

focus on the PCs. As long as she remains transformed or sickened from this spell, Arodeth does nothing but sputter in rage and (ineffectually) order Raflin to stand down; once she's no longer affected by the spell, she'll join the fight against the treacherous bodyguard on the PCs' side.

If reduced to fewer than 80 Hit Points, Raflin flees to area **H16** to warn Ndede (who rewards the bodyguard by killing him—his body can be found in area **H16** thereafter) or deeper into the Storval Rise to join Drustan if he knows Ndede is dead.

Raflin's pet aurumvoraxes are loyal to him, not to the Band of Blades. Once Raflin starts a fight, the aurumvoraxes gleefully attack whoever seems to be Raflin's enemies and fight to the death unless Raflin calls them off.

ARODETH

CREATURE 14

Page 90

Initiative Perception +22

RAFLIN DORRUM

CREATURE 11

UNIQUE	CE	MEDIUM	HUMAN	HUMANOID
--------	----	--------	-------	----------

Male human Blade magi (page 60)

Initiative Perception +18

AURUMVORAX

CREATURE 9

Pathfinder Bestiary 2 29

Initiative Perception +18

Treasure: A character Searching the table in the middle of the room turns up a pair of metal plates that function as scrolls: a *scroll of flesh to stone* and a *scroll of magnificent mansion*. Additionally, a character who Searches the room finds one collection of bronze plates on which the formula for *ward domain* (*Advanced Player's Guide* 245) has been inscribed as well as a collection of blank mithral plates that, while they contain no information, are the equivalent of two mithral chunks.

Arodeth has collected several plates and tablets on the central table, finding them particularly interesting. A character who can read Thassilonian can spend an hour studying these tablets to learn that the two enormous statues of Runelord Karzoug on either side of the stairs are powerful weapons. The tablets describe special crystals—grown in a hidden chamber on the other side of the stairs—that, when socketed in place behind the statue's eyes, allow the statue to direct “beams of fire and ice to strike at foes below,” along with the following information.

- The route to the crystal repository lies beyond the locked doors in areas **H6** and **H7**; the notes

indicate that the mural in area **H6** is a trap and that the walls of area **H7** represent a thinning in the boundary between this world and Leng—these notes give the PCs a +4 item bonus to all attempted checks to discover and disable the trap in area **H6** and warns them against lingering too long in area **H7** lest they become lost in Leng.

- The crystals within the repository are attended by the “shining gardeners,” but the notes neglect to give any information about how to placate these creatures.
- The notes give the exact mechanics of how to Activate Karzoug's Glare in areas **H4–H5**.

If the PCs ally with Arodeth, she can explain this information to the PCs much more quickly but also warns them that she hasn't quite figured out how to safely investigate the chambers beyond.

Talking with Arodeth

Arodeth is an elderly woman whose once-imperious presence has almost entirely faded due to the many recent setbacks. She's willing to fight if necessary, but she would rather find out why the PCs have come here. Arodeth waves away suggestions that her Band of Blades must leave the Storval Stairs, as the location is both an ideal place for research and a lucrative opportunity. She's much more interested in the subjects of harrow cards, the Band of Blades, and Lord Drustan. She does her best to tease out what the PCs know and is as honest as necessary to get them to open up about these subjects.

Harrow Cards: Arodeth discovered *The Rakshasa* (which she knows indicates domination and mental control) among her gear soon after entering area **H13**. She knows that Ndede and Endlo recently discovered cards among their possessions as well—although Ndede hasn't yet told her which card he owns, she knows that Endlo has been bragging about *The Publican* recently. Arodeth can explain all these clues to the PCs if they're forthright with her. Otherwise, they can discover a page with these suppositions in her notes.

The Band of Blades: Arodeth admits that the Band of Blades is a large organization. Most of their powerful members are here at the Storval Stairs, but they have others operating across Avistan on various sanctioned missions. She has also heard reports that one of her mercenaries might have faced off against people matching the PCs' descriptions in Absalom, but she hasn't authorized any actions in Absalom. She hopes the PCs can shed some light on their encounter. If the PCs describe devils fighting alongside the mercenaries, or describe Vharnev the

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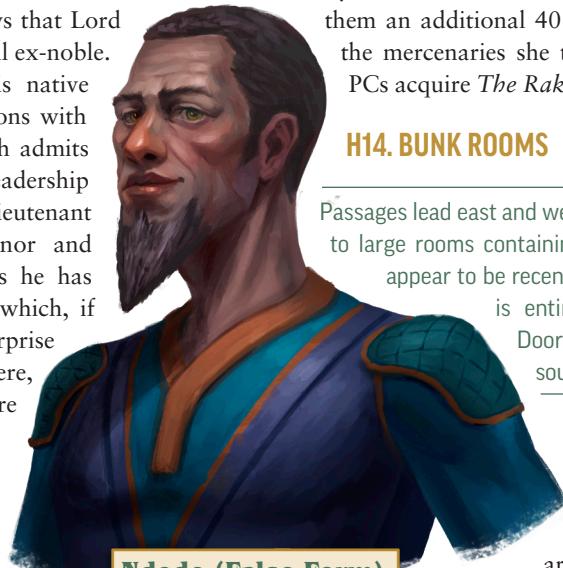
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Butcher specifically (who Arodeth knows does Lord Drustan's dirty work), she realizes that Drustan has been pursuing his own unsanctioned goals. This plainly makes her angry, as the organization is only hanging by a thread already, and rogue actions impair the group's survivability.

Lord Drustan: Arodeth knows that Lord Drustan is an angry and vengeful ex-noble. Although he has eschewed his native Cheliax, he maintains connections with several powerful devils. Arodeth admits that his undeniable might and leadership ability made him a valuable lieutenant despite his unpleasant demeanor and unsavory associations. It seems he has been pursuing his own goals, which, if she's being honest, doesn't surprise Arodeth much. Drustan isn't here, and Arodeth doesn't know where he is. The last she remembers, Drustan talked about some "like-minded seekers" who were looking for parts of some extraordinarily powerful artifact. Arodeth hasn't yet realized that this artifact refers to the *Deck of Destiny*; the characters can probably make this connection for her. If she realizes it, she opines that Lord Drustan is probably interested in securing the cards that have recently been found near the Storval Stairs. Arodeth is right; she warns the PCs that she expects Drustan to return from his travels at any moment—see "Drustan's Return" on page 66 for more details. At this point, she'll propose an alliance with the PCs. If they help her to confront Drustan, she'll give them *The Rakshasa* as payment. (Note that, if he hasn't already, this is the point at which Raflin accuses Arodeth of betrayal, as detailed on page 61.)

The Storval Stairs: Convincing Arodeth to give up her efforts to control the Storval Stairs is more difficult since she feels it's necessary for her mercenary company's survival and is intrigued by the site's mysteries. Even if she knows the PCs have defeated some of her mercenaries, she has reinforcements she can call in from across the Inner Sea. Despite her willingness to speak to the PCs, her initial attitude is indifferent. She can be convinced to seek other opportunities for the Band of Blades if the PCs can successfully Request this with a successful DC 37 Diplomacy check or if the PCs Coerce her into abandoning the site with a successful DC 35 Intimidation check. If the PCs Coerce her, she leaves at once with any remaining mercenaries, and the PCs must deal with Drustan on their own. If the



Ndede (False Form)

PCs exposed Ndede's true nature, though, she'll decide to abandon the Storval Stairs on her own once the confrontation with Drustan resolves.

XP Award: If the PCs negotiate with Arodeth, award them 60 XP, as though they'd defeated her in combat. If they convince her to leave the Storval Stairs, award them an additional 40 XP as well as XP for all the mercenaries she takes with her. When the PCs acquire *The Rakshasa*, award them 60 XP.

H14. BUNK ROOMS

LOW 13

Passages lead east and west from this central corridor to large rooms containing several bunks. The beds appear to be recently slept-in. The central area is entirely empty of furnishings. Doors exit to the north and the south of the chamber.

Sleeping pallets crowd the areas to the east and west; the confines are cramped, but the pallets are thick and comfortable.

A few personal goods and changes of clothes are neatly packed into satchels and traveling chests among the pallets, but none contain anything of value.

Creatures: The Band of Blades use the east and west portions of this room as barracks. During daylight hours, only four Band of Blades mercenaries (named Calth, Enavi, Jex, and Sarough) are found here, dozing or otherwise relaxing. At night, these four mercenaries take up position at area H1 while the other mercenaries encountered throughout the complex return here to rest, making for a total of 12 mercenaries and two magi resting here. While resting, the mercenaries take a -4 penalty to initiative rolls to represent their grogginess. While a fight against a dozen mercenaries and a pair of magi all at once is technically an Extreme encounter, if the PCs surprise the mercenaries while they sleep, you should keep in mind that many of them won't be wearing armor—feel free to break the groups into more manageable encounters as you see fit, with the first one representing mercenaries who haven't yet undressed for bed and the second composed of those who join the fight after taking some time to wake up and don armor.

BLADE MAGI (0 OR 2)

Page 60

Initiative Perception +18

CREATURE 11

BLADE MERCENARIES (4 OR 12)**CREATURE 9**

Page 52

Initiative Perception +15**H15. STOLEN TREASURES**

The central chamber rises fifty feet to a cathedral ceiling. Three doorways provide exits from the room—one to the south and the others to the east and west. The door to the east is slightly ajar. The once-grand carvings decorating the walls of this room are blackened with thick layers of soot, and the worked stone tiles of the floor are chipped and covered with various carts, boxes, and barrels. All sorts of other loose trade goods lie haphazardly on the floor.



This is where the Band of Blades keeps the tolls and trade goods they extort from travelers. The containers are filled with things that the mercenaries think they might be able to use, such as whetstones or spare armor, but mostly goods they believe they can later sell. Any coins they take are stored here until the band's accountant, Ndede, gets around to tallying them storing the currency in a chest he keeps in his room. The mercenaries have a rule by mutual agreement that none of them can enter this room alone, so no one can be accused of stealing from the hoard.

Any significant sound in this chamber is likely to draw Ndede's attention from area **H16**; if he comes to investigate, he opens the door and, with surprising politeness, asks the PCs what they think they're doing. The PCs' encounter with Ndede is described in area **H16**, but he doesn't mind having it here.

Treasure: The mercenary company's treasure includes a *greater explosive arrow*, a neatly-packaged satchel containing all the components for a bleeding spines snare, four bolts of fine cloth worth 120 gp each, an ornate stool made of ebony and jasper worth 220 gp, nine boxes of gilt parchment worth 90 gp per box, and (spread through dozens of small pouches and containers) 458 gp and 3,390 sp. In addition, there's about 50 gp of miscellaneous trade goods and gear scattered throughout the area, but transporting all of this relatively mundane gear out of the room might not be worth the effort to the PCs.

Some of the chests filled with straw or paper also contain vials of alchemist's fire; there are two greater alchemist's fire and six moderate alchemist's fire. A character who finds these vials and succeeds at a DC 30 Crafting check realizes that they aren't part of the goods originally packed here but have been added later in a way that makes immolating the entire pile suspiciously easy.

H16. NDEDÉ'S ROOM**MODERATE 13**

This stone chamber has been converted into a bedroom, although the heap of blankets sprawled at the far end of the room looks more like a nest than a bed. A mismatched writing desk and dresser stand on opposite sides of the doorway. The desk contains a variety of alchemical substances. A faint, unpleasant stink fills the air.

The bed, not the alchemical supplies, is the source of the stink, as Ndede likes to rest in his natural form, and the blankets have soaked up his stench aura. A PC can identify this lingering smell as evidence of some natural defense of a powerful creature with

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a successful DC 36 Society or Perception check; a critical success reveals the smell is that of a popobawa.

Creatures: No one in the Band of Blades knows Ndede's secret—that he's a popobawa and not a talented human merchant—although Arodeth has begun to suspect that the accountant is hiding something. He's certainly the newest member of the Band of Blades, having been hired by Arodeth not long after she hit upon the idea of traveling to Varisia to charge tolls on the Storval Stairs.

Ndede prefers to spend time in this room, tinkering with his alchemical experiments and making adjustments to his complex plans to further demoralize Arodeth and the Band of Blades. His latest plots involve magical manipulation of her favorite apprentice, Raflin, and an end-game plan to destroy the mercenaries' hoard in a dramatic, demoralizing conflagration.

Ndede's first instinct upon encountering the PCs is to worm his way into their confidence and turn them against each other. He asks pleasantly what brought them here and expresses his hope that the other mercenaries aren't being "too much of a bother." He explains that he's the accountant for the Band of Blades and that his task is sorting and itemizing the treasures in the adjacent room, sighing as though he finds the task onerous and unpleasant. He asks why the PCs have come to the Storval Stairs; they don't seem like mere travelers to him.

If the PCs express a desire for the mercenaries to leave, Ndede chuckles and says that decision is up to their leader, Arodeth, and not him. If the PCs express interest in harrow cards, Ndede produces *The Liar* from a stack of notes on his work desk, shows it to the characters, and then makes a grand show of handing it to the PC who has done the least amount of talking or who seems least trusted by the others. He says, "I think we both know why *you* are the one who should be holding this particular card."

Ndede doesn't intend to let the PCs leave the Storval Stairs alive, but he doesn't mind if they leave him with an intent to go elsewhere in the area, such as to talk to Arodeth or to seek out other cards. In this case, he does what he can to monitor them with *clairaudience* and *clairvoyance*, working to secretly stoke any dissent within the group (such as by using Hallucinatory Haunting to engineer suspicious activities).

Once Ndede feels that he has pushed the PCs enough, or if he becomes worried they'll expose his true plans to the Band of Blades, he shifts to his true form and ambushes them. Ndede is a powerful foe, so be careful when combining his ambush with other encounters in the area—it's best if he jumps the PCs

between other fights rather than immediately after a battle. Ndede gives up and flees the Storval Stairs if reduced to fewer than 30 Hit Points.

NDEDE

CREATURE 15

Male popobawa (*Pathfinder Bestiary 3* 206)

Initiative Perception +25

Skills Ndede has Crafting +24 instead of a Lore skill.

Occult Innate Spells Ndede has already used his *dominate* spell today to maintain his control of Arodeth's bodyguard, Raflin.

Treasure: The alchemical equipment includes a vial of purple worm venom, a major antidote, and a major acid flask among a collection of unused supplies and reagents. In all, these supplies are worth 250 gp for the purposes of crafting alchemical items.

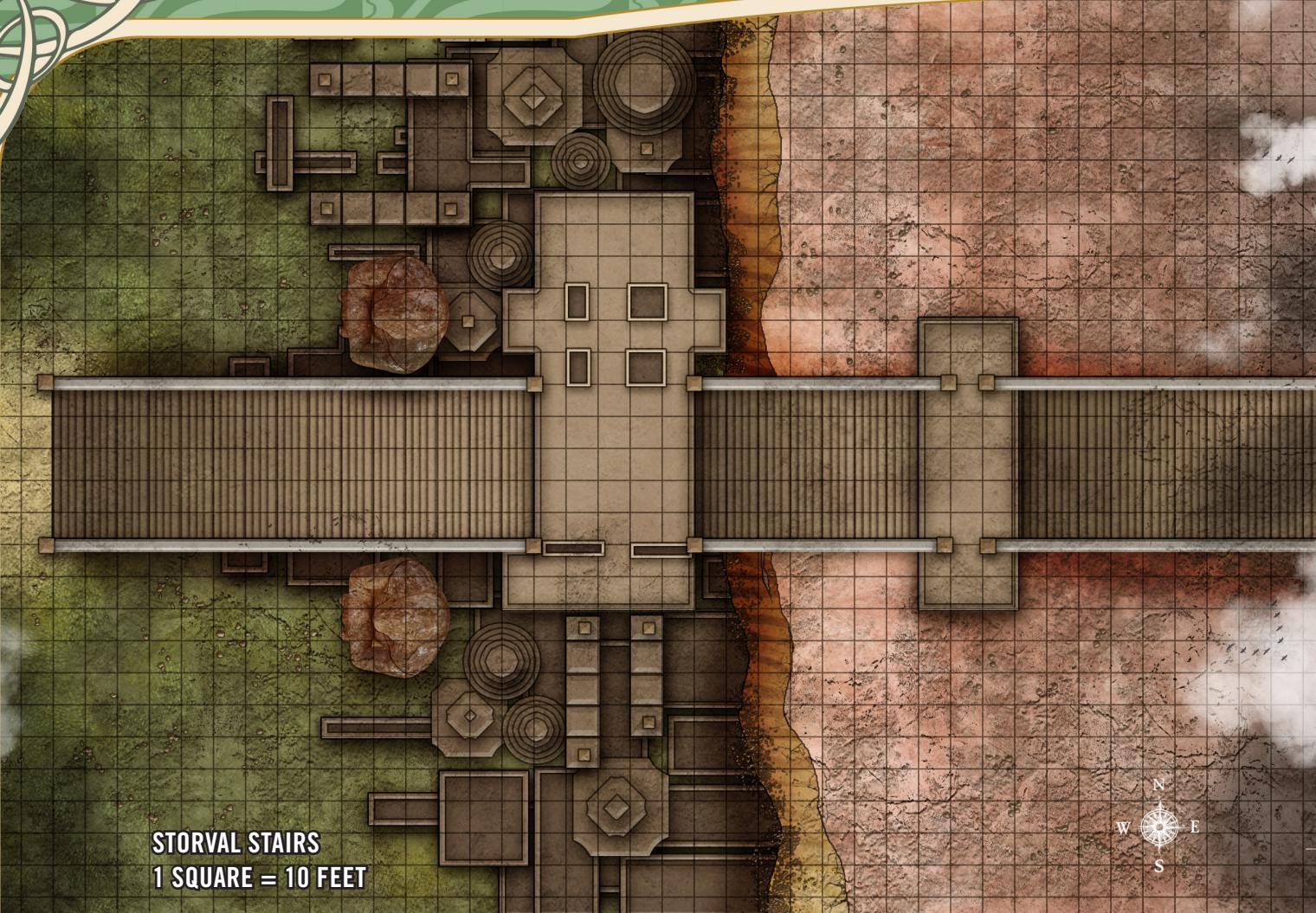
An obvious incongruity among the alchemical equipment is a single harrow card: *The Liar*, which showed up among Ndede's supplies. He doesn't know much history of the harrow and is at a loss for what its appearance means. He knows Arodeth is likely to find more significance in it, so he informed her that he has a card but not which one (even someone as unschooled in the harrow as Ndede realizes that a card called "the Liar" doesn't say good things about him). He hasn't bothered to invest the card and is more interested in using it to sow discord than using it himself.

XP Award: Award the PCs 60 XP for recovering *The Liar*.

H17. ARODETH'S CHAMBER

This room contains a comfortable looking bedroll and several open chests filled with clothes and books. The room appears to be lived in recently.

This is Arodeth's private room, although she's almost never here because of the research she's undertaking in the records room (area H13). The clothes belong to her, and the books are all treatises on Aroden and prophecies—Arodeth knows these books are all useless to her now, but she has carried the volumes for decades and can't bear to part with them now. Anyone who succeeds at a DC 30 Occultism, Society, or relevant Lore check (such as Aroden Lore or Prophecy Lore) understands the rough outlines of Arodeth's background: that she spent a great deal of time striving to make prophecies across the world come true with the goal of bringing about Aroden's return in 4714 AR, only to give up once that date passed and no return occurred.



Treasure: One of the chests contains a *greater clandestine cloak* that Arodeth uses for trips to urban locales but prefers not to wear here at the Storval Stairs due to its plain, unflattering appearance. At your discretion, if she suspects that someone like the PCs might be spying on her, she'll wear this magic item instead.

Drustan's Return

When the Unmatched's attempt to steal the *Deck of Destiny* backfired and the cards were scattered, the three villains fled the furious norns to regroup. While the other two members (Raven and the Prince of Wolves) went their own ways to seek the missing cards, Lord Drustan chose to return to the Band of Blades, hoping to use his mercenary allies to acquire the cards for himself. Upon learning that three of the cards had actually come into the possession of those allies, Drustan was convinced that his plan was destined for success. He immediately set out to follow up on a lead for *The Mountain Man*, telling Arodeth that he was hoping to recruit more like-minded giants to the Band of Blades. As he did, he also secretly ordered a Band of

Blades agent back in Absalom to chase down cards he suspected were located there.

Drustan's explanation never quite sat well with Arodeth, and if she learns more of what he has been up to, such knowledge confirms her worries. The timing of when Drustan returns to the Storval Stairs is left to you to stage, but it should occur not long after the PCs either secure all three cards or after they've arranged an alliance with Arodeth once she promises them *The Rakshasa*.

If the PCs discover the crystal ball in area H8, they might think to have Arodeth use it to attempt to scry Drustan. If they do so, and the attempt is successful, have them see that Drustan is drawing near to the Storval Stairs, approaching from the west. They might be able to learn a bit in advance about the diabolic aid he has with him, but at the very least, the ability to plan ahead should grant the PCs and any of their allies a +2 item bonus to their initiative roll when they start the first fight.

Quick-thinking PCs might even consider recruiting the Shoanti scouts to the battle as well, although against foes as powerful as Drustan, they aren't

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likely to be much help in combat. Instead, consider having the Shoanti allies face off against other foes in the background while the PCs focus their efforts on Drustan himself.

DRUSTAN ATTACKS

Creatures: Always one for a dramatic entrance, when Lord Drustan returns from his successful mission to claim *The Mountain Man*, he approaches on horseback from the west at the base of the Storval Stairs, accompanied by a small band of loyal soldiers and a pair of executioner devils. He's unlikely to expect the PCs, and as such, he confidently approaches the stairs, intending to ride up to area **H2** to meet with Arodeth. As he does so, he calls out a brazen challenge to her, demanding she come

speak to him in an arrogant tone. He hopes to use his allies to take both command of the mercenaries and *The Rakshasa* from her. If Arodeth is allied with the PCs, she encourages them to attack first, or even to set up an ambush—the *Runelord's Glare* at areas **H4** or **H5** would provide an excellent advantage if the PCs have learned about them.

Lord Drustan is a sneering bully who likes hearing himself talk; if the PCs engage him in conversation, his threats get more imperious and long-winded. He won't fall for any ruse for long and truly believes that the *Deck of Destiny* by rights should be his. The artifact's potential to control fate suits his domineering nature. He might even taunt the PCs by saying something like the following:

"Here's a secret about those cards you've collected for me ever since you made such a nuisance of yourself in Absalom. You can't hold them if you're dead. So you can either try to keep them, and die, or you can give them to the Unmatched, and die."

Try to have Drustan name-drop the Unmatched at least once during this fight, so that the PCs have a name to focus on as the next adventure starts. In any event, once combat begins, Drustan dismounts and focuses his initial attacks on Arodeth if she's present, or any PC that he realizes carries cards from the *Deck of Destiny* if not. He has no interest in taking prisoners and orders his minions to show no mercy. His soldiers use arrow volleys on foes at first but can charge up the stairs (treating them as difficult terrain) if needed. The munagola devils take to the air to fire upon foes

SEVERE 13



Drustan

with their bows—if PCs are stationed in either of the Karzoug statues, the devils swoop up there first to take them out. Drustan and his allies fight to the death.

DRUSTAN

Page 92

Initiative Perception +25

CREATURE 14

MUNAGOLA DEVILS (2)

CREATURE 11

Pathfinder Bestiary 3 66

Initiative Perception +24

CAVALRY TROOPS (2)

CREATURE 9

Elite Hellknight cavalry brigade

(*Pathfinder Bestiary 3* 6, 44)

Initiative Perception +18

XP Award: Award the PCs 60 XP for each card from the *Deck of Destiny* they recover from Drustan.

Concluding the Adventure

There are a total of 18 cards from the *Deck of Destiny* available for the PCs to discover in this adventure. Once they defeat Drustan, the adventure is over. Any cards that the PCs missed can either be added to encounters in the next adventure as you see fit, or you can have them end up in the hands of Raven herself, which means that the PCs will need to wait until the third adventure to get a chance to claim them.

Arodeth's fate, if she survives, is up to the PCs. If the PCs showed her understanding and kindness, the experience might even bring about a change of heart and result in her alignment shifting to lawful neutral—what role Arodeth might play for the remainder of Stolen Fate is left to you and the PCs to determine.

If they took part in the fight, the Shoanti scouts should mostly survive intact if the PCs won the battle. In any event, they're quick to retake control of the Storval Stairs once more. If the PCs show them how to use the *Runelord's Glare*, they look uneasily at each other, as if unsure about using such a powerful weapon from a sinister fallen empire. They resolve to take it up with the leaders of their Quah, but whether or not they ultimately embrace this ancient weapon is left for you to decide.

For now, the PCs have an opportunity to rest, learn about their new cards, and explore more opportunities in the Harrow Court. The six arches remain clouded, but they won't stay that way for long. Danger will find the PCs soon enough when the Prince of Wolves comes to call in "The Destiny War."



The Harrow Court

The Harrowing Three may have created the *Deck of Destiny*, but their focus on using it to set the future in stone distracted them from understanding the true scope of their accomplishment. By infusing each of the deck's 54 cards with raw quintessence scraped from all corners of the Great Beyond, they had unwittingly planted the seeds that would eventually grow into the demiplane known as the Harrow Court.

It wasn't until the cards of the deck were scattered and became individual artifacts that the potential for the Harrow Court became possible. The more each card of the *Deck of Destiny* ached to return to the fold, the more the quintessence within them began to build power. When one card from each of the deck's six suits were reunited, that power reached a mystical critical mass, resulting in the spontaneous creation of the Harrow Court—an event realized, at first, only by a precious few: the PCs themselves.

In this Adventure Path, the Harrow Court serves as a home base for the PCs. Once they trigger the demiplane's creation, they'll continue to unlock expansions to the realm as they discover cards and "add" them to the Court, incarnating the card into the demiplane to alter its reality. While there's an implied order to the elements added to the demiplane (reflecting the order in which the cards are discovered during the adventure), which cards and what order they're brought to the Harrow Court is left entirely in the PCs' hands.

Into the Court

The easiest way to enter the Harrow Court is to use the Enter Harrow Court activity—indeed, this is the only way to enter the demiplane the first time, for the PCs' arrival in the Harrow Court actually finalizes the creation of the demiplane. The act of investing a card from the *Deck of Destiny* and then bringing that card into the Harrow Court automatically activates that card's incarnation effect on the demiplane as well (see Epitomes on page 73). After this initial investiture, that incarnation effect persists even if the card doesn't remain invested over the course of the adventure.

Before one can use the Enter the Harrow Court activity, six cards—one from each suit—must be brought together. In "The Choosing," this event occurs automatically at the start of the adventure's second chapter. At this point, only the PCs can use a card from the *Deck of Destiny* to Enter the Harrow Court, as the demiplane's formation is inexorably linked to their souls and fates. This gives the PCs an advantage for a time—until the start of the second adventure in the Adventure Path, "The Destiny War," when their enemies discover there are other methods to gain entry into the Harrow Court.

ENTER THE HARROW COURT

CONCENTRATION CONJURATION EXPLORATION MANIPULATION OCCULT TELEPORTATION

You concentrate on a card from the *Deck of Destiny* that you have invested, focusing on it as if you were looking through a window rather than at a piece of artwork. After 1 minute, a stationary portal appears in the air in front of you, its edges resembling the quick riffling of a thick deck of cards. You and any other creatures you designate can pass through this portal to enter the Harrow Court, arriving in a fortress at the center of the demiplane known as the Harrowheart. (As you continue to epitomize more cards within the Harrow Court, you unlock new areas into which you can potentially arrive as well—but in this adventure, that ability won't yet be granted.) Once created, the portal persists for up to 1 minute or until you take an action with the envision trait to close the portal.

A character in the Harrow Court can use this activity to open a portal out of the demiplane, but this portal always leads to the same point in the multiverse they were at when they previously entered the Harrow Court (unless certain cards have been epitomized to allow more options).

HARROW COURT FEATURES

Once the Harrow Court has been created, it's possible for anyone to travel to the Harrow Court using spells such as *plane shift* or *gate*, but the newness of the plane and its obscurity means such methods are difficult. Traveling via *plane shift*, for example, requires the use of a tuning fork attuned to the Harrow Court. If

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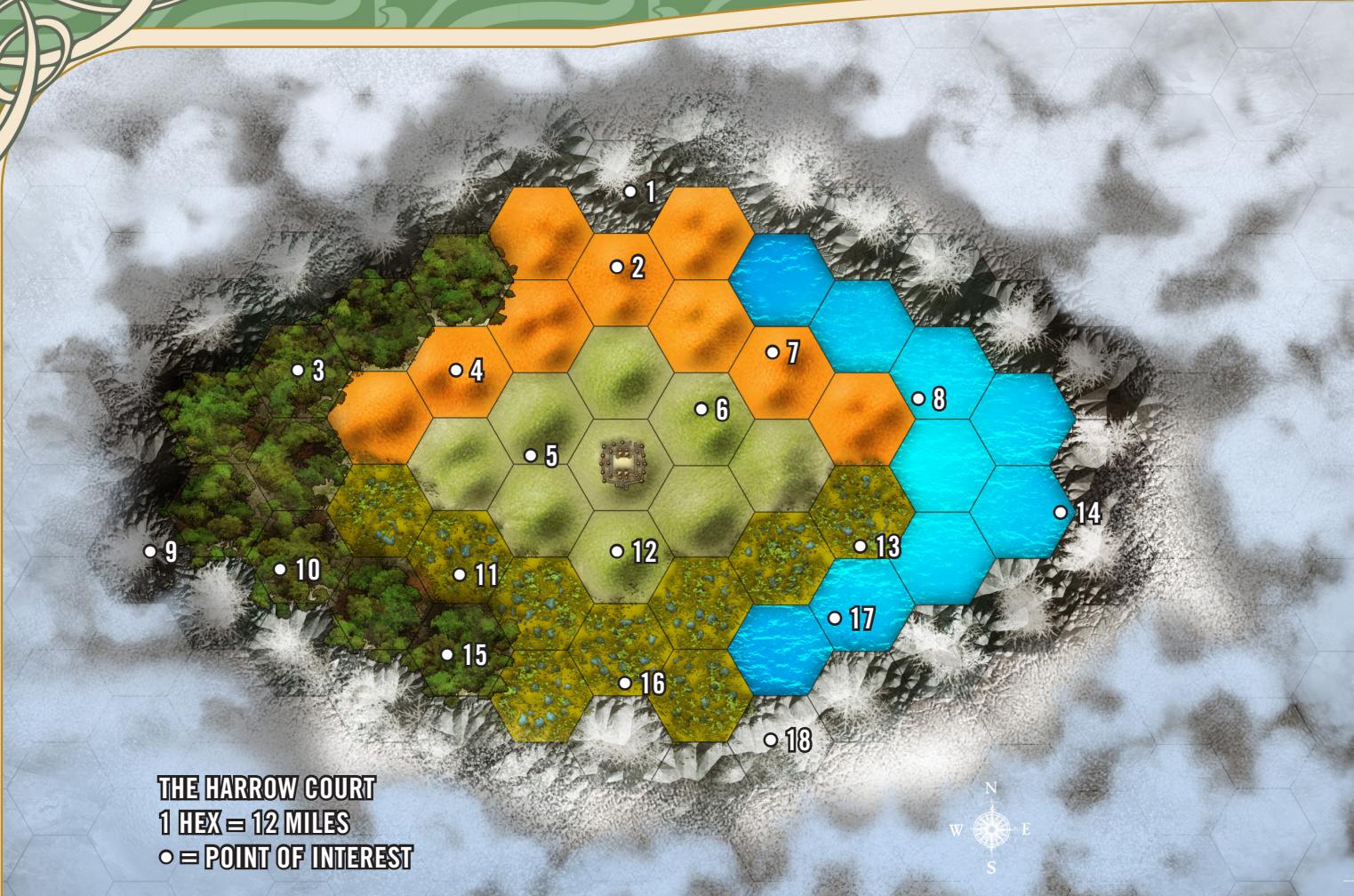
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**THE HARROW COURT**

1 HEX = 12 MILES

○ = POINT OF INTEREST

The Avalanche:**The Bear:****The Beating:****The Betrayal:****The Big Sky:****The Brass Dwarf:****The Carnival:****The Courtesan:****The Cricket:****The Crows:****The Cyclone:****The Dance:****The Demon's Lantern:****The Desert:****The Eclipse:****The Empty Throne:****The Fiend:****The Fool:****The Forge:****The Hidden Truth:****The Inquisitor:****The Joke:****The Juggler:****The Keep:****The Liar:****The Locksmith:****The Lost:****The Marriage:****The Midwife:****The Mountain Man:****The Owl:****The Paladin:****The Peacock:****The Publican:****The Queen Mother:****The Rabbit Prince:****The Rakshasa:****The Sickness:****The Silent Hag:****The Snakebite:****The Survivor:****The Tangled Briar:****The Teamster:****The Theater:****The Trader:****The Trumpet:****The Twin:****The Tyrant:****The Unicorn:****The Uprising:****The Vision:****The Wanderer:****The Waxworks:****The Winged Serpent:**

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the PCs wish to create such a tuning fork, they must succeed at a DC 30 Crafting check and expend 200 gp in raw materials. The check must be made while in the Harrow Court, after which the newly created focus can function for the casting of any *plane shift* spell to travel to the demiplane. Other methods to enter the Harrow Court exist—some of which the PCs may discover (or endure) as the Stolen Fate Adventure Path progresses (these methods are presented in the adventure text as they occur).

Once a character arrives in the Harrow Court, exit from the demiplane is possible via six portals found within Harrowheart or via plane traveling spells like *plane shift*. A character who arrives in the demiplane by using the Enter the Harrow Court activity can use that same activity to open a portal back to their initial point of entrance from the Material Plane. Certain card epitomes can provide additional options to exit the Harrow Court via this method, but until those cards are epitomized, using the Enter the Harrow Court activity only returns the traveler to their original point of departure from the previous plane.

THE HARROW COURT

PLANE

N FINITE

Category Demiplane

Divinities none

Native Inhabitants simulacra

The Harrow Court appears as an idyllic region that could have been plucked from the heart of Avistan. At the demiplane's center, a fortress known as Harrowheart sits atop a hill, which is in turn surrounded by a village and farmlands. To the north, the farmlands give way to barren deserts, while to the south they decline into a swamp. A vast lake lies to the east, and a dense forest grows in the west, while all around, towering mountains surround the realm, giving it the appearance of being nestled in a single vast valley. The sun rises in the east every morning at 6:00 AM and sets in the west every evening at 6:00 PM, splitting time into equal periods of twelve hour days and nights. The sky above appears normal (complete with moon and stars at night) but has an impassible barrier—the edge of the demiplane—at an altitude of 3 miles.

There are no dangerous monsters native to the demiplane. Certain downtime activities the PCs unlock might allow for the manifestation of more dangerous creatures, but these manifestations exist only in the context of the downtime activity itself. Until enemies invade the Harrow Court in “The Destiny War,” Encounter Mode isn’t utilized to resolve situations within this demiplane.

The PCs are the only truly living things within the Harrow Court, but they’re not alone. People and animals populate the fortress, surrounding village, and modest

farmhouses that dot the countryside, representing what appears to be a perfectly ordinary mix of both young and old from numerous common ancestries. Beyond the farmlands, simulacra of all kinds of wild animals populate the wilderness, yet they do not encroach upon the heartland of the demiplane. When the PCs first arrive in the Harrow Court, it is sparsely populated, but as they continue to expand the realm, its population grows as well.

These people and creatures are created by the *Deck of Destiny*, but they’re not truly “alive.” Instead, they’re more akin to simulacra. They possess full memories, relationships, and interests that seem legitimate—these citizens of the Harrow Court believe that they have always lived here and have memories that include lineages and traditions, yet they’re not actual living creatures. In a way, the people of the Harrow Court offer the PCs a preview of what reality might be like if the Harrowed Three were to succeed in their goal—a world where everyone believes they have free will but are little more than props on a stage. All of these simulacra, be they citizens or wild animals, appear to live and even die as normal, but with each new sunrise in the Harrow Court, dead bodies fade and those simulacra wake as normal with no memory of their previous death as they continue to play out their constant but repeating role within the demiplane.

Once created, the Harrow Court and its simulacra persist, regardless of the fates of the PCs who epitomized their elements. If the *Deck of Destiny* is destroyed, the Harrow Court ceases to be as well; in this event, creatures visiting the Harrow Court are cast back to a location on their home plane that has some sort of nostalgic tie to their past, while any objects left behind are either destroyed or scattered across the Great Beyond.

EXPLORING THE HARROW COURT

The PCs can explore the demiplane as they wish, and can even make use of the demiplane as a place to rest, recover, and pursue Downtime activities. The map of Harrowheart provided here can be used to calculate travel times as needed when PCs pursue activities, particularly those tied to specific points of interest.

Harrowheart

Harrowheart is a sprawling complex featuring dozens of rooms—more than enough of each type to suffice for the PCs. No map of Harrowheart is provided. A PC can travel to any room in the castle within a few minutes. Feel free to create a map of the castle if you wish or allow your PCs to design one—but keep in mind that in the second adventure, “The Destiny War,” an assault on the Harrow Court takes place, and some sample maps of locations in Harrowheart are provided to resolve combats in that adventure.

EPITOMES BEYOND

The simulacrum-like natives of the Harrow Court, along with all of the materials and objects found within the demiplane, cannot exist beyond this realm. A simulacrum who leaves or is brought out of the Harrow Court immediately vanishes only to appear again in the Court with no memories of their failed attempt to leave. Likewise, objects and materials gathered in the Harrow Court vanish and return to their starting location if a character attempts to carry them off-plane. A player character who wishes to take advantage of the opportunities for crafting on the Harrow Court must supply their own raw materials brought in from any other plane for anything they build while in the court. Note that certain epitomes can introduce exceptions to these limitations, however.

With the exception of the Grand Hall (of which there is always only one in Harrowheart), the total number of each of the following types of rooms is always equal to the number of PCs in the party. If this number changes as the campaign progresses, Harrowheart's layout changes as well when no one is looking. As the PCs grow the court by incarnating more cards, each of the rooms is increasingly attended by droves of simulacra servants ranging from cooks to valets and more, all eager and ready to ensure the player characters' visits to Harrowheart are as comfortable as possible.

Bedrooms: These chambers are a perfect place to rest and relax. They can be outfitted as recovery rooms as well, to provide places for long-term rest or other medical care as needed.

Dining Halls: These chambers range from sprawling rooms capable of hosting galas to intimate nooks for single dining. Meals provided by cooks in adjoining kitchens are filling but not overly flavorful. While the materials used to cook these meals vanish like all other materials if taken from Harrowheart, the sustenance they provide is real—a character who eats and drinks in one of the castle's dining halls remains full and sated, even if they immediately leave the demiplane after finishing their meal.

Grand Hall: The grand hall occupies the center of Harrowheart. This is where the PCs arrive when they use the Enter the Harrow Court activity. Several doors provide access to other parts of the castle, but the most significant features of the grand hall are the six looming alcoves along its northern wall. The six arches over the entrances to these alcoves are adorned

with imagery associated with the six suits of the Harrow—hammers, keys, shields, tomes, stars, and crowns. These archways can be activated as portals to travel to points across Golarion where cards from the *Deck of Destiny* lie in wait—see Part 2 of this adventure for more details.

Training Rooms: The first time a training room is entered, it's empty, featuring only a single meditation mat lying on the center of the floor. A character who spends a minute meditating on the mat can adjust the room's contents to be a shrine, laboratory, library, dojo, garden, sparring hall, or any similar room that matches the themes of their class. The room thereafter can be used by any character of that class for the Retraining downtime activity. A character can adjust the room's contents to support a different class by meditating at the center of the room—provided the room isn't already in use.

Workshops: Harrowheart's workshops feature numerous tools and resources for creating a wide range of items, including magical items. The tools located in each workshop are of high quality and grant a +1 item bonus to any Crafting check made within. Raw materials must be provided by the crafter, of course, as no materials found within Harrowheart can exist outside the demiplane.

The Realm

Harrowheart is situated on a hill at the very center of the Harrow Court, surrounded by a small village in turn surrounded by farmlands and pastures. It's in this village that the simulacra who play the role of servants in Harrowheart "live," and all the food and drink served in Harrowheart's dining halls come from the surrounding farmlands. Beyond these fertile plains lie scorching deserts, trackless swamps, a deep lake, and a sprawling forest. Surrounding them all is a range of looming mountains.

The PCs are free to explore as they see fit, and as they epitomize more cards, the options and activities they can pursue in these terrains increases, but until those options are epitomized, there's not much more to do in the wilds surrounding Harrowheart other than sightsee.

In order to pursue activities in these outlying terrains, a PC must travel to the required terrain. Resolve travel using Exploration Mode, and use the map of the Harrow Court on page 70 to calculate time spent traveling. Sometimes, a PC may find themselves having to spend the night outside Harrowheart's comforts. In these instances, the character must use Survival to Subsist. (As with the dining rooms, sustenance gathered while Subsisting is filling, even while the

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food itself cannot exist outside of the demiplane.) Each terrain entry below notes additional features a PC faces when traversing the terrain. The DC listed in parentheses after the terrain's name indicates the Survival DC to Subsist in that terrain.

Desert (DC 30): The desert is difficult terrain. Daytime temperatures are severe heat, while nighttime temperatures are mild cold.

Farmland (DC 10): Temperatures in the farmland are normal during day and night.

Forest (DC 25): The forest is difficult terrain. Temperatures are normal during day and night.

Lake (DC 25): Small boats and rafts are commonplace along the lake's shores. There's always an available watercraft within no more than a ten-minute walk along the water's edge. Temperatures here are normal during the day and mild cold at night.

Mountain (DC 35): The mountains are greater difficult terrain. Temperatures here are mild cold during the day and severe cold at night.

Swamp (DC 25): The swamp is greater difficult terrain. Temperatures here are mild heat during the day and normal at night.

Points of Interest

In each of the six terrains lie three points of interest; these are locations where certain epitomes manifest their associated activities. When the PCs epitomize such a card, they get to choose what point of interest in the appropriate terrain hosts that activity. Once this location is selected, it cannot be changed.

All points of interest are numbered, allowing you to track which ones are assigned to particular epitomes.

Epitomes

The defining characteristic of the Harrow Court are its epitomes—one for each card in the *Deck of Destiny*. Each of these epitomes helps to expand the demiplane by adding new opportunities to the realm. While the PCs themselves may experience the wonder and surprise at each new addition to the demiplane, the simulacra of the Harrow Court remember the new additions as if they had always been there, their memories updating and society adjusting as needed to incorporate the changes seamlessly.

ACTIVATING AN EPITOME

A card's epitome activates immediately as soon as it arrives within the Harrow Court, as long as the card itself is invested. Likewise, if a PC invests a card while within the Harrow Court, its epitome activates automatically.

TRACKING EPITOMES

As the PCs epitomize more cards, you'll need to track which epitomes manifest in the Harrow Court. One way to do this is to devote a Harrow deck to this task—when a card is epitomized, move it into a separate stack or collection from the rest of the cards. You can also use the map on page 70 of this volume, which includes spaces for the PCs to track this information as they build the realm up with additional epitomes.

Once a card's epitome activates, the player characters immediately become aware of those effects, regardless of where in the Harrow Court the epitome manifests. An epitome remains active forever (or at least, until the Harrow Court's destruction)—there's no way to reverse an epitome once it takes place, although at the GM's discretion, an effect like a *wish* can reverse a single epitome of the caster's choice.

Specific effects for each card's epitome are detailed in the Adventure Toolbox beginning on page 75. Epitome effects for cards discovered in the next two adventures will appear in Adventure Toolboxes for those adventures.





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The harrow deck plays a prominent role in Stolen Fate, and you can incorporate an actual deck of harrow cards into your game to enhance your game play. While not required, a deck of harrow cards can not only add to the verisimilitude of your game, but provide players with a tactile reminder of the additional magic items at their characters' disposal by allowing them to keep a “hand” of invested cards from the *Deck of Destiny*.

The Deck of Destiny

When all 54 cards of the *Deck of Destiny* are gathered together, the deck gains additional powers and features. At the beginning of Stolen Fate, the cards have all been scattered. Details on the complete artifact’s powers as a whole can be found in the third volume of Stolen Fate, *Pathfinder Adventure Path #192: The Worst of All Worlds*. Each individual card from the *Deck of Destiny* is itself an artifact, and as the PCs gather them together, they’ll collect a growing number of resources that allow them to build their own “hand” of additional powers to aid them in their quest.

Each card from the *Deck of Destiny* is a 20th-level artifact that grants a passive boon and an activated ability. There’s no need to Identify Magic once a character holds one of these cards in their hand—the function of the card is imparted automatically to a character as soon as a card is touched (although its epitome effect can only be discovered by being in the Harrow Court while the card is invested). Once invested, a card need only be carried on the PC’s person to function or to grant them its activated ability, whether they hold the card in hand, carry it in a pouch, or tuck it into a boot, belt, or hatband.

A PC can have up to five cards from the *Deck of Destiny* at any one time, but regardless of how many cards they invest, the cards collectively count only as a single item. In effect, one to five cards comprise a single invested “hand” that grants numerous effects. In this way, as the PCs discover more and more cards, they can customize their hand as needed, swapping cards out each time they Invest an Item.

As detailed earlier in this adventure, the cards of the *Deck of Destiny* have an additional ability,

one that only manifests once a card from each suit come into the party’s possession—the creation of the Harrow Court. This demiplane is detailed further in “The Harrow Court” article that begins on page 68 of this volume.

DECK OF DESTINY CARDS

The following 18 cards from the *Deck of Destiny* are present in this adventure. This includes the cards the characters have in their possession at the start of the campaign, as described in the *Stolen Fate Player’s Guide* and the sidebar on page 7. Note that while each harrow card has an associated ability score and alignment, these qualities do not directly impact who can use the card.

Beyond its passive and active uses, each card has an epitome effect that describes what happens when that card is epitomized in the Harrow Court (page 73).

The individual cards of the *Deck of Destiny* cannot be destroyed, but a method for potentially destroying the entire deck is detailed in the third volume of Stolen Fate. Once the PCs discover individual cards, they’ll find that lost or stolen cards inexplicably return to their possession within an hour. Cards that a PC gives away willingly do not return—at your discretion, the PCs can rediscover these cards in the possessions of other NPCs during the Stolen Fate Adventure Path. At the very least, they should rejoin the other cards at this campaign’s climax, most likely in the possession of the PCs’ final foes.

THE BIG SKY

ITEM 20

UNIQUE ABJURATION ARTIFACT HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Hammer (Str); **Alignment** chaotic good

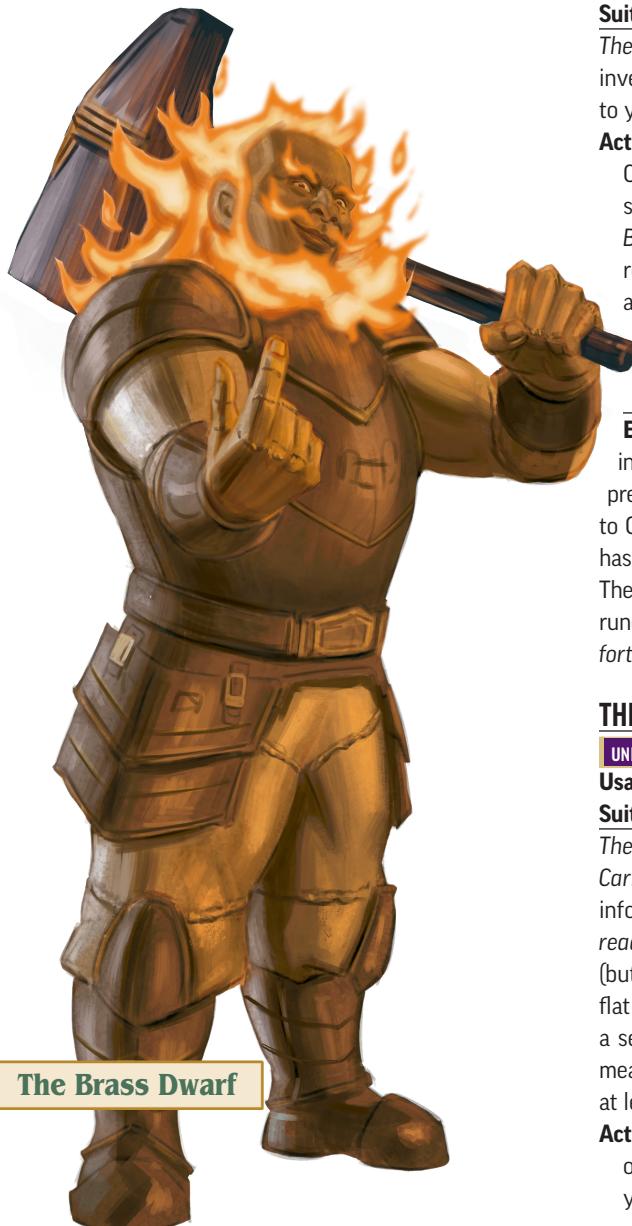
The Big Sky represents widespread change or liberation. As long as you have *The Big Sky* invested, you gain a +2 item bonus to Perception checks made while you are flying outside during the day and to any check made to Escape. The bonus increases to +3 if you are at least 17th level.

Activate ♦♦ envision; **Frequency** once per day; **Effect**

For 10 minutes, you and up to four creatures you touch ignore difficult terrain and effects that would give a

circumstance penalty to Speed. If you are at least 17th level, the targets also ignore greater difficult terrain.

Epitome When you epitomize *The Big Sky*, assign it to a point of interest in the Harrow Court's desert area. This marks the location of a sprawling expanse of sand that's been melted into a field of reflective glass that mirrors the sky above. The temperature here during the day is extreme heat—every 10 minutes, a creature in the region takes 2d6 fire damage. At night, the reverse holds true; the temperate here becomes extremely cold and inflicts 2d6 cold damage every 10 minutes. More astonishingly, this region has a supernatural ability to help a creature use their raw strength to break free from curses they're suffering from. Once per day, a character can spend an hour meditating here, enduring either the extreme heat



The Brass Dwarf

or cold, but at the end of that hour, the character can select one curse that they're currently afflicted by, then attempt an Athletics check against the curse's DC.

Critical Success The curse is counteracted.

Success The curse is counteracted as long as its level is equal to or less than the character's level.

Failure The curse is counteracted as long as its level is equal to or less than the character's level - 4.

Critical Failure The curse is not removed, and the character overextends themselves in the attempt, becoming enfeebled 3.

THE BRASS DWARF

ITEM 20

UNIQUE **ABJURATION** **ARTIFACT** **HARROW COURT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Shield (Con); **Alignment** lawful neutral

The Brass Dwarf represents invulnerability. When you invest *The Brass Dwarf*, you gain resistance to fire equal to your level.

Activate ♦ envision; **Frequency** once per hour; **Effect** Choose acid, cold, electricity, fire, mental, poison, or sonic. You can't choose the damage type for which *The Brass Dwarf* currently gives you resistance. You gain resistance to the damage you chose equal to your level, and you lose the prior resistance that *The Brass Dwarf* gave you. For 1 minute, you gain weakness equal to half your level to the damage type of the prior resistance.

Epitome A clockwork dwarf made of brass manifests in one of Harrowheart's workshops. The brass dwarf's presence and assistance increases the item bonus granted to Crafting checks in the workshop to +2. The brass dwarf has no name, but gracefully accepts any the PCs offer them. The brass dwarf knows the formulas for all *armor potency* runes, *resilient potency* runes, *energy-resistant* runes, and *fortification* runes—they can teach these formulas to the PCs.

THE CARNIVAL

ITEM 20

UNIQUE **ARTIFACT** **DIVINATION** **HARROW COURT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Star (Wis); **Alignment** chaotic neutral

The Carnival represents false dreams. When you have *The Carnival* invested, your flat check DCs to obtain reliable information from divination effects (such as *augury* or *read fate*, or the activation of this card) are reduced by 2 (but not to less than 2). Casting a divination effect with a flat check, whether or not the flat check succeeds, gives a series of subtly different visions that don't confuse the meaning but make you stupefied 1 for 1 round. If you're at least 17th level, the flat check is instead reduced by 3.

Activate ♦♦ (divination, prediction) envision; **Frequency** once per day; **Effect** You peer into the future and witness yourself walking through a colorful but vaguely sinister

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carnival, meeting a variety of strange people. One of these people looks more genuine than the others and resembles someone you're likely to meet for the first time in the next 24 hours (if anyone). This resemblance might be metaphorical, such a clown signifying someone who is silly or a stilt-walker representing someone who is tall. You also get a sense for whether this person can be trusted, should be distrusted, or neither, based on how they're most likely to interact with you and your allies. The GM decides who this new person might be, then rolls a secret DC 6 flat check. On a failure, the result is always "neither," making it hard to determine whether a "neither" result is accurate.

Epitome When you epitomize *The Carnival*, assign it to a point of interest in the Harrow Court's farmland area. This marks the location of a colorful, vibrant, and slightly off-putting fairground where festivals and celebrations are in constant swing. The simulacra who inhabit this carnival never leave and tend to subtly draw appearances and themes from potential foes the PC may face in their future. Once per week, a character can spend 8 hours at the fairground simply observing its participants—those who do can attempt a DC 28 Perception check.

Critical Success The PC observes some of the carnival performers and gains subtle clues as to the nature of a foe they will soon face. The GM chooses a specific, named enemy that the PCs are likely to face at some point in the current adventure they're playing. When the PC encounters that foe (as long as the foe isn't disguised), they automatically recognize them. At this point, the GM informs the PC that they recognize the foe from their visit to the carnival, and the PC learns information about the foe as if they had achieved a critical success in an attempt to Recall Knowledge against that target. Until the party encounters and defeats that foe, they cannot visit this carnival again to search for clues.

Success As success, but instead of granting insight into the nature of a specific foe, the GM chooses a generic monster that the PCs may soon face, selecting from standard monsters that might be encountered in the current adventure the PCs are playing. The information gained is equal to what the PC would have gained from a success by Recalling Knowledge about that monster.

Failure Apart from a vaguely unsettling feeling of being watched themselves, the PC learns nothing from their visit to the carnival.

Critical Failure Rather than noticing anything helpful, the PC emerges from their trip to the carnival with paranoid feelings of being watched by unseen eyes, and becomes stupefied 3.

THE EMPTY THRONE

ITEM 20

UNIQUE ARTIFACT DIVINATION HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Crown (Cha); **Alignment** lawful good

The Empty Throne represents great loss and wisdom from those who are now gone. As long as you have *The Empty Throne* invested, it grants you a +2 item bonus to Society and Lore checks made to Recall Knowledge regarding individuals who are no longer alive (such as checks to learn about Taldor's historical founder, but not to learn about its current empress). This increases to a +3 item bonus if you are at least 17th level.

Activate ♦ envision; **Frequency** once per day; **Effect** You overwhelm a target you can see within 60 feet with feelings of helplessness and loss. The creature must attempt a Will DC equal to your class DC.

Critical Success The target is unaffected.

Success The target can't benefit from circumstance or status bonuses for 1 round.

Failure The target can't benefit from circumstance or status bonuses for 1 day, and the target's allies are unable to benefit from circumstance or status bonuses while within 15 feet of the target.

Critical Failure As failure, except the duration is 1 week.

Epitome When you epitomize *The Empty Throne*, assign it to a point of interest in the Harrow Court's lake area. This marks the location of a small rocky island atop which sits a mysterious empty throne. A character who travels to this island can perform a ritual of sacrifice before the empty throne in hopes of earning good fortune. To do so, the PC must offer valuables upon the throne that are worth $100 \text{ gp} \times \text{the character's level}$, spend 1 hour meditating before the throne on the nature of loss, and then attempt a DC 30 Diplomacy check. Regardless of the check's result, the offering vanishes forever, and that PC cannot attempt a new offering until they gain an experience level and are no longer affected by their current offering.

Critical Success Once during the next month, you can reroll a failed or critically failed saving throw. This is a fortune effect.

Success As critical success, but you can only reroll a failed saving throw. This is a fortune effect.

Failure You gain no benefit from the meditation.

Critical Failure The next time you critically succeed at a significant or important saving throw, as determined by the GM, you must reroll that saving throw. This is a misfortune effect.

THE FIEND

ITEM 20

UNIQUE ARTIFACT HARROW COURT ILLUSION INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Hammer (Str); **Alignment** lawful evil

The Fiend represents the inevitability of great calamities

and pervasive dangers. As long as you have *The Fiend* invested, when you repeat a non-Strike action you previously took in the same round, you gain a +2 item bonus to checks to perform that action. This increases to a +3 item bonus if you are at least 17th level.

Activate envision, Interact; **Frequency** once per day;

Effect You wave the card to create a vision of destruction around you; you cast *phantasmal calamity*, except the area is a 20-foot emanation. The level of the spell is one-half your level, rounded down (minimum 6th level), and the save DC is your class DC. You are immune to the effects of your own *phantasmal calamity*.

Epitome A new room manifests in Harrowheart—a conjuration chamber. Books and tomes stored in this room contain all the information needed to learn the rituals of *planar ally* and *planar binding*, and inscriptions carved into the floor of the conjuration chamber grant a +2 item bonus to skill checks made to perform either of these rituals. This increases to a +3 item bonus if the creature being conjured is a fiend.

THE JUGGLER

ITEM 20

UNIQUE **ARTIFACT** **EVOCATION** **HARROW COURT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Key (Dex); **Alignment** chaotic good

The Juggler represents coordination and destiny. As long as you have *The Juggler* invested and you aren't carrying an item in two hands, you have a free hand (as you keep tossing the items in your hands back and forth, keeping one in the air at all times). You can use all items in your hands normally, so long as they can be used or wielded in one hand. If you can't act while you're carrying more items than your actual number of hands, you release all items you're holding or wielding. If you are at least 17th level, you instead have two free hands, as you can juggle an additional item.

Activate Interact; **Trigger** an item of 1 Bulk or less falls within your reach, or an attacker fails an attack roll to hit you or a creature within your reach with a thrown weapon of 1 Bulk or less; **Effect** You grab the triggering item. If all of your hands are full (including any extra free hands from *The Juggler*), you must immediately release an item, which can include the triggering item.

Epitome When *The Juggler* is epitomized into the Harrow Court, a town square manifests in the village surrounding Harrowheart. Simulacra jugglers, as well as other types of street performers, can be counted on for entertainment at all times in the town square. A PC can spend 8 hours interacting with these entertainers to adjust their methods to match entertainment styles common to a specific city that they're familiar with by attempting a DC 30 Performance check. On a success, the entertainers take up that style, and as long as they continue performing in that city's style, a PC can use the Enter the Harrow Court

activity to open a one-way portal to a marketplace in that city. Switching to a new city requires another successful DC 30 Performance check and familiarity with that city.

THE LIAR

ITEM 20

UNIQUE **ABJURATION** **ARTIFACT** **HARROW COURT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Crown (Cha); **Alignment** chaotic evil

The Liar represents obsession or treacherous love. As long as you have *The Liar* invested, it grants you a +2 item bonus to Deception checks to Lie. This increases to a +3 item bonus if you're at least 17th level. If the implausibility of your lies prompts a circumstance penalty to your Deception checks or an increase to your Deception DC, reduce that penalty or increase by half.

Activate envision, Interact; **Frequency** once per day;

Effect You touch a weapon and instill faithlessness within it. The weapon gains the *backbiting* curse (*Pathfinder Gamemastery Guide* 92). The curse lasts until you use this activation again. If you're at least 17th level, you can instead use this activation on a weapon within 30 feet. If the weapon is carried by a creature, it can resist the effect with a successful Will save against your class DC.

Epitome A liar moves in to the village surrounding Harrowheart, but this shifty simulacrum has little interest in deceiving the PCs. In fact, they eagerly offer their aid in the deceptive arts. A character who visits the liar's home can take advantage of their expertise and tools—doing so grants a +2 item bonus to checks made to Create Forgeries or to assume a disguise with Impersonate. The liar also knows how to cast the uncommon spells *discern lies*, *glibness*, and *zone of truth*, and can teach these spells to PCs.

THE LOCKSMITH

ITEM 20

UNIQUE **ABJURATION** **ARTIFACT** **HARROW COURT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Key (Dex); **Alignment** lawful neutral

The Locksmith represents opening locks, including metaphorical locks such as unlocking fate. As long as you have *The Locksmith* invested, it grants you a +2 item bonus to Thievery checks to Pick a Lock. This increases to a +3 item bonus if you are at least 17th level.

Activate envision, Interact; **Trigger** You would be afflicted by a curse or a disease; **Frequency** once per day; **Effect** You mimic the turning of a key in a lock and free yourself from your unpleasant fate. You attempt to counteract the triggering affliction, using half your level (rounded up) as the counteract level and a counteract check modifier equal to your class DC - 10.

Epitome A talented if somewhat shady locksmith moves into the village surrounding Harrowheart. This simulacrum is nameless, and the building they bring to the village is

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more akin to a strange museum of obscure and unusual locks and keys (none of which, of course, have any use beyond being strange displays). Their equipment can't be removed from the museum, but PCs who bring devices and locks to this building can take advantage of their tools to gain a +2 item bonus to checks made to Disable a Device or Pick a Lock. The locksmith knows the formulas for how to create *chimes of opening*, *keymaking tools* (*Secrets of Magic* 186), *rings of maniacal devices*, *skeleton keys*, *traveler's any-tools*, and any other lock- or puzzle-themed magic item you might wish to include, and can teach these formulas to the PCs. Characters who use the locksmith's gear to craft such items gain a +2 item bonus on Crafting checks.

THE MOUNTAIN MAN

ITEM 20

UNIQUE **ARTIFACT** **HARROW COURT** **INVESTED** **MAGICAL** **TRANSMUTATION**

Usage carried; **Bulk** –

Suit Shield (Con); **Alignment** chaotic neutral

The Mountain Man represents creatures with incredible physical power. As long as you have The Mountain Man invested, it grants you a +2 item bonus to Athletics checks to Force Open, Grapple, Shove, or Trip. This increases to a +3 item bonus if you are at least 17th level.

Activate ➡ command, Interact; **Frequency**

once per day; **Effect** You bring the might of the mountain into your body. You cast 2nd-level or 4th-level *enlarge* upon yourself. If you're at least 15th level, the duration increases to 1 hour.

Epitome When you epitomize The Mountain Man, assign it to a point of interest in the Harrow Court's mountains. This marks the location of a remote cabin that serves as the home of a self-sufficient but very intimidating simulacrum who appears as a towering giant of a man. This hearty specimen welcomes visitors who bring stories of their accomplishments fighting monsters, as long as they're backed up by physical trophies. A character who visits the mountain man and presents to him a trophy harvested from a monster they fought and defeated can seek a reward. The trophy need not be much more than a horn or a claw, but should be something significant and identifiable from the defeated monster, and the PC presenting the trophy must have been involved in that monster's defeat. If the trophy is from a monster whose level is equal to or greater than the PC's level, the mountain man is impressed and rewards that PC with two consumable magic items, each of a level equal to or lower than the PC's level (the PC can request specific items, but the GM has final say in what items are offered). If the trophy is from a monster whose level is lower than the PC's level, the mountain man mocks the PC for being "proud of defeating a weakling" and offers no reward. Once a reward is given, the mountain man warns the PC, "Now don't you be going off to sell that thing for gold, and

don't even think of coming back for more rewards until you've used these all up!" The mountain man has an eerie ability to know if a PC hasn't used a current reward, or if they sold it for a profit—PCs who fit either category cannot receive new rewards from the mountain man on subsequent visits.

THE SILENT HAG

ITEM 20

UNIQUE **ARTIFACT** **DIVINATION** **HARROW COURT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Star (Wis); **Alignment** neutral evil

The Silent Hag represents insight, treacherous secrets, and strife. As long as you have The Silent Hag invested, it grants you a +2 item bonus to Arcana, Nature, Occultism,



The Mountain Man

or Religion checks to Recall Knowledge—when you invest the card, choose which of these four skills gains the bonus. You can change the skill by investing the card again. This increases to a +3 item bonus if you are at least 17th level.

Activate ↳ envision; **Frequency** once per hour; **Effect**

You choose to lose one of your senses and gain another until you use this activation again. Choose from one of the following:

- Your eyes are replaced by dark pits that see only death. You become blinded and gain lifesense, an imprecise sense out to 60 feet. Lifesense allows you to see the vital essence of living and undead creatures, distinguishing between the positive energy animating living creatures and negative energy animating undead creatures, much as sight distinguishes colors.
- Your ears close up then become covered with hairs that are sensitive to movement. You become deafened, but you can't be flanked.
- Your mouth seals over with flesh. You lose the ability to speak, but you do not need to breathe.

Epitome An unsettling statue of a crouching, eyeless hag with an open mouth manifests in a small chamber in Harrowheart. This mouth can accommodate most crystal balls. A crystal ball placed within the mouth is enhanced—its save DC increases by 1, its scrying activation can be activated three times per day instead of twice per day, and its effects can extend beyond the planar borders of the Harrow Court to target creatures on Golarion.

THE PALADIN

ITEM 20

UNIQUE ABJURATION ARTIFACT HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Hammer (Str); **Alignment** lawful good

The Paladin represents righteousness and resolute defense. As long as you have *The Paladin* invested, you gain the Shield Block general feat (Core Rulebook 266). If you already possess this feat, you gain an additional reaction at the start of your turn that can only be used to Shield Block.

Activate ↳ envision; **Trigger** You fail or critically fail a saving throw; **Frequency** once per day; **Effect** Adjust the result of your saving throw up by one degree of success.

Epitome A knighthood of paladins clad in shining armor manifests in the Harrow Court. In addition to providing additional defense to the demiplane (which will aid the PCs when the Harrow Court is invaded in “The Destiny War”), the paladins can teach the PCs the formulas for sturdy shields, holy weapon runes, and axiomatic weapon runes.

THE PUBLICAN

ITEM 20

UNIQUE ARTIFACT ENCHANTMENT HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Star (Wis); **Alignment** chaotic good

The Publican represents friendship, shelter, and insight.

As long as you have *The Publican* invested, treat critically failed checks made to Aid as regular failures instead. If you are at least 14th level, the circumstance bonus you provide for succeeding or critically succeeding at checks to Aid increases by 1.

Activate ↳ envision; **Trigger** You improve a creature's attitude to you; **Frequency** once per day; **Effect** You improve the creature's attitude by an additional step more than you would normally. If you're at least 18th level, you improve the creature's attitude by two additional steps.

Epitome A tavern appears in the village surrounding Harrowheart, run by a jovial one-eyed bartender. The tavern is always bustling with a rotating cast of different patrons and performers. The bartender knows the heroes' feast ritual (*Advanced Player's Guide* 242) and can teach it to the PCs. Skill checks attempted at the tavern to perform this ritual gain a +2 item bonus. If *The Juggler* has been epitomized, and the town square is linked to a city, the patrons of this tavern trade gossip from that city as if they were citizens there, allowing a character to Gather Information in the tavern as if they were doing so on the streets of the linked city.

THE RABBIT PRINCE

ITEM 20

UNIQUE ARTIFACT DIVINATION HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Key (Dex); **Alignment** chaotic neutral

The Rabbit Prince represents the unreliability of hand-to-hand combat, and how even cunning foes can lose to lucky novices. As long as you have *The Rabbit Prince* invested, it grants you a +1 status bonus to attack rolls you make as a readied action.

Activate ↳ (fortune) envision; **Trigger** You miss a creature with a melee weapon Strike; **Frequency** once per day; **Effect** Reroll the triggering Strike with a +1 status bonus. If you hit, attempt a DC 15 flat check; on a failure, your weapon gains the broken condition (if your weapon is already broken, it's destroyed). If you're at least 14th level, this flat check is DC 10. If you're at least 17th level, this flat check is DC 5.

Epitome When you epitomize *The Rabbit Prince*, assign it to a point of interest within the Harrow Court's forest area. This indicates a section of woodland where the simulacra of the Harrow Court have reported sightings of an anthropomorphic rabbit. A PC can travel to this location and attempt to spot the elusive Rabbit Prince by spending 8 hours stealthily scouting the woods and attempting a DC 30 Stealth check, after which no one may search for the Rabbit Prince again for 1 week.

Critical Success You surprise the Rabbit Prince and he is impressed enough to gift you a +2 striking weapon. The specific type of weapon is up to you, but it must

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be a common weapon. The Rabbit Prince is now on the lookout for your tricks, and you can never attempt this activity again.

Success You spot the Rabbit Prince for a moment, but he doesn't spot you. The next time you perform this activity, you gain a +4 circumstance bonus to your Stealth check.

Failure You do not spot the Rabbit Prince.

Critical Failure You don't spot the Rabbit Prince, but he spots you. He's insulted by your curiosity and triggers a trap that inflicts a serious wound upon you. You become clumsy 3 for 1 week or until the condition is removed via an effect like *restoration*.

THE RAKSHASA

UNIQUE **ARTIFACT** **HARROW COURT** **INVESTED** **MAGICAL** **NECROMANCY**

Usage carried; **Bulk** –

Suit Book (Int); **Alignment** lawful evil

The Rakshasa represents domination of others to support your own schemes. When you invest *The Rakshasa*, identify a single willing creature within 30 feet as your pledged follower. If you're at least 15th level, you can have up to two pledged followers at once. At 18th level, you can have up to three pledged followers. If you have the maximum pledged followers active and select a new one, a previous pledged follower of your choice is no longer your pledged follower. You gain an item bonus equal to your current number of pledged followers to all Coerce attempts.

Activate ♦ **Frequency** once per minute; **Effect** You regain Hit Points equal to twice your level, and a pledged follower of your choice loses Hit Points equal to your level (no effects apply that would decrease this Hit Point loss). If this loss kills your pledged follower, you also gain temporary Hit Points equal to your level. The pledged follower is temporarily immune to this activation for 24 hours.

Epitome A simulacrum of a tiger-headed rakshasa moves into a decadent chamber in Harrowheart's basement. While sinister and prone to cruel comments, this rakshasa does not plot against the PCs and is content to idle away their time in their underground pleasure chambers. Once per day, a visitor to the rakshasa can pose them a question that they can use their Occultism +18 skill to attempt to Recall Knowledge about. The rakshasa also knows several uncommon spells and rituals that they can teach spellcasters—these spells and rituals all involve the intrusive manipulation of sapient minds. Among the spells it can teach are *dominate*, *mind probe*, *mind reading*, and *modify memory*; rituals it can teach include *geas* and *inveigle*. Feel free to add similar spells to this list as you see fit.

THE SNAKEBITE

ITEM 20

UNIQUE **ARTIFACT** **HARROW COURT** **INVESTED** **MAGICAL** **NECROMANCY** **POISON**

Usage carried; **Bulk** –

Suit Book (Int); **Alignment** chaotic evil

The Snakebite represents poison, assassination, and disharmony. As long as you have *The Snakebite* invested, it grants you a +2 item bonus to Deception and Stealth checks you make for initiative. This increases to a +3 item bonus if you're at least 17th level. The DCs of your poison effects have a +1 item bonus to targets that are flat-footed to you when you afflict the target with the poison (the DC retains this bonus for the target's subsequent saves against the affliction, even if the target is no longer flat-footed to you).

Activate ♦♦ envision, Interact; **Frequency** once per day;

Effect You cast *purple worm sting* on a creature within your reach, with a DC equal to your class DC.

Epitome When you epitomize *The Snakebite*, assign it to a point of interest in the Harrow Court's swamp. This indicates a region of swampland that has become particularly infested with poisonous creatures and plants. A character who travels to this area can attempt a Crafting, Herbalism Lore, Swamp Lore, or Underworld Lore check to attempt to harvest some of their chosen poison from the region while spending 8 hours there.

The DC of the check is equal to the poison's saving throw DC. Unlike most materials from the Harrow Court, poison gathered from this part of the swamp continues to exist for



The Rabbit Prince

1 week before vanishing, even if it's brought out of the Harrow Court.

Critical Success The PC gathers 3 doses of the poison.

Success The PC gathers 1 dose of the poison.

Failure The PC fails to gather any poison.

Critical Failure As failure, but the PC is also exposed to a dose of the poison they seek.

THE THEATER

ITEM 20

UNIQUE ARTIFACT DIVINATION HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Crown (Cha); **Alignment** neutral good

The Theater represents prophecy and how prophets can't change the unfolding pageantry of fate. As long as you have *The Theater* invested and as long as you are not already doomed, when you would gain the doomed condition, attempt a DC 10 flat check. On a success, you do not gain the doomed condition.

Activate ♡ (fortune) envision; **Trigger** You are targeted by a misfortune effect; **Frequency** once per hour; **Effect** *The Theater* attempts to counter the misfortune effect before it affects you. It has a counteract level equal to your level divided by 2 (rounded up), and a counteract modifier of your Class DC – 10.

Pitome A resplendent theater manifests in the village surrounding Harrowheart. Every evening, a talented troupe of actors puts on a new play that, with the PCs' permission, recounts a previous set of encounters they experienced. A PC who attends one of these two-hour productions benefits from the troupe's uncanny ability to recreate their exploits and receives a +2 item bonus to checks to Recall Knowledge about topics associated with these encounters.

THE TRUMPET

ITEM 20

UNIQUE ARTIFACT EVOCATION HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Shield (Con); **Alignment** lawful good

The Trumpet represents timely warning. As long as you have *The Trumpet* invested, you (and only you) hear the sound of trumpets when you're about to be attacked. This grants you a +2 item bonus to initiative checks made with hearing-based Perception checks. This bonus increases to +3 if you're at least 17th level.

Activate ♦♦ envision; **Frequency** once per day; **Effect** A blast of inspiring noise erupts from the card in a 60-foot cone. Creatures in the area take 14d6 sonic damage (with a basic Fortitude save equal to your class DC). Creatures that fail the save are deafened for 1 round (1 minute on a critical failure). The damage increases to 16d6 if you're at least 13th level, to 18d6 if you're at least 15th level, to 20d6 if you're at least 17th level, and to 22d6 if you're at least 19th level.

Pitome Heralds outfitted with trumpets take up position on the battlements of Harrowheart. These heralds use their trumpets to raise the alarm should intruders enter the Harrow Court (an event that won't happen in this adventure—but that shall in the next one!). The heralds know the formulas for all manner of magical instruments, including *horns of blasting*, *horns of fog*, and *maestra's instruments*, and can teach these formulas to the PCs.

THE VISION

ITEM 20

UNIQUE ARTIFACT DIVINATION HARROW COURT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Book (Int); **Alignment** chaotic neutral

The Vision represents arcane knowledge. As long as you have *The Vision* invested, it grants you a +2 item bonus to all checks made to Identify Magic. This increases to a +3 item bonus if you are at least 17th level.

Activate ♦♦ envision; **Frequency** once per day; **Effect** A visible bolt of blue energy bursts from your head. Attempt to Recall Knowledge about a subject, rolling the check with the most appropriate Lore skill check. This check always resolves as if you were master in the most appropriate Lore skill to Recall Knowledge on the subject (or if you're at least 15th level, as if you were legendary in that Lore skill). If you're already master (or legendary) in that Lore, the result of your Recall Knowledge check is one degree of success better than it would otherwise be.

Pitome Harrowheart's workshops become enhanced. Any character may now use a workshop in Harrowheart to attempt to Borrow a Spell, Identify Alchemy, Identify Magic, or Learn a Spell. If they do so, they apply the workshop's item bonus to their skill check.

Optional Campaign Rules

The Stolen Fate Adventure Path makes significant use of harrow cards as a central plot element, and having an actual harrow deck on hand when you run the game can make for an even more immersive experience. Indeed, one of the primary plot points of Stolen Fate has the PCs tracking down the scattered cards from a mysterious and very powerful harrow deck. As the group discovers more cards, you can keep track of which ones they've recovered by keeping a stack of actual harrow cards to represent their discoveries.

Since each of these harrow cards grants additional powers if player characters invest them, having physical cards can help to remind players of their options and give Stolen Fate a truly unique feel.

If your table thinks it might be fun, though, you can include the harrow in another way—as

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an element to give the PCs even more agency over their fates alongside the use of Hero Points. Keep in mind that the method of manipulating fate detailed below works best when you and the players are comfortable with improvisation and playing a bit fast and loose with the rules, all in order to present a more exciting story that feels like the PCs are indeed manipulating destiny rather than being stuck on a single fated path that they have no agency over. These optional rules aren't for everyone, so before you incorporate them into your table, make sure every player is comfortable with their inclusion in the game.

MANIPULATING FATE

If you choose to include this optional set of rules, at the start of each game session, shuffle a full harrow deck and deal one card, face down, to each player, instructing them to set that card aside and to not look at its face. At any time during the game session, any player can call upon fate itself—whether to help solve a vexing puzzle, succeed at an important task, avoid a looming grisly fate, or otherwise affect the immediate outcome of the situation at hand. When they do so, they turn their card over and reveal its face to everyone.

At this point, compare the card's suit to the PC's key ability and the card's alignment to the PC's alignment. The closer the card's suit matches to the PC's key ability and the closer its alignment matches the character, the more outrageous and unexpectedly effective the manipulation of fate should be. Conversely, if the revealed card matches to the PC's least important ability score or is an oppositional alignment, the manipulation of fate should be less profound and not as guaranteed to be successful. A player should never be penalized for flipping their card—even the worst possible card should have a minor benefit to the PC in some way.

Once a card is flipped, it's returned to the deck. Cards left unflipped at the end of a session are returned to the deck as well—a PC gains no reward nor suffers any penalty for not using a card during the game.

ADJUDICATING RESULTS

When it comes to interpreting how fate is changed in the PC's favor, the GM has a lot of leeway. Look at the card's art. Take into mind the card's name. Consider the card's suit and alignment. Use all of these elements as inspiration to describe, in the game, how chance shifts in the PC's favor. Examples of some potential ways to interpret and apply these results follow.

Merisiel just took a critical hit from a giant and was reduced to dying 2, but worse, it happened while she was hanging from a ledge over a pit of acid. To avoid falling 50 feet into a pit of acid while at dying 2, Merisiel's player flips their card.

Perfect Match: If the card is a perfect match (*The Rabbit Prince*, which matches Merisiel's alignment of chaotic neutral and her key ability score, Dexterity), the GM could state that the giant not only missed their attack, but that Merisiel was able to leap onto the giant's hand and spring off it to even greater safety on solid ground.

Neutral Match: If the card is a relatively neutral match (*The Owl*, for example, which is close to her alignment and matches neither her highest nor lowest ability score), the GM could reveal that Merisiel was wise enough to clamber up onto the edge of the pit the instant before she was struck by the giant, but then collapses unconscious at the pit's edge rather than falling.

Horrible Match: If the card is a horrible match (*The Forge*, which is opposite to her alignment and matches her least-important ability score), then perhaps she falls unconscious and lets go, but her armor snags and keeps her suspended just below the edge of the pit—she can be reached and rescued by her allies, but the damage to her armor leaves it broken in the aftermath.

Regardless of the card's nature, all three of the above card flips save Merisiel from taking a deadly plunge while unconscious into a pit of acid, with the perfect match allowing her to continue the fight, and the horrible match only barely saving her from sizzling doom.

Simulating Harrow Draws

If you don't have an actual harrow deck handy, you can simulate draws using the table below. Alternately, you can mark up a deck of regular playing cards with the names of each harrow card (in which case you'll need to include both jokers in your deck to have a full set of 54 cards to draw from).

ROLLING HARROW CARD DRAWS

d6	Suit	d10	Alignment
1	Hammers (STR)	1	Lawful Good
2	Keys (DEX)	2	Lawful Neutral
3	Shields (CON)	3	Lawful Evil
4	Books (INT)	4	Neutral Good
5	Stars (WIS)	5	Neutral
6	Crowns (CHA)	6	Neutral Evil
		7	Chaotic Good
		8	Chaotic Neutral
		9	Chaotic Evil
		10	Roll Again



TIED TO OPEN BRIDGE

Bhanyadas are almost never encountered outside the Open Bridge region in southern Vudra, as the magic of the Ghantibhu Pits beneath that region create them. Bhanyadas taken away from Open Bridge quickly decay into a repulsive slurry, although though it isn't clear whether their demise is due to being too far from the magical energies that animated them or too far from the masses of other bhanyadas that give them cunning and vigor.

Bhanyada

Gobbets of flesh left behind from an untidy meal or a surgical procedure typically rot away if left where they lie, but when steeped in areas of powerful lingering magic or eldritch radiation, these bits of loose tissue might achieve some measure of animation, perhaps sprouting thick limbs to move about or tiny, multifaceted eyes to see. Near the magic-suffused Ghantibhu Pits in the caverns located beneath southern Vudra, where ripples of magic are powerful enough to rend the air and transform stone, these tiny, rotting castoffs form into even larger amalgamations called bhanyadas.

BHANYADA SCAVENGER

Not much larger than dogs, the typical bhanyada scavenger is a warty, misshapen tangle of flesh that walks on stumpy legs, sometimes on two and sometimes on four. Plainly amalgamations of meat and gristle, few of which appear in the same color or texture, bhanyada scavengers have a horrifying mottled appearance. Their bulbous heads split into a maw with blunt teeth that shift about within their mouths to grind food. Bhanyada scavengers prefer living prey and usually hunt in numbers, often following in the wake of bhanyada behemoths to snatch up any scraps left behind.

BHANYADA SCAVENGER

CREATURE 8

UNCOMMON NE SMALL ABERRATION

Perception +17; darkvision

Languages Aklo (can't speak any language)

Skills Athletics +17, Stealth +18, Survival +17

Str +5, **Dex** +4, **Con** +3, **Int** -3, **Wis** +3, **Cha** -1

AC 26; **Fort** +15, **Ref** +18, **Will** +15

HP 150; **Weaknesses** slashing 10; **Resistances** bludgeoning 10

Extraneous Flesh ♦ **Frequency** three times per day; **Trigger** A Strike scores a critical hit on the bhanyada scavenger; **Effect** A critical hit might simply sever a component chunk that the bhanyada can lose without much harm. The bhanyada scavenger attempts a DC 11 flat check. On a success, it doesn't take any extra damage from the critical hit (although it takes other effects normally, such as critical specialization effects).

Odor of Rot (aura, olfactory) 10 feet. Creatures other than aberrations that enter or start their turn in the bhanyada's aura must succeed at a DC 23 Fortitude save or become sickened 1 (sickened 2 on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 25 feet, climb 25 feet

Melee ♦ jaws +19 (agile, versatile P), **Damage** 2d10+8 bludgeoning

Change Posture ♦ The bhanyada changes between a bipedal and quadrupedal stance. In its bipedal stance, the bhanyada can't use Sudden Charge. In its quadrupedal stance, it loses its climb Speed.

Gnashing Bite ♦♦ The bhanyada's teeth shift in its mouth as it bites. The bhanyada makes a jaws Strike. On a hit, the target takes an additional 2d10 bludgeoning damage, and the target is slowed 1 for 1 round if the Strike dealt bludgeoning damage, or takes 1d8 persistent bleed damage if the Strike dealt piercing damage.

Sudden Charge ♦♦ The bhanyada Strides twice and makes a jaws Strike at the end of its movement.



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BHANYADA SWARM

Bhanyadas without much cohesion between their fleshy components roil around one another in a ghastly swarm of malodorous gobs of flesh.

BHANYADA SWARM

UNCOMMON NE LARGE ABERRATION SWARM

Perception +20; darkvision

Languages Aklo (can't speak any language)

Skills Acrobatics +22, Stealth +22, Survival +18

Str +4, Dex +5, Con +6, Int -1, Wis +3, Cha +0

AC 30, all-around vision; **Fort** +21, **Ref** +22, **Will** +18

HP 175; **Immunities** precision, swarm mind; **Resistances** physical 10; **Weaknesses**

area damage 10, splash damage 10

Extraneous Flesh As bhanyada scavenger.

Odor of Rot (aura, olfactory) As bhanyada scavenger, but DC 27.

Speed 25 feet, burrow 20 feet

Swarming Bites ⚡ Each enemy in the bhanyada swarm's space takes 2d6 bludgeoning damage (DC 30 basic Reflex save). On a failed save, a creature is also slowed 1 for 1 round.

BHANYADA BEHEMOTH

The largest bhanyadas are made up of tens of thousands of component parts, all mashed together into a roughly humanoid shape that walks on stumpy legs. Bhanyada behemoths usually have at least four thick arms ending in meaty fists, although some behemoths have a profusion of hands sprouting from their torsos. A bhanyada behemoth's head is studded with tiny eyes all over its surface that observe the surrounding terrain and give information so the entire amalgamation can move in unison.

BHANYADA BEHEMOTH

UNCOMMON NE HUGE ABERRATION

Perception +23; darkvision

Languages Aklo (can't speak any language)

Skills Athletics +23, Survival +21

Str +7, Dex +2, Con +5, Int -3, Wis +5, Cha -1

AC 31, all-around vision; **Fort** +25, **Ref** +20, **Will** +23

HP 250; **Weaknesses** slashing 10; **Resistances** bludgeoning 10

Extraneous Flesh As bhanyada scavenger.

Odor of Rot (aura, olfactory) As bhanyada scavenger, but DC 29.

Catch Rock ↗

Speed 40 feet

Melee ⚡ fist +26 (reach 10 feet, sweep), **Damage** 3d12+10 bludgeoning plus Grab

Ranged ⚡ rock +26 (brutal, range increment 120 feet), **Damage** 3d6+10 bludgeoning

Lumbering Swings ⚡ The bhanyada behemoth Strides and makes up to four fist Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.

Throw Rock ⚡

CREATURE 11



BHANYADA FAMILIARS

A component of a bhanyada swarm makes a useful, if gruesome, familiar. A character who can take a familiar and who has encountered a bhanyada can choose a bhanyada familiar, which must have the burrower and darkvision abilities. The owner would be wise to anoint the familiar with perfumes or find other solutions to mask the unpleasant smell.



Bhanyada Behemoth



MAKERS OF RUST

A ferrugon's **flesh to stone** and **wall of stone** innate spells result in rusted iron objects instead of stone. Since this iron is rusted and flawed, it shares the same physical statistics as the stone created by the spells themselves and is too low-quality to serve as a source for forging metal objects.



Devil, Ferrugon (Rust Devil)

Ram-headed devils with wings and flesh of rusted metal, ferrugons prefer temptation to fighting. They're forged from the souls of damned mortals who made others suffer through their creative work. They like to collect those of the same ilk, often by dipping the bodies of mortals they've driven to despair into molten metal to make horrifically malformed statues they add to their lairs.

FERRUGON

UNCOMMON LE MEDIUM DEVIL FIEND

Perception +22; greater darkvision

Languages Celestial, Common, Draconic, Infernal, Terran; telepathy 100 feet

Skills Athletics +25, Crafting +22, Deception +21, Intimidation +23, Religion +22, Stealth +23, Thievery +25

Str +7, **Dex** +5, **Con** +6, **Int** +4, **Wis** +4, **Cha** +5

AC 33; **Fort** +24, **Ref** +20, **Will** +21; +1 status to all saves vs. magic

HP 190; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver)

Metallic A ferrugon is a metallic creature and thus affected by effects such as *rusting grasp* (*Advanced Player's Guide* 223).

Vainglorious Whispers (divine, enchantment, linguistic, mental) **Trigger**

A non-devil creature within 30 feet of the ferrugon succeeds (but doesn't critically succeed) at an attack roll, skill check, or saving throw; **Effect** The ferrugon whispers subversive messages to the triggering creature, causing it to become overly confident in its abilities, while in fact it becomes less accomplished overall. The target must attempt a DC 32 Will save. On a failure, the target gains a +2 status bonus to saving throws against fear effects but also takes a -2 penalty to all attack rolls and skill checks for 1 hour. During this time, the victim can't benefit from Aid reactions, use healing effects on themselves, or use Take Cover or Raise a Shield actions, as these actions seem unnecessary to the creature at this time. Similar defensive actions might not be available to the victim as well, at the GM's discretion. The target is then temporarily immune to Vainglorious Whispers for 24 hours.

Speed 25 feet, fly 40 feet

Melee horn +25 (cold iron, evil, magical, shove), **Damage** 3d8+13 bludgeoning plus 1d6 evil

Melee claw +25 (agile, cold iron, evil, magical), **Damage** 3d4+13 slashing plus 1d6 evil and ferrugon tetanus

Ranged iron feather +23 (cold iron, evil, magical, range increment 40 feet), **Damage** 3d4+13 piercing plus ferrugon tetanus

Divine Innate Spells DC 32, attack +24; **6th** *flesh to stone* (target is transformed into rusty iron, not stone);

5th *creation*, *dimension door*, *shatter*, *wall of stone* (×3, wall is made of rusty iron, not stone); **4th** *dimension door* (at will), *rusting grasp* (×3, *Advanced Player's Guide* 223), *suggestion*

Rituals DC 32; *infernal pact*

Ferrugon Tetanus (disease) **Saving Throw** DC 32 Fortitude; **Onset** 1d4 days; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day);

Stage 3 paralyzed (1 day); **Stage 4** death

Sunder Objects When a ferrugon damages an item or structure, they deal an additional 2d8 damage to that item or structure.

CREATURE 12

Devil, Uniila (Cabal Devil)

Uniilas frequently join mortal cults, but not as leaders—instead, the uniila lurks behind the master or demagogue who leads the cult.

UNIILA

UNCOMMON LE MEDIUM DEVIL FIEND

Perception +21; greater darkvision

Languages Aklo, Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +20, Arcana +23, Deception +22, Intimidation +20, Occultism +21, Religion +19, Society +21, Stealth +22

Str +3, **Dex** +6, **Con** +4, **Int** +7, **Wis** +5, **Cha** +6

Items +1 daggers (4)

AC 30; **Fort** +17, **Ref** +19, **Will** +21; +1 status to all saves vs. magic

HP 155; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver)

Speed 25 feet, fly 40 feet

Melee ♦♦ dagger +23 (agile, deadly d10, evil, finesse, magical, versatile S), **Damage** 1d4+9 piercing plus 1d6 evil

Arcane Spontaneous Spells DC 29, attack +21; **5th** (3 slots) crushing despair, dispel magic, shadow siphon; **4th** (3 slots) confusion, fireball, resilient sphere; **3rd** (3 slots) enthrall, lightning bolt, magic missile; **2nd** (3 slots) glitterdust, mirror image, touch of idiocy; **1st** (3 slots) illusory disguise, ray of enfeeblement, unseen servant; **Cantrips** (**5th**) chill touch, detect magic, message, ray of frost, shield

Divine Innate Spells DC 29; **5th** dimension door; **4th** blink, dimension door (at will), discern lies, invisibility, outcast's curse, read omens

Rituals DC 29; infernal pact

Every Dagger ♦♦ Requirements The uniila wields four daggers;

Effect The uniila attempts a single dagger Strike against a target.

If this Strike hits, the uniila deals three extra dice of weapon damage.

Fearsome Magic ♦ (emotion, fear, mental, metamagic) **Frequency** Once per hour; **Effect** If the uniila's next action is to cast a harmful spell, creatures who fail their saving throw against the spell are frightened 1 (frightened 2 on a critical failure), in addition to the spell's other effects.

Witch Token (one hour) (arcane, conjuration) **Frequency** Once per day; **Effect** The uniila creates a token in the shape of a piece of jewelry. When the *witch token* is invested by a mortal, all of the mortal's spells, except those cast at the highest level the mortal can cast, count as 1 level higher for the purpose of counteracting other spells and being counteracted. The creature can also Activate the *witch token* to Cast a Spell once per day. This spell is chosen from one of the uniila's arcane spontaneous spells of level 4 or lower when the uniila creates the token. While a creature has the *witch token* invested, it treats its saving throws against the uniila's spells as one degree of success worse, and the uniila always knows the distance and direction to the creature. A creature can't have more than one *witch token* invested, and an uniila can't have more than one *witch token* in existence. The uniila can destroy their *witch token* as a free action with the concentrate trait; if the *witch token* is invested when the uniila does so, the creature that has the *witch token* invested takes 9d8 mental damage (DC 29 basic Will save).

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UNIILA OCCULTISTS

Some uniilas study occult magic, rather than arcane magic, to better manipulate mystery cults or eldritch cabals. These more subtle uniilas cast occult spells instead of arcane spells; they cast *augury* instead of *glitterdust*, *mind reading* instead of *lightning bolt*, *modify memory* instead of *fireball*, and *read aura* instead of *ray of frost*.





LILUS

The hurlilu is the weakest and smallest of the avian fiends collectively known as lilus. All lilus are chaotic evil fiends who can fly, are immune to disease, have mixed avian and humanoid appearances, possess darkvision and lifesense, and resist physical damage (except from cold iron). Most have a selection of primal innate spells (often including a primal version of dimension door).



Lilu, Hurlilu

Pazuzu's Abyssal realm of High M'Vania is perched on the edge of an impossibly tall cliff. The demon lord and his minions claim the air around the cliff, guarding it against enemies and usurpers alike. Hurlilus, resembling horned, humanoid hawks with blood-red taloned feet and wings in place of arms, patrol these skies at their lord's command. Yet, hurlilus are surly and rebellious by nature, preferring to lead rather than follow orders. They'd prefer to spend their time bullying smaller creatures in High M'Vania's vast cliffside cities, but they're unwelcome there and driven out when discovered by occupants with greater authority (or by those who want to earn greater authority).

Hurlilus make good guardians, particularly when they have leave to travel over great distances on patrol routes and can engage in spontaneous cruelty if the opportunity arises. However, they chafe in Pazuzu's service. Some forsake High M'Vania entirely and migrate to other parts of the Abyss, where they lead gangs of lesser fiends they've bullied into submission. A few hurlilus have made their way to Golarion, where they roost in aeries with subservient harpies, manticores, or other foul flying creatures. A dozen or so hurlilus serve high positions in the Mivanians, the brutal enforcers of the Halana Theocracy.

HURLILU

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RARE CE LARGE FIEND LILU

Perception +21; darkvision, lifesense (imprecise) 120 feet

Languages Abyssal, Auran, Common; telepathy 100 feet

Skills Acrobatics +24, Athletics +20, Intimidation +22, Religion +21, Stealth +24

Str +5, **Dex** +7, **Con** +4, **Int** +3, **Wis** +4, **Cha** +5

Lifesense (divination, divine) A hurlilu senses the vital essence of living creatures within range.

AC 32; **Fort** +19, **Ref** +24, **Will** +21

HP 170; **Immunities** disease; **Weaknesses** good 10;

Resistances physical 10 (except cold iron), poison 10

Dominate the Air ➔ **Requirements** The hurlilu is flying; **Trigger** A creature within 30 feet leaves the ground using a fly Speed; **Effect** The hurlilu casts *earthbind* on the triggering creature.

Speed 25 feet, fly 60 feet

Melee ➔ beak +24 (evil, finesse, magical, reach 15 feet), **Damage** 2d10+11 piercing plus 1d6 persistent bleed

Melee ➔ talon +24 (agile, evil, finesse, magical, reach 10 feet), **Damage** 2d6+11 slashing plus 1d6 persistent bleed

Primal Innate Spells DC 30, attack +22; **6th** dispel magic, *earthbind* (at will), *gust of wind*; **5th** *lightning bolt*, *wall of wind*; **4th** *dimension door* (at will), *fear* (at will); **Cantrips (6th)** *detect magic*, *produce flame*

Dive Bomb ➔ **Frequency** once per round; **Effect** The hurlilu Strides using its fly Speed and makes a Strike at the end of that movement.

Flesh Tearer If a hurlilu critically hits a foe with a melee Strike, the foe's flat check to recover from any resulting bleed damage is DC 19 instead of DC 15.

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Oppali

An oppali is a tenacious, twisting vine with white, trumpet-shaped flowers that grows in temperate and tropical regions. Stories passed down through generations refer to the oppali as a “bad luck vine” and warn against letting one take over a copse or garden, lest “your luck drain away like water down a hole.” This folklore contains more wisdom than most farmers or settlers realize.

Oppalis are usually 30 feet long, but they twist and coil on themselves so much that they occupy a space not much larger than a horse.

OPPALI

RARE N LARGE PLANT

Perception +19; low-light vision, soundsense (precise) 60 feet**Skills** Acrobatics +21, Athletics +19, Stealth +21 (+23 in forests or jungles)**Str** +5, **Dex** +7, **Con** +3, **Int** -4, **Wis** +3, **Cha** -1**SoundSense** An oppali’s sense of hearing is a precise sense to a range of 60 feet.**AC** 30; **Fort** +19, **Ref** +21, **Will** +17**HP** 175; **Weaknesses** fire 10

Energizing Incompetence **Trigger** A creature within 30 feet critically fails an attack against the oppali; **Effect** The attack instead becomes a failure, and the oppali becomes quickened 1 for 1 round. It can use this extra action to Step, Stride, or Strike.

Speed 20 feet

Melee vine +23 (finesse, reach 15 feet, trip), **Damage** 2d8+11 bludgeoning plus drain luck

Ranged staccato blast +23 (range 60 feet, sonic), **Damage** 4d6 sonic

Drain Luck (divination, mental, misfortune, primal) A creature other than an animal or plant hit by an oppali’s vine Strike must attempt a DC 29 Fortitude saving throw twice, taking the lower result as the actual result.

Critical Success The creature is unaffected and is temporarily immune to Drain Luck for 24 hours.

Success The creature takes 2d6 poison damage. Until the start of the creature’s next turn, the creature must roll twice and take the worse result on all checks.

Failure The creature takes 2d6 persistent poison damage. For 1 round, the creature must roll twice and take the worse result on all checks.

Critical Failure The creature takes 4d6 persistent poison damage. For 1 minute, the creature must roll twice and take the worse result on all checks.

Trumpet Blast (evocation, primal, sonic) The oppali emits a massive blast of discordant noise that deals 9d8 sonic damage to creatures within a 60-foot cone (DC 29 basic Fortitude save). Creatures who fail the save are also deafened for 1 round. The oppali can’t use its Trumpet Blast again for 1d4 rounds or until it takes at least 20 points of sonic damage from a single source (whichever comes first).

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OPPALI TRUMPETS

An oppali’s tough trumpets are useful for creating thunderstones. Incorporating crushed oppali trumpet into crafting the thunderstone grants a +2 item bonus to the Crafting check, provided that this material makes up at least half of the raw materials used for the thunderstone. With a successful DC 27 Survival check, a character harvests 5d20 gp of this raw material from a defeated oppali (double on a critical success, half on a failure, and none at all from a critical failure).



Arodeth

Disillusioned Mercenary Company Leader

Lord Garron of Cheliax was a wealthy noble and devoted follower of Aroden. Aroden's death in 4606 AR hit him doubly hard: he both lost the god he revered, and he lost his home when House Thrune rose up and seized power in Cheliax. Lord Garron became an exile, fleeing to Absalom with a significant portion of his wealth. There, he started anew as a mercenary, joining and then leading a group he called the Band of Blades.

Garron's life changed when he discovered a tome of prophecies, the *Book of 1,000 Whispers*. He believed Aroden's death had been a cosmic error, but by ensuring the prophecies in the *Book of 1,000 Whispers* came to pass, he believed he could correct the error and Aroden would return. The last of the prophecies in the book was to take place in 4714 AR, and the aging Garron knew he wouldn't see the glorious return come to pass. But his daughter, named Arodeth in honor of the dead god, would. Garron made sure to instill the importance of his work in her.

Arodeth grew up believing that fate held a special place for her, and she took to her father's cause with enthusiasm, preserving her father's fortune as leader of the amoral Band of Blades mercenary company. Outwardly, she styled herself as a vapid, pampered aristocrat who only directed the mercenary company she'd inherited on a whim. In truth, she used the Band of Blades as a cover for a mystery cult she led called the Harbingers of Fate. Mercenaries travel the world, after all, particularly when they'll work for any petty tyrant, so it was relatively simple to use them to help enact the cult's plans. There were so many prophecies to orchestrate that Arodeth had to rely upon trusted lieutenants to carry them all out (one of whom—Lord Drustan of Cheliax, the son of her father's friend—would ultimately prove less than reliable). The Harbingers of Fate achieved success after success, and the Band of Blades prospered.

Then time ran out in 4714 AR, and Arodeth's lifelong purpose proved fruitless. Aroden didn't return, and the prophecies went unanswered. Rather than face the enormity of her failure, Arodeth enacted a desperate gamble to steal a powerful artifact from the Pathfinder Society to turn local time backward to just before Earthfall, when Aroden still lived as

a human, and pull him to the present. However, the mission proved disastrous, leading to the deaths of many in the Harbingers of Fate and Band of Blades. Arodeth herself would've been lost in the past and perished during Earthfall if not for the efforts of some kind-hearted Pathfinders who took mercy on her and returned her to the present.

Today, Arodeth believes herself to be a failure twice over. The Harbingers of Fate disbanded, and she was left with only the Band of Blades. Rather than lose this group, too, Arodeth threw herself into leading them. She shed the ruse of an insipid aristocrat and now makes bold decisions to preserve the company and ensure its prosperity. She has faced too many failures and is determined not to lose again.

Arodeth is an elderly woman who works daily to keep her mind keen and muscles strong. Her dark hair has turned gray, and her face is weathered, but she retains the soft features and kindly eyes that encourage others to open up to her. Although she still likes to dress in aristocratic fashion, she never appears without a rapier at her side and is usually in the company of her mercenaries.

Campaign Use

Arodeth's Band of Blades has seized the Storval Stairs and serves as the PCs' antagonists in the climax of "The Choosing." Although Arodeth believes that holding the stairs is a critical source of revenue, she's willing to listen to the PCs and reconsider her position, potentially even abandoning the site and returning its control to the Shoanti.

Many people who receive cards from the *Deck of Destiny* believe themselves to be fated for greater things; it's the nature of the cards. Arodeth has chosen one of her apprentices, a man named Raflin Dorrum, as her pledged follower (page 61). Arodeth has seen perhaps too much of fate already, and she's willing to give up her card, *The Rakshasa*, more easily than others who have received them.

Arodeth hasn't forgotten how she benefitted from the kindness of adventurers in the past. If the PCs also treat her with kindness and respect, she might shift in alignment from lawful evil to lawful neutral at the adventure's conclusion.

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ARODETH

UNIQUE LE MEDIUM HUMAN HUMANOID

Female human magus (*Pathfinder Secrets of Magic* 35)

Perception +22

Languages Common, Draconic, Thassilonian

Skills Acrobatics +25, Arcana +25, Diplomacy +24, Fortune-Telling Lore +27, Intimidation +24, Occultism +27, Society +25

Str +1, Dex +5, Con +1, Int +5, Wis +2, Cha +4

Items +1 glamered resilient mithral chain shirt, +2 striking darkwood staff, material component pouch, greater pendant of the occult, *The Rakshasa*, spellbook (contains all prepared spells plus an additional 2d6 spells of the GM's choosing)

AC 35; Fort +20, Ref +24, Will +23

HP 255

Fated to Fail ♦ (misfortune) **Trigger** A creature adjacent to Arodeh rolls a hit or critical hit with a melee Strike;

Effect Arodeh attempts a Fortune-Telling Lore check against the triggering creature's Will DC. On a success, the attack is reduced by one degree of success (from a hit to a miss, or a critical hit to a hit).

Speed 25 feet

Melee ♦ staff +27 (agile, finesse, magical, two-hand d8), **Damage** 2d6+7 bludgeoning

Arcane Prepared Spells DC 34, attack +26; **7th** dispel magic, prismatic spray; **6th** chain lightning, disintegrate; **4th** blink, slow; **Cantrips (7th)** chill touch, daze, electric arc, prestidigitation, produce flame

Magus Conflux Spells DC 34, 2 Focus Points; **7th** runic impression (*Secrets of Magic* 143), spinning staff (*Secrets of Magic* 144)

Rituals DC 34; legend lore

Arcane Cascade ♦ (concentrate, stance) Lady Arodeh can enter this stance only if her most recent action was to Cast a Spell or make a Spellstrike, but she can remain in the stance even if she no longer meets the requirements; **Effect** While in this stance, Arodeh can Interact or Release to change her grip on her staff as a free action when she Strikes with the staff, including Strikes made in a Spellstrike. This happens before she rolls her attack roll. She can also Interact to change her grip on the staff as a free action triggered at the end of her turn.

Spellstrike ♦♦ Arodeh channels a spell into a melee Strike to deliver a charged attack. She casts *chill touch*, *disintegrate*, or *produce flame*. The effects of the spell don't occur immediately but are imbued into her attack instead. Arodeh makes a staff Strike, which gains the arcane trait. The spell is coupled with the attack, using Arodeh's attack roll to determine the effects

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of both the Strike and the spell. This counts as two attacks for her multiple attack penalty, but the penalty isn't applied until after she has completed the Spellstrike. After using Spellstrike, she can't do so again until she recharges this ability as a single action, which has the concentrate trait. She also recharges her Spellstrike when she casts *runic impression* or *spinning staff*.

Twisting Tree As magus (*Secrets of Magic* 40). Arodeh's unique fighting style also allows her to add the finesse trait to any staff she wields in combat.



Drustan

Tyrannical Chelaxian Noble in Exile

Devil worshippers took control of Cheliax in the Thrune Rebellion, but diabolists are just as duplicitous with each other as they are to their enemies. Thirty years ago, when he was a child, Drustan's family was exiled from Cheliax on charges of "insufficient loyalty to her Infernal Majestrix Abrogail Thrune" and stripped of their holdings and possessions. Instead of enduring the punishment, his family fled to Molthune, taking a significant portion of their valuables and living as nobles-in-exile. Drustan's family never forsook their infernal loyalties, hoping to return to Cheliax some day after the rule of House Thrune had ended.

Drustan was raised with a strong sense of familial pride and diabolism, a combination that fed his narcissism and cruelty. He was able to abuse those around him just because of his wealth, and when his parents couldn't protect him from consequences, he turned to summoning devils to enforce his will. He became well known in certain infernal circles for inspiring terror and hopelessness in others. Devils gleefully aided him, not because they hoped to acquire his soul—it was already as good as theirs, anyway—but to perpetuate the evil he was enacting in the world.

When Drustan heard about the Harbingers of Fate, he was quick to join, using his family's history with the society's founder, Lord Garron, as leverage to bypass the normally lengthy process of proving oneself in the Band of Blades before ascending to the secret heart of the organization. Privately, Drustan believed that bringing back Aroden would mean that the once-dead god would owe him, and what better way to demonstrate domination over the universe than to have a god beneath your heel? Drustan played the part of a devoted, even unctuous member, rising to become one of Lady Arodeth's trusted lieutenants.

When the Harbingers of Fate failed and the group disbanded, Drustan insisted he would let the past go and focus on the Band of Blades, where Arodeth badly needed him. He also agreed that, like others in the Harbingers of Fate, he would destroy his copy of the *Book of 1,000 Whispers* as penance and to symbolize a new beginning. This was yet another smooth lie, and he destroyed a cleverly constructed decoy of the book instead. Drustan never intended to give up his efforts to bend fate to his whim and had increasingly become

obsessed with an even more ancient tool of prophecy than the book—the harrow.

After selling Arodeth on a mission to Varisia to recruit fresh Blades and scout out new opportunities, Drustan used the task as a cover to delve into the mysteries of the harrow. During this time, he had his first fateful encounter with the harrower Raven Nicoletta, and from her, the efforts of the Harrowing Three to create the *Deck of Destiny*. He joined her and helped to found the Unmatched, then convinced Arodeth to join him in Varisia, where she and the Band of Blades took up residence in the Storval Stairs; he hoped to take command of the mercenary group to aid his true goal. Then disaster struck, and the *Deck of Destiny* was scattered after a failed attempt to steal the cards, leaving Drustan with the single card he managed to swipe—*The Fiend*—before the Unmatched were forced to flee the norns' wrath.

With the *Deck of Destiny* scattered, Drustan scrambled to recover as many of the cards as he could before the norns reclaimed them. Upon learning that three other cards manifested among his previous allies in the Band of Blades, Drustan only grew more convinced of the divine mandate of his goal. Working with clues provided to him by Raven (who continued to seek the cards as well), he sent one of his agents to Absalom to follow up on rumors of a small concentration of cards found there while he investigated a bounty hunter in the Kodar Mountains, who Raven believed had discovered *The Mountain Man*. Drustan succeeded in this quest and is currently on his way back to the Storval Stairs, where he expects to meet with his agent Vharnev before attempting a coup to seize control of the Band of Blades.

Drustan is a tall, striking man, with straight black hair and an arresting gaze. He accents his armor with pentagrams, spikes, and expensive furs to try to "infernally rededicate" the armor, which only creates a more terrifying look. Apart from his intimidating appearance on the battlefield, Drustan is a pleasant and talented conversationalist with a natural gift toward music. Yet, he deploys this personality only rarely, as he prefers to use his brutish minions and cunning devils to advance his plans.

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Campaign Use

Drustan is one of the Unmatched. While he pursues one card, his agent Vharnev confronts the PCs at the start of this adventure. Drustan's confidence in his own abilities and those of his minions is a critical flaw—one that grants the PCs a chance to gather far more cards from the *Deck of Destiny* than him—but once he realizes his error at the end of “The Choosing,” he convinces himself that he planned this situation all along—to dupe a band of adventurers into gathering several cards so that he could take them for himself.

Drustan isn’t likely to survive his confrontation with the PCs in this adventure, but if he does, his wounded ego drives him to vengeance at any cost.

DRUSTAN

CREATURE 14

UNIQUE LE MEDIUM HUMAN HUMANOID

Male human tyrant

Perception +25

Languages Common, Infernal, Varisian

Skills Athletics +27 (+29 to Force Open, Grapple, Shove, or Trip), Deception +25, Intimidation +27, Performance +25, Religion +23, Society +23

Str +5, Dex +1, Con +3, Int +1, Wis +3, Cha +5

Items +2 greater striking wounding bastard sword, +1 striking composite longbow (20 arrows), +1 resilient full plate, *The Fiend*, *The Mountain Man*, potions of flying (3), moderate sturdy shield (Hardness 13, HP 104, BT 52), virtuoso musical instrument (lyre)

AC 36 (38 with shield raised); **Fort +26, Ref +22** (+25 vs. damaging effects), **Will +24**

HP 255

Iron Command ↳ (divine, emotion, enchantment, mental)

Trigger An enemy within 15 feet damages Drustan;

Effect Drustan commands the triggering enemy to kneel before him in obedience. If they dare to refuse, they must pay the price in pain and anguish. The triggering enemy and each other enemy within 15 feet of Drustan must choose one of the following options.

- The enemy kneels, dropping prone as a free action.
- The enemy refuses, and Drustan deals 4 mental damage to the enemy (the triggering enemy instead takes 4d6 mental damage and 5 persistent evil damage).

Drustan also deals an additional 2 evil damage with his Strikes against the triggering enemy until the end of Drustan’s next turn.

Speed 20 feet

Melee ↳ **bastard sword +29** (magical, two-hand d12), **Damage 3d8+11** slashing plus 1d6 persistent bleed and 1d6 fire

Champion Devotion Spells DC 31, 2 Focus Points; **7th**

- litany of depravity* (*Advanced Player’s Guide* 228),
- touch of corruption* (*Advanced Player’s Guide* 229)

Divine Ally Drustan’s divine ally is his bastard sword. He gains its critical specialization effect, and the weapon gains the *flaming* property rune.

Smite Good ↳ Drustan selects one enemy he can see. Until the start of his next turn, his bastard sword Strikes against that foe deal an additional 6 evil damage. If the chosen enemy attacks Drustan before the start of his next turn, the duration extends to the end of that enemy’s next turn.



Next Month

THE DESTINY WAR

by Chris Sims

With potentially a third of the *Deck of Destiny* now in the PCs' hands, their power over fate and the Harrow Court grows. Yet this success has not gone unnoticed, and another agent of the Unmatched, a man who calls himself the Prince of Wolves after one of the harrow's most famous apocryphal cards, leads his demonic minions against them in an invasion of the Harrow Court. After the Prince of Wolves's bold attack, the PCs must seek out and use another legendary artifact,

the *Deck of Harrowed Tales*, to retaliate and secure even more cards from the *Deck of Destiny*. Can the PCs stand against the Prince of Wolves in his deadly Abyssal fortress?

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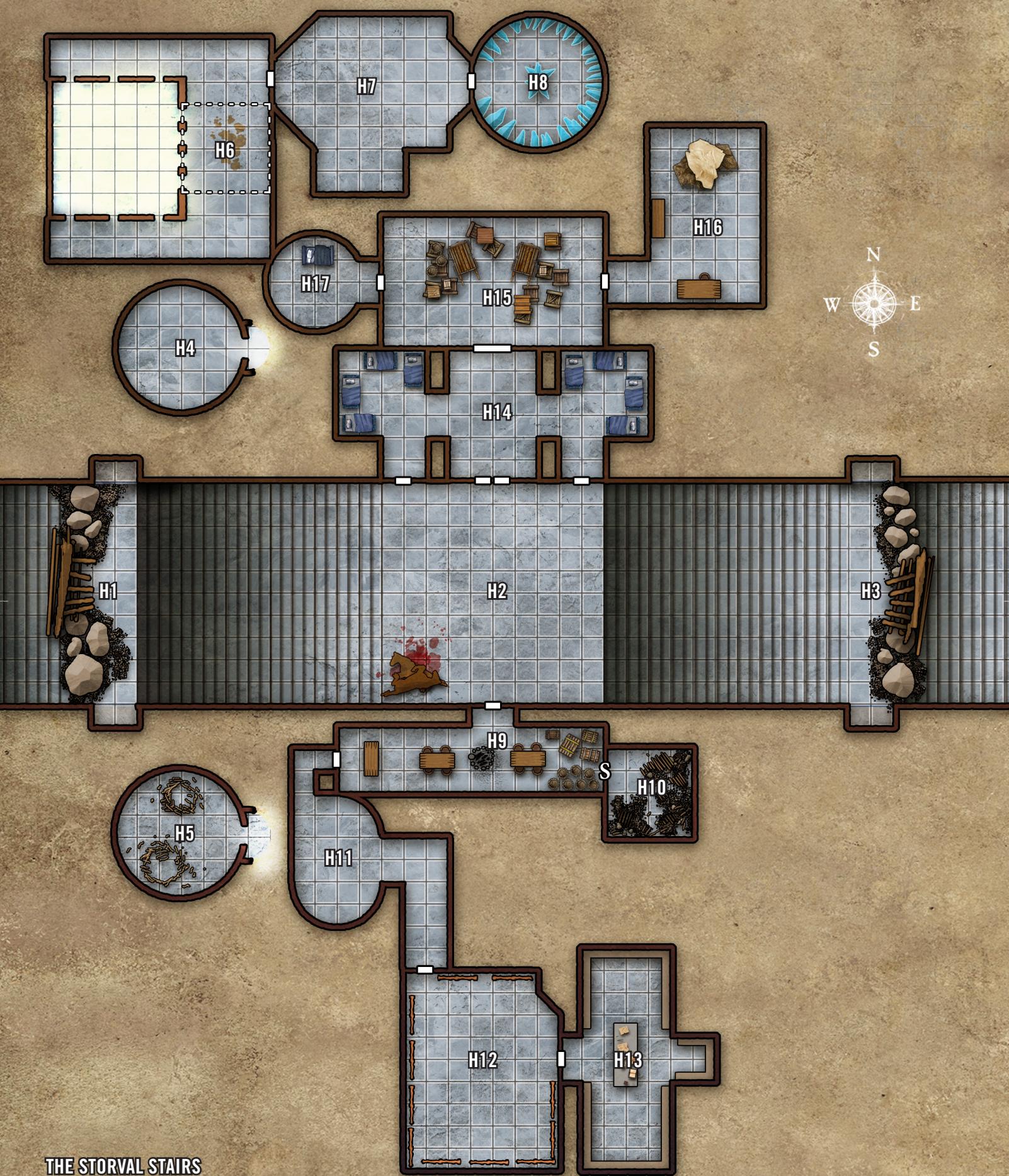
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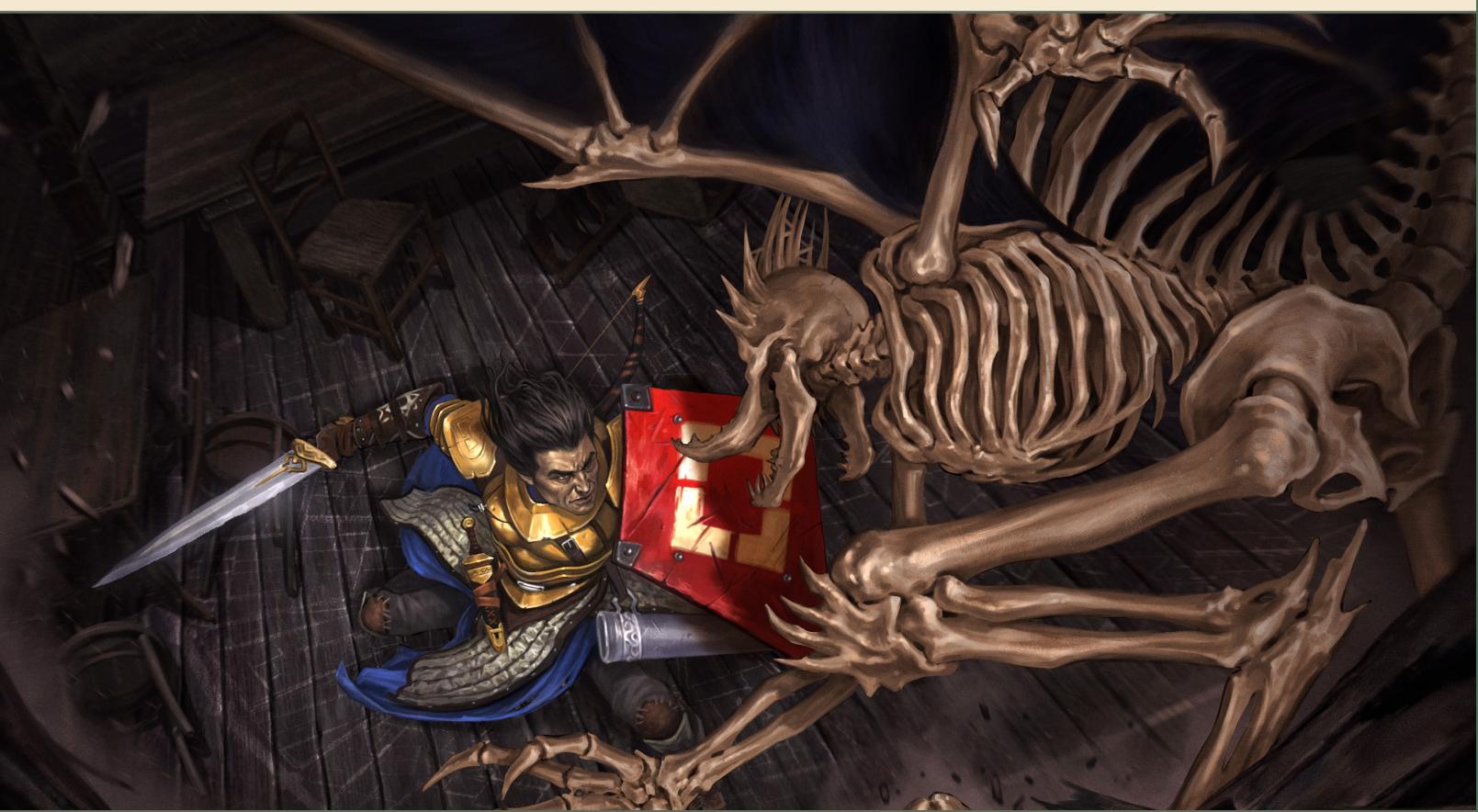
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