1/round for 6 rounds; **effect** 1d6 Wisdom drain; **cure** 2 consecutive saves.

Slasher (3 TP): The tentacle has sharp talons; it deals 2d6 points of piercing and slashing damage and 2d6 bleed.

Vorpal (12 TP): The tentacle ends in a supernaturally sharp pincer that deals 6d6 points of slashing damage on a successful hit, has a 18–20 critical threat range, and has the *vorpal* weapon special ability.

Telepathic Savant (Su) A havero can transmit vague impressions of its thoughts across limitless distances to any creature it is aware of, including those that interact with its tentacles on distant worlds. A havero doesn't communicate using language and its thoughts are limited and often unintelligible to mortal minds, but it can certainly impart powerful basic emotions and primal urges. A havero contacting a creature using this ability does not subject the target to its alien mind.



The word “havero” has its roots in ancient Thassilonian, roughly translating into “smothering arms.” The existence of haveros was first confirmed, accidentally, through divination magic used by stargazers of ancient Thassilon. Seeking larger, more potent beasts to conjure and command, Thassilonian sages among the order known as the Thrallkeepers gradually uncovered a massive creature capable of spawning unlimited clawed horrors that dwelled far beyond the range of most remote viewing devices. Intrigued by a new potential source of power buried somewhere in the night sky, the Thrallkeepers engaged in a foolish race to be the first to secure a havero.

Horrifically, haveros are not the mere imaginings of those sages who chronicle the heavens. They are entities of pure darkness, and on terrible occasions a lone havero has been drawn to Golarion, putting all the races of the world into reach of its ruinous arms.

ECOLOGY

Although their thought processes are too alien to permit interpretation, haveros are decidedly malevolent. A havero’s telepathy is theoretically limitless in range, although when sending its mind across galaxies, its mental projections require considerable time to travel. The Thrallkeepers theorized that the accidental interception of haveros’ stray thoughts might be a cause for some forms of madness and inexplicable genius. Some scholars have even hypothesized that the ancient Thrallkeepers were able to transport haveros to Golarion not because of their own discoveries, but because the haveros quietly sent them the necessary ideas for how they might accomplish the feat.

HABITAT AND SOCIETY

An ancient tome of starry observations and occult lore titled *On Verified Madness* refers to the haveros’ home as the farthest corner of the Dark Tapestry. Haveros have no natural niche on Golarion and they exist there only due to the machinations of those who once had both the power and the recklessness to transport them to this world.

HAVERO TENTACLE

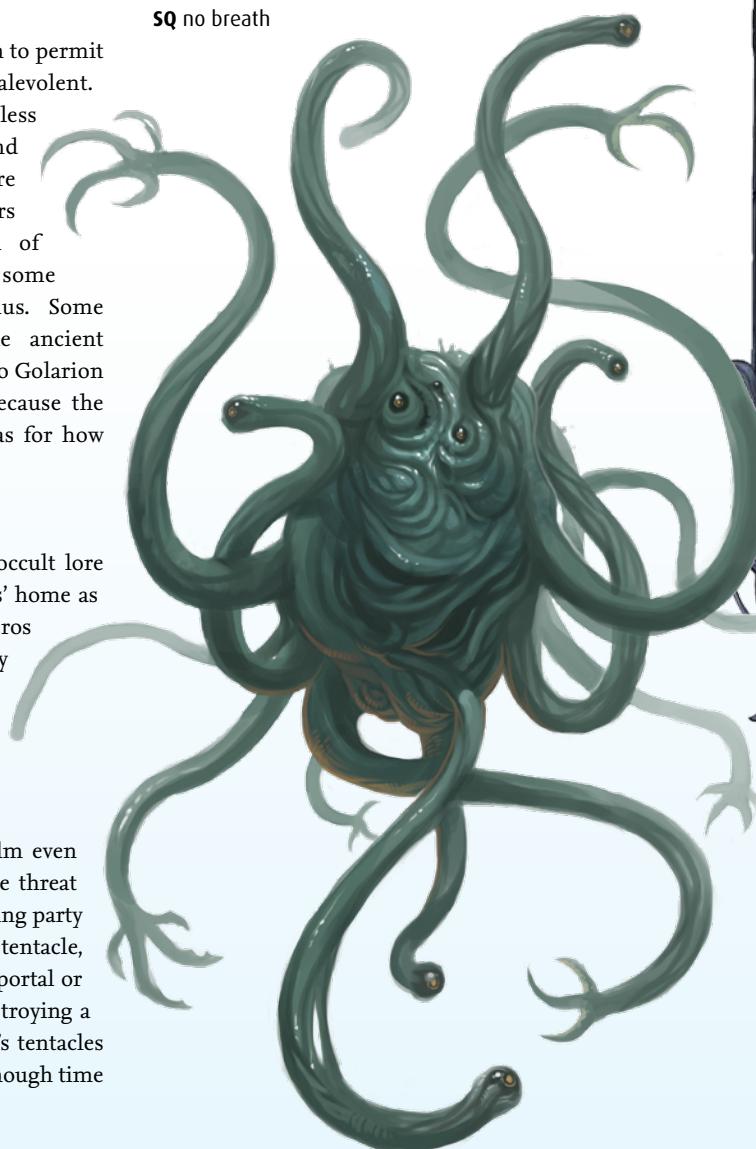
A single havero has the potential to overwhelm even experienced PCs. GMs who wish to model the threat of a havero without killing the entire adventuring party can use the statistics below for a lone havero tentacle, perhaps poking through an interdimensional portal or snaking up from a deep canyon. However, destroying a single one—or even a handful—of the havero’s tentacles doesn’t kill the horror, but only buys the PCs enough time to escape and live to see another day.

HAVERO TENTACLE

CR 6

XP 2,400

NE Large aberration

Init +1; Senses blindsense 60 ft.; Perception +5**DEFENSE****AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)****hp 66 (7d8+35)****Fort +7, Ref +3, Will +10****DR 5/slashing; Immune cold, mind-affecting effects, poison, vision-based effects; Resist acid 10, fire 10****OFFENSE****Speed 0 ft.****Melee tentacle +13 (2d6+13 plus grab)****Space 5 ft.; Reach 60 ft.****Special Attacks constrict (2d6+9)****STATISTICS****Str 28, Dex 12, Con 20, Int —, Wis 20, Cha 10****Base Atk +5; CMB +15; CMD 26****SQ no breath**

HOUSE DRAKE

The eyes of this purple-scaled dragon glint with a mischievous intelligence and the sting of its tail has a silvery sheen.

HOUSE DRAKE

CR 2



XP 600

CG Tiny dragon

Init +2; **Senses** darkvision 60 ft., low-light vision, scent, see invisibility; **Perception** +7

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 19 (2d12+6)**Fort** +6, **Ref** +5, **Will** +7**Defensive Abilities** ferocious will; **Immune** paralysis, sleep

OFFENSE

Speed 20 ft., fly 50 ft. (good)**Melee** bite +6 (1d4), sting +6 (1d4)**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)**Special Attacks** breath weapon, silver strike**Spell-Like Abilities** (CL 3rd; concentration +5)Constant—see *invisibility*3/day—*cure light wounds*1/day—*alarm* (CL 12th), *obscuring mist*

STATISTICS

Str 11, **Dex** 15, **Con** 17, **Int** 12, **Wis** 14, **Cha** 14**Base Atk** +2; **CMB** +2; **CMD** 12**Feats** Weapon Finesse**Skills** Acrobatics +4, Fly +15, Knowledge (local) +6, Perception +7, Sense Motive +7, Stealth +15, Survival +7**Languages** Common, Draconic, Infernal

ECOLOGY

Environment urban (Korvosa)

Organization solitary, pair, or clutch (3–9)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Up to three times per day and no more than once every 1d4 rounds, a house drake can breathe out a small cloud of silver mist in a 10-foot cone. All creatures in this area must succeed at a DC 14 Will save or be confused for 1 round. This is a mind-affecting effect. The save DC is Constitution-based.

Ferocious Will (Ex) House drakes have a stubborn streak of fierce independence and gain a +2 racial bonus on Will saves (this bonus is included in the stats above). In addition, the first time in a day that a house drake successfully saves against a mind-affecting spell or spell-like ability, the caster of the spell must succeed at a DC 13 Will save or be staggered for 1 round by a blast of magical, mental feedback. This feedback is a mind-affecting effect, and the save DC is Charisma-based.

Silver Strike (Ex) All of a house drake's natural attacks are treated as being silver for the purposes of overcoming damage reduction.

The Korvosan house drake is not a true drake, but rather an unusual local variant of the more common pseudodragon—an example of how a creature placed under extreme conditions might adapt and evolve to grow stronger. In this case, house drakes are the result of brutal and violent predations upon their pseudodragon ancestors by Korvosa's imps, who began to become a true infestation in the early years after the Acadamea was founded and its students began accidentally releasing the

little devils into the urban wilds after failing to claim them as familiars. These imps found Korvosa's indigenous pseudodragons to be a delightful (and delicious) population to torment, for there was little that the pseudodragons could do against an imp's defenses.

It wasn't long before the most able, wise, and stubborn of the city's pseudodragons began fighting back, chewing on silver coins to build up traces of the metal in their teeth and stings to be able to penetrate their enemy's supernatural skin, focusing their studies on magic to see through impish invisibility and recover from the constant fights, and gorging on fat dream spiders (see page 477) to develop a befuddling breath weapon. The evolution of the pseudodragon into the house drake took only a few generations, quickly enough that many scholars suspect the outside influence of a mysterious patron of some supernatural source.

A 7th-level chaotic good spellcaster with the Improved Familiar feat can gain a house drake as a familiar.





PHARMAKOS

The body of this monstrous creature is a foul mass of sore-covered flesh, a blubbery worm with the upper torso of a deformed man.

PHARMAKOS

CR 15



XP 51,200

NE Gargantuan aberration (aquatic)

Init +3; **Senses** darkvision 60 ft., see *invisibility*, tremorsense 120 ft.; **Perception** +9

DEFENSE

AC 30, touch 5, flat-footed 30 (-1 Dex, +25 natural, -4 size)

hp 232 (16d8+160)

Fort +15, **Ref** +6, **Will** +10

DR 10/magic and slashing; **Immune** acid, death effects, mind-affecting effects, pain, paralysis, poison; **Resist** cold 10; **SR** 26

OFFENSE

Speed 30 ft., swim 40 ft.; *air walk*

Melee 2 claws +24 (3d6+16/19–20 plus pain), bite +24 (2d6+16 plus pain)

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

Special Attacks breath weapon, pain

Spell-Like Abilities (CL 15th; concentration +13)
Constant—*air walk*, see *invisibility*

STATISTICS

Str 43, **Dex** 8, **Con** 30, **Int** 5, **Wis** 7, **Cha** 6

Base Atk +12; **CMB** +32 (+34 bull rush); **CMD** 41 (43 vs. bull rush)

Feats Ability Focus (pain), Awesome Blow, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Perception +9, Swim +35

Languages Common

SQ amphibious, compression, curse of eternal torment, no breath

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds

as a standard action, a pharmakos is able to spew a 50-foot cone of acidic blood, dealing 12d6 points of acid damage and imposing the nauseated condition for 1d4 rounds.

A successful DC 28 Reflex save halves the acid damage and negates the nauseated condition. The save DC is Constitution-based.

Curse of Eternal Torment (Su) A pharmakos's abhorrent form is the result of a powerful curse, usually inflicted by a god. This curse grants immortality; a pharmakos does not need to eat, drink, or breath to survive, and cannot

die of old age—nor can a pharmakos willingly end its own life. This curse also constantly racks the pharmakos with agony; the creature endures this torment to an extent that all other sources of pain are meaningless (including those caused by magical effects such as a *symbol of pain*).

Pain (Su) Any creature struck by a pharmakos's claw or bite becomes racked with waves of pain. The victim takes 1d4 points of Strength damage. A confirmed critical hit deals 2d4 points of Strength damage instead, and also afflicts the target with agony that imposes a –4 penalty on all attack rolls, skill checks, and ability checks for as long as the victim endures any Strength damage from the pharmakos's pain attack. A successful DC 20 Fortitude save reduces the Strength damage to 1 point. The save DC is Charisma-based.

When a worshiper of an evil god forsakes his faith, the deity being spurned sometimes takes note. In such a case, the betraying worshiper may not have the luxury of living the rest of his life and putting off divine punishment until some point after death. Sometimes, the god is so offended that the infidel is transformed into a pharmakos. While a pharmakos has much power, the metamorphosis into such a cursed creature is rarely one a worshiper seeks, for the pain and humiliation of the punishment is significant. That the altered worshiper can go on to serve the deity as a powerful guardian is of a secondary concern to the god in most cases, and regardless, when a pharmakos finally meets the end of its pain-filled life, then true divine punishment begins.



CURSE
OF THE
CRIMSON
THRONE

APPENDIX 1:
CONTINUING
THE CAMPAIGN

APPENDIX 2:
KORVOSA
AND BEYOND

APPENDIX 3:
THE HARROW

APPENDIX 4:
BLOOD
AND PAIN

APPENDIX 5:
EQUIPMENT
AND MAGIC

APPENDIX 6:
NPC CODEX

APPENDIX 7:
BESTIARY

RED REAVER

Its stooped stance evoking a gorilla-like frame, this massive beast has six tiny eyes and atrophied wings.

RED REAVER

CR 13



XP 25,600

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 29, touch 7, flat-footed 29 (-2 Dex, +22 natural, -1 size)

hp 184 (16d10+96)

Fort +16, **Ref** +8, **Will** +8

Immune sleep

Weaknesses distracted by beauty

OFFENSE

Speed 30 ft., fly 20 ft. (clumsy)

Melee bite +24 (2d6+9/19-20), 2 claws +24 (1d8+9)

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

Special Attacks rend (2 claws, 1d8+13), roar

STATISTICS

Str 28, **Dex** 6, **Con** 23, **Int** 3, **Wis** 13, **Cha** 12

Base Atk +16; **CMB** +26 (+28 bull rush); **CMD** 34 (36 vs. bull rush)

Feats Improved Bull Rush, Improved Critical (bite),

Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Survival), Vital Strike

Skills Fly -1, Perception +8 (+16 in territory), Survival +8 (+16 in territory); **Racial Modifiers** +8 Perception in territory, +8 Survival in territory

Languages Giant (cannot speak)

SQ flight, territorial

ECOLOGY

Environment temperate hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Distracted by Beauty (Ex) With a successful Perform check, a character can attempt to fascinate a red reaver within 60 feet who is able to observe the performance (via sight or hearing, whichever is appropriate). The red reaver can resist the fascination effect with a successful Will save (DC = 1/2 the result of the Perform check), but once it becomes fascinated, it remains so until the performance stops, it takes damage, or it observes anyone damaging or stealing any of its treasures.

Flight (Su) A red reaver's ability to fly is supernatural.

Roar (Su) A red reaver can unleash a terrifying roar once every 1d4 rounds. All creatures except other red reavers within 120 feet must succeed at a DC 19 Will save or be shaken. Those within 30 feet who fail their saves become panicked. A creature who successfully saves can't be further affected by the same red reaver's roar for 24 hours. The shaken or panicked effect lasts for 4 rounds, but a character can end the effect early by succeeding at a DC 19 Will save at the end of any turn during which it was affected by the roar. This is a mind-affecting fear effect. The save DC is Charisma-based.

Territorial (Ex) Whenever a red reaver finds a region it regards as particularly beautiful or compelling, it can create a unique bond with that territory. This effect is automatic after the red reaver spends 1d4 days within the area, which cannot be larger than 1 square mile. Once a red reaver bonds to a territory, it gains a +8 racial bonus on Perception checks and Survival checks in that area. In addition, while in its territory, a red reaver doesn't fall unconscious when reduced to negative hit points and automatically stabilizes whenever it is at negative hit points.

Slow-witted but having a dangerous temper, red reavers are violent forces of nature. While red reavers don't seek out fights and they are rarely aggressive when not provoked, their territorial nature and tendency to misinterpret others' actions make approaching one an exceedingly dangerous proposition.





SPIDER, DRAIN

This brown spider's body is fist-sized, yet its long, spindly legs and oversized fangs make it appear quite fearsome.

DRAIN SPIDER

XP 100

N Tiny vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +0

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +4 (1d3-3 plus poison)

Space 2-1/2 ft.; **Reach** 5 ft.

Special Attacks poison

STATISTICS

Str 5, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +0; **CMD** 7

Feats Lunge^B, Weapon Finesse^B

Skills Climb +5

SQ compression, water skating

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/round for 4 rounds; effect 1 Str; cure 1 save.

Water Skating (Ex) A drain spider can move on the surface of calm water as if it were on land. A drain spider swimming at the water's surface can pull itself on top of the water with a successful DC 10 Climb check.

Already a tiny creature, the drain spider has the ability to compress its legs and body even further, allowing it to lurk in pipes, niches, and (its favorite hideout) sink or tub drains with ease. The sewers below Korvosa are infested with drain spiders in certain places. In the wild, drain spiders prefer to hunt in swamps or along river banks, but they have adapted readily to urban life in Korvosa and now infest numerous nooks and crannies in the city's lower-class quarters, particularly along the waterfronts.

A variant of the drain spider, known as the shingle spider, exists in Korvosa as well. Shingle spiders dwell in the upper reaches of the city, particularly enjoying the chimneys and gutters of abandoned buildings as a place to make their nests. Shingle spiders retain the drain spider's water skating ability, although they rarely have the opportunity to use it.

SPIDER, DREAM

The size of a human child, this shimmering spider has a blue-and-purple-striped belly.

DREAM SPIDER

XP 200

N Small vermin

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +1 (1d4 plus poison)

Special Attacks dream web, poison, web (+3 ranged, DC 11, 1 hp)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** —, **Wis** 12, **Cha** 11

Base Atk +0; **CMB** -1; **CMD** 11

Skills Climb +8, Perception +5, Stealth +6 (+10 when in its webs); **Racial Modifiers** +4 Perception, +4 Stealth when in its webs

ECOLOGY

Environment tropical forest or any urban

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

Treasure incidental

SPECIAL ABILITIES

Dream Web (Ex) A dream spider's webs have an iridescent hue, making them easier to notice than the typical spider's web (Perception DC 15). Any animal, humanoid, or monstrous humanoid that contacts these webs experiences strange hallucinations, taking 1 point of Wisdom damage per round of contact. A successful DC 11 Fortitude save negates this damage. If the webs of a dream spider are burned, they spread poisonous gas in a 10-foot radius. This gas deals 1d4 points of Wisdom damage to all creatures in the area (not just to those in contact with the webs). A successful DC 11 Fortitude save halves this damage. The cloud of colorful vapor remains for 1 round only before dissipating harmlessly. The Wisdom damage effect of a dream web is a poison effect. The save DC is Constitution-based.

Poison (Ex) Bite—injury; save Fort DC 11; frequency 1/round for 4 rounds; effect 1d2 Wis; cure 1 save.

Transplants from the Mwangi Expanse (where these spiders can grow to truly enormous proportions), dream spiders have become a significant but valuable infestation in Korvosa's Shingles, for the venom of one of these spiders can be distilled into the popular but dangerous drug known as shiver.

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