

# PATHFINDER®



## Stolen Fate

ADVENTURE PATH

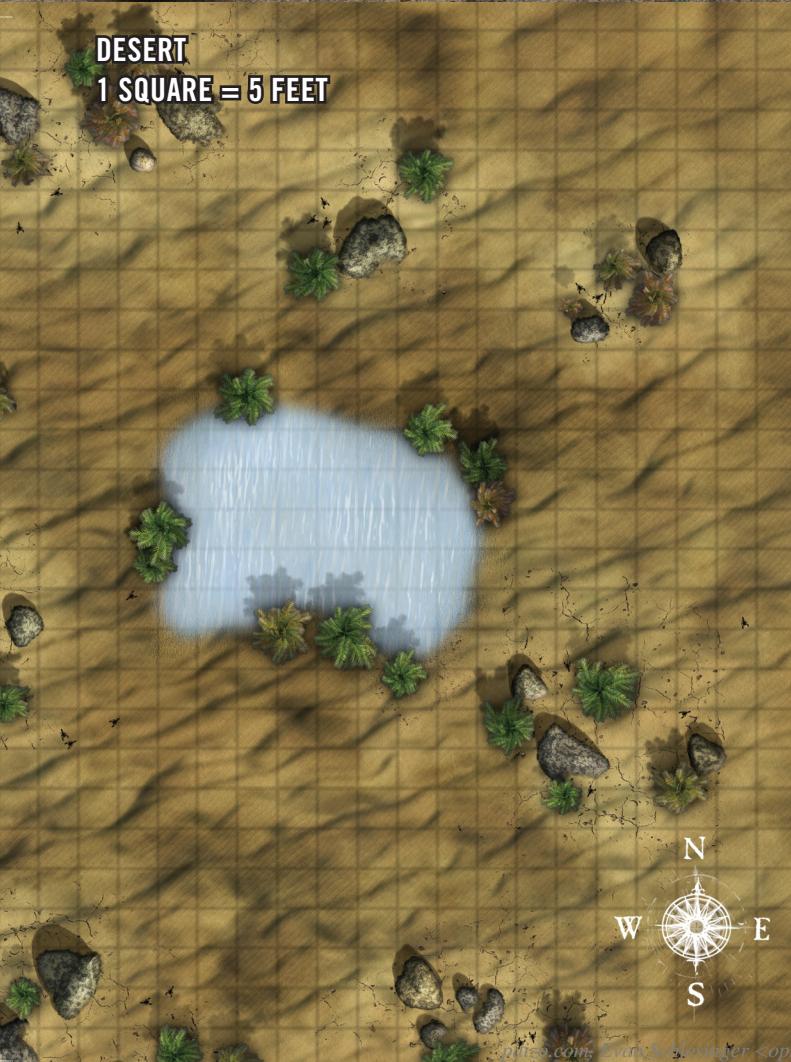
### THE DESTINY WAR

By Chris S. Sims

**MARKETPLACE**  
1 SQUARE = 5 FEET



**DESERT**  
1 SQUARE = 5 FEET



**SWAMP**  
1 SQUARE = 5 FEET





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# Stolen Fate

ADVENTURE PATH

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# The Destiny War

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by Chris S. Sims

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by James Jacobs, Chris S. Sims, and Jason Tondro

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# The Destiny War

## The Destiny War

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### **Chapter 1: Battle of Harrow Court ..... 4**

Demons attack Harrow Court! The Prince of Wolves, one of the Unmatched, sends his troops to seize control of the realm. After defending their domain, the PCs receive an unexpected visitor who invites the group to Katapesh to form an alliance with the Pactmasters.

### **Chapter 2: Cards of Kho ..... 18**

The Pactmasters point the characters to the ruins of Kho, once a great flying city of the Shory Empire. Several cards from the *Deck of Destiny* have appeared in the “lost city.” The PCs arrive in the ancient place with good reasons to cut deals with the holders of these harrow cards. Minions of the Prince of Wolves also target Kho with similar but less diplomatic goals.

### **Chapter 3: Harrowed Realm ..... 46**

The discovery that the Prince of Wolves used the Harrowed Realm as a bridge to invade the Harrow Court gives the PCs an unexpected opportunity. By using their mastery over the harrow, they backtrack into this realm and mount a reversal of the invasion that began the campaign, and have a chance to recover several more cards in the process.

### **Chapter 4: Wolves' Den ..... 62**

The characters arrive in the Abyss, where they can finally take the battle for destiny to the Prince of Wolves in his fortress. Only by laying the prince low can the characters recover all the cards he has claimed and win the Destiny War.

## HARROWING TIES

This adventure builds on the First Edition Pathfinder adventure *The Harrowing*. Stolen Fate assumes that the key to entering the Harrowed Realm—a powerful deck of cards known as the *Deck of Harrowed Tales*—momentarily passed into the control of the adventurers who took part in *The Harrowing*, only to be lost soon thereafter, eventually becoming one of the Prince of Wolves’ most prized possessions.

If you or your players played *The Harrowing* in the past, you’ll need to decide if the events of that game are canonical to your Stolen Fate game. How did the *Deck of Harrowed Tales* end up in the Prince of Wolves’ hands? Perhaps he stole it from the previous PCs. Or if your players agree, maybe those PCs let the deck go themselves, trading it to a mysterious merchant in return for other treasures.

## ADVANCEMENT TRACK

“The Destiny War” is designed for four characters. While each chapter is presented with the assumption of specific levels, it’s likely that the PCs will level up during some of these chapters, particularly Chapters 2 and 3.

**14.** The PCs begin their adventure at 14th level.

**15** Before exploring Kho, the PCs should be 15th level.

**16** The PCs should reach 16th level before leaving Kho to explore the Harrowed Realm.

**17** The PCs should be 17th level before confronting the Prince of Wolves in the Abyss.

The PCs reach 18th level by the adventure’s end.



# Chapter 1: Battle of Harrow Court

The PCs have settled into their stronghold, the Harrow Court, expanding it by epitomizing cards from the *Deck of Destiny* into their new reality. Fresh from their first clash against the Unmatched at Varisia's Storval Stairs, the PCs have more than earned a chance to rest, relax, and recover. At first, only the PCs knew that the cards have the capacity to create and populate such a reality, yet as "The Destiny War" begins, their enemies learn this truth as well.

One of the Unmatched, a man known today as the Prince of Wolves, believes he was the first to note the capacity of the cards to create and augment reality, although his interpretation of these powers is flawed. By using a few of the cards he managed to recover, he learned a way to force this magic from them to

augment his fortress in the Abyss, and he has been eagerly tracking down more cards from the *Deck of Destiny* to bolster his domain even more.

In his search for more cards to further augment his realm, the Prince of Wolves came up against the Pactmasters of Katapesh—powerful entities who discovered and claimed a few cards of their own. With their investigation of the cards coming from a less clouded viewpoint, the Pactmasters began to suspect the existence of the Harrow Court but hadn't quite discovered a method of visiting it yet. After a failed attempt to steal cards from the Pactmasters, the Prince of Wolves learned of these theories and by combined the Pactmasters' work with what he'd already accomplished in the Abyss. While working

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with Ixerari, a demon who specializes in undermining barriers between worlds, the Prince of Wolves discovered a way to use his cards to invade the Harrow Court.

The Prince of Wolves arranged for a meeting with the other Unmatched, but when he and Raven learned that the third in their group, Lord Drustan, had just been defeated, the Prince of Wolves realized that the time was right to test his theory. With a small army of demons, he's ready to send an invading force against the PCs, claim their cards, and drag the Harrow Court into his own Abyssal domain!

## Getting Started

"The Destiny War" begins with the PCs realizing that someone else has arrived in the Harrow Court—someone living, rather than simply another simulacrum created by the cards themselves. This person is none other than All-Seeing Hajeck, reincarnated within the Harrow Court through methods she's not entirely aware of, but with knowledge of an imminent invasion of the realm by another of the Unmatched.

The timing of All-Seeing Hajeck's first appearance before the PCs is left to you, but when she arrives, the events of Chapter 1 get swiftly under way. She can be waiting to greet the PCs upon their first return to the Harrow Court after their successes at the Storval Stairs if you want to get started at once, or she can show up later once the PCs have had a chance to rest, recover, and possibly gain a bit more experience through side quests of your own design so that they'll be 14th level and ready to face the demonic forces at their doorstep.

## Hajeck's Return

All-Seeing Hajeck was slain at the start of this Adventure Path, murdered by devils in search of the *Deck of Destiny* card she had hidden in her shop. As her soul entered the River of Souls, her psyche became mired in shame and self-doubt over a life filled with lies—smaller ones she perpetrated as a small-time charlatan, her attempts to bury her past and start a new life in Absalom, and her role in the Umbra Carnival that led to the deaths of so many as a result of the conspiratorial plots of the dragon Zassrion. While these transgressions were relatively minor, or in the case of her magical enslavement by Zassrion, beyond her control, they were enough that her soul, already influenced as it has been by the harrow, reacted singularly with the creation of the Harrow Court. For a time (about the length of time that passes between the creation of the Harrow Court and the start of this adventure), her soul agonized over the choice of whether to go on to her afterlife and face judgment for a life of lies, or to accept the lure of the Harrow Court and be reborn within the demiplane. When she takes note of a mass of demonic forces approaching the Harrow Court through the metaphysical boundaries between worlds, though, she makes her decision and accepts the call of the Harrow Court.

When she is reborn in the Harrow Court, Hajeck appears somewhere in Harrowheart. Initially shocked by her new lamia matriarch form, she realizes her reincarnation was influenced by the *Deck of Destiny* viewing her as The Liar and immediately decides to abandon her old ways. She seeks out the PCs in her new form in an attempt to warn them about what's coming.

When she finds the PCs, they should immediately recognize her upper, humanoid half from the body they found at the start of the previous

## CHAPTER 1 SYNOPSIS

Fresh from their victories in the previous adventure, the PCs return to the Harrow Court, only to discover that All-Seeing Hajeck has arrived in the demiplane, resurrected by the *Deck of Destiny*. Hajeck warns the PCs of a coming invasion—one that arrives soon in the form of a demonic horde. The PCs must face this invasion with resolve or lose everything they've built. Then, a new opportunity arises with a visit from an agent of the Pactmasters of Katapesh.

adventure. Hajeck introduces herself and begs the PCs to listen as she quickly moves on to her warning.

"I've come from beyond, drawn to this place like a moth to the proverbial flame, but I could see others approaching as well. A vast pack of wolves is on the approach, fire in their eyes and death in their jaws. Among them, a sleek wolf with golden fur exhales pestilence, an enormous lumbering wolf leads a howling horde, and winged wolves come leaping down from the skies. A giant wolf, with gray fur and scales, lunges for your throats. In a glowing doorway behind them all stands their leader. He seeks to crush you and be reborn from your ruin. Even now they gather at this world's edge.

"This grim nightmare breaks at a dawning, but others have noticed as well. A four-armed herald watches. They bear cards in three hands and an offer of friendship in the fourth. The door they open leads to warmth and plenty, like an ocean breeze. But there, too, I hear a gathered host, roaring in victory. Allies, I think. Friends we'll need. But they will not arrive until after the wolves invade."

Hajeck knows she died and was reborn into a new form and can explain what's happened to her if the PCs ask, including her observation that her rebirth as an epitome of the Liar reflects upon her previous life's choices—choices she hopes to atone for in this next phase of existence.

Hajeck's vision is filled with metaphor and symbolism, but a PC who succeeds at a DC 30 Fortune-Telling Lore check to Recall Knowledge can interpret the vision—if no PC can do so, Hajeck herself can attempt this check. On a success, a character recognizes the wolf symbolism as likely representing one of the harrow's most infamous bits of apocrypha: the "lost" harrow card called the Prince of Wolves, which typically depicts an armored man lording over six wolves. The card represents duality, along with hidden, otherworldly, or sinister allies that seek to reclaim heritage or something lost. Whoever has taken her mantle in this vision has done so with no subtlety. The four-armed figure in the vision remains a mystery to Hajeck and to any who succeed at the check; the form was unclear, the light dazzling. She can further describe the figure upon request, at which point a successful DC 35 Society check suggests the figure is perhaps one of the mysterious four-armed alien merchants known as witchwyrd.



### All-Seeing Hajeck

This adventure assumes the PCs ally with Hajeck, but if they instead attack her, she attempts to flee into the wilds of the Harrow Court. If she escapes, she continues to attempt peaceful contact with the PCs, but the demonic forces don't wait.

When they invade, Hajeck can join the PCs' side in battle, hoping to earn their trust by allying with them against the true invaders. Likewise, if the PCs do accept her aid at the start, she'll offer her assistance in a fight however the PCs might desire. Any attempts by her to leave Harrow Court fail—she instinctively knows this, that her new life is limited to this realm for now.

## ALL-SEEING HAJECK    CREATURE 12

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**Initiative** Perception +22

## TRUMPETS AND PALADINS

Two cards that the PCs may have epitomized into the Harrow Court in the previous adventure can provide advantages against the invading demons.

**The Paladin:** If *The Paladin* is epitomized, members of the knighthood of paladins created by the epitome stand ready to face the demons in battle. At the start of any combat in this chapter, the paladins manage to damage the foes, and when the fight begins, each enemy's starting hit points are reduced by 10%.

**The Trumpet:** If *The Trumpet* is epitomized, the resulting sentries atop the walls of Harrowheart sound a warning as each event begins. This allows everyone in the party to gain the +2 item bonus on initiative rolls made with Perception.

## The Battle

As warned by Hajeck, the demonic agents of the Prince of Wolves invade the Harrow Court at the dawn of the next day. With this warning, the PCs can time their daily preparations to be ready for the attack, but otherwise they may be caught unprepared.

## THE INVASION

The Prince of Wolves grew obsessed when he learned of the Harrow Court after his failed attempt to steal cards from the Pactmasters. Without access to *gate* or the magical tuning fork to *plane shift* into the Harrow Realm, the Prince of Wolves instead developed a more complex but no less effective method of forcing entry into the new demiplane. By integrating one of his cards from the *Deck of*

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*Destiny* into a corrupted radiant warden, then further using magic drawn from the Harrowed Realm, he twisted its magical abilities to allow it to tear through planar boundaries rather than protect them.

**Invasion Points:** The invasion begins with three separate incursions into the Harrow Court—a flock of flying demons that appears in the skies above Harrowheart and its surrounding village (see Event 1), a swarm of demons that brings blight with them out of the southern swamplands (see Event 2), and a small army of demons who gather within the desert to the north in preparation for a massive assault (see Event 3). Two of these three invasion points (the swamp and the desert) include agents who carry cards from the *Deck of Destiny*, and as they manifest in the Harrow Court, the corresponding arches in Harrowheart’s great hall activate. As a result, the PCs quickly learn about these three invasion points—the flying demons attacking the village from the sky being obvious, and the other two being revealed by the arches.

**The Final Battle:** Soon after the PCs defeat the three invasions in Events 1–3, or once night falls, the Prince of Wolves sends his corrupted radiant warden through from the Abyss to mount his final assault on the demiplane. See Event 4 for more details.

## THE DEFENSE

As the invasion gets underway, the PCs won’t have much time to rest and recover. You should warn them (through All-Seeing Hajeck) that they should take care to conserve their resources as best they can. Once the battle begins, they’ll have opportunities to recover here and there, but they won’t have a chance to make daily preparations again until the battle finally concludes.

The overall health of the Harrow Court in this chapter is represented by its Defense Points. As this chapter begins, Harrow Court has 9 to 13 Defense Points. You can reveal this total to the PCs and allow them to watch as their actions and failures cause the total to diminish or replenish, or you can opt to keep the number secret. For the latter, make sure that you narrate events to the PCs so that they’ll have in-world indications of the Harrow Court’s health. For example, if the PCs lose a Defense Point, describe collateral damage to Harrow Court and its simulacra. This can manifest as increasing damage to a location, the death of an important epitomized NPC or favorite simulacra, or growing elements of Abyssal corruption. All of this damage will be restored automatically if the PCs win the day, but if they fail, the Harrow Court’s transformation into a demon-haunted ruin becomes permanent.

## Battle Rounds

The struggle for control of the Harrow Court plays out in a number of “battle rounds.” Inform the players at the start of the round that they can choose to confront one of the three invasion points (and thus play out Event 1, 2, or 3, as they choose) or they can spend the battle round resting and recovering (see Resting below). Players may be tempted to split up in hopes of resolving multiple events or rests in a single battle round—encourage the players not to do this, pointing out if necessary that each of the invasion points represents a significant battle for an entire party, and that a single character in such an encounter would likely be overwhelmed.

Regardless of how a battle round plays out, Harrow Court loses 1 Defense Point (see below) at the end of each battle round.

## Defense Points

The Harrow Court starts with 9 defense points. If *The Trumpet* is epitomized, increase starting Defense Points by 2. If *The Paladin* is epitomized, increase starting Defense Points by 2 as well. Thus, if both of these cards are epitomized, the Harrow Court begins with 13 Defense Points.

Defense Points can go into negative numbers, which can have significant ramifications in Event 4.

Defense Points are reduced by 1 at the end of each battle round. They can also be lost (or gained) as the result of how events play out, as the result of poorly planned rests, or as the result of any of the following combat developments.

**Retreat:** If the PCs are forced to retreat from a battle, the Harrow Court loses 1 Defense Point.

**Defeat:** The first time in an event when a PC drops to 0 Hit Points (but not on any successive instances of this during that same event), the drop in morale causes the Harrow Court to lose 1 Defense Point.

**Death:** Each time a PC dies, the Harrow Court loses 1 Defense Point.

## Resting

The PCs can take up to a 10-minute break between battle rounds without spending a battle turn and losing a Defense Point. To take a longer break, though, the PCs must choose to spend a battle round resting while any remaining invaders continue to run amok uncontested. Choosing to rest during a battle round gives the PCs an hour to spend resting and recovering. If the PCs need more than an hour, they’ll need to take additional battle rounds to add 1-hour intervals. Remember that each battle round that passes results in a minimum loss of 1 Defense Point.

## BATTLE MAPS

In each of the following events, suggestions for a battle map are provided. These suggestions are drawn from Flip-Mats and Flip-Tiles produced by Paizo and are presented on the inside covers of this adventure. Feel free to swap out these maps as you wish for other Flip-Mats or Flip-Tiles as you see fit, or alternatively, substitute maps of your own design. If, for example, you and your players have generated custom maps for locations in their version of the Harrow Court, you should absolutely feature those locations in this chapter's battles!

## Battle Events

The following events comprise the battle for Harrow Court. The PCs can tackle the first three events in any order they wish, but tackling them in numerical order represents the most tactical option, as any PC who makes a successful DC 32 Warfare Lore or a DC 37 Perception check realizes as the invasion begins.

The battle itself (as well as adjustments to Events 1–3) roughly follows this timeline.

Battle Round	Development
1	Events 1–3 begin.
2	No development.
3	If not yet defeated, the wrath riot in Event 1 becomes an elite wrath riot.
4	If not yet defeated, a second demonic rabble throng joins Torgal in Event 3.
5	If not yet defeated, the cultists in Event 2 complete their sinister rite and the Harrow Court now loses 2 Defense Points at the end of each battle round instead of 1. Fate's Prophet joins the Prince of Wolves in Event 4.
6	No development.
7	If not yet defeated, a third demonic rabble throng joins Torgal in Event 3.
8	Night falls, and Event 4 begins.

### EVENT 1. FESTIVAL OF RUIN

**Moderate 14**

As the invasion begins, a flock of wrath demons appears in the skies above Harrowheart and the surrounding village. These demons wreak havoc on the structures and inhabitants below as long as they're uncontested.

Use the village map from the inside cover to resolve this event (this map also appears in *Pathfinder Flip-Mat: City Sites Multi-Pack*).

**Creatures:** The flock of wrath demons eagerly focuses their attention on the PCs once they challenge them. If the PCs don't take on this event on the very first battle round, the terrain is strewn with rubble and debris—in this case, treat all open squares on the map as difficult terrain.

If the PCs don't confront this event until battle round 3, additional vrocks join the wrath riot—apply the elite monster adjustment to the wrath riot to represent its increased power.

### WRATH RIOT

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**Initiative** Perception +28

### CREATURE 16

**Defense Status:** If at the end of a battle round this event hasn't been resolved, the Harrow Court loses 1 additional Defense Point as the demons rip apart and destroy buildings in the village or cause damage to Harrowheart itself. If the PCs defeat the wrath riot, they earn 1 Defense Point.

### EVENT 2. BRIGHT BRINGERS

**Moderate 14**

One of the Prince of Wolves' lieutenants is a powerful succubus who's taken the name of Fate's Prophet. As the invasion of Harrow Court begins, she leads her cultists and a hezrou ally into the swamplands in the southern reaches of the demiplane, just at the border between swampland and farmland, where they begin performing a profane rite to poison the entire realm. If they are allowed to complete this rite, the lands of the Harrow Court become blighted, resulting in a swift and devastating impact on the demiplane.

When the battle for Harrow Court begins, the Arch of Keys in the great hall clears to provide a view of a tangled swamp. If the PCs have visited the swampland in the Harrow Court, they automatically recognize this location. Otherwise they can recognize the swamp with a successful DC 30 Swamp Lore check to Recall Knowledge. The PCs can automatically sense that *The Demon's Lantern* resides somewhere on the other side of the arch. (Note that while Fate's Prophet has invested *The Demon's Lantern*, this does not epitomize the card—a PC must recover the card and invest it themselves in order to epitomize it into the Harrow Court.)

Use the swamp map from the inside cover to resolve this event (this map also appears in *Pathfinder Flip-Mat Classics: Swamp*).

**Creatures:** Fate's Prophet leads a group of cultists in a rite designed to pollute the Harrowed Court's food and water supply. A hezrou named Vorvok acts as her bodyguard and assistant for the rite. All the enemies here are immune to the hezrou's stench.

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As this battle begins, Fate's Prophet and Vorvok remain focused on the rite, hoping that the throng of cultists gathered in the swamp can keep the PCs at bay until the rite is complete. Once either of those two are damaged, or once both of the cultist throngs are defeated, the two demons cease and join the fight, forcing them to restart the rite later.

Vorvok prefers to engage foes in melee combat, allowing Fate's Prophet to take to the air and use her magic and ranged attacks against the PCs. While Vorvok fights to the death, Fate's Prophet flees if reduced to 50 or fewer Hit Points, using *dimension door* to escape deeper into the swamp. If she escapes, remember that she still retains *The Demon's Lantern*—the PCs can simply return to the Arch of Keys in Harrowheart to step back through the portal and arrive within a few hundred feet of her location for a rematch, but if the PCs do this, each additional attempt to confront and defeat her takes a battle round. She's likely to discard *The Demon's Lantern* after enduring such an ambush, realizing that the PCs are using it to track her down.

If Fate's Prophet escapes entirely, it's up to you whether she shows up again. Her remains might be found in the Abyssal Oubliette in Chapter 4, or she could join the Prince of Wolves in Event 4. Regardless, if she escapes with *The Demon's Lantern*, that card should end up in the possession of another denizen of the prince's realm in Chapter 4 for the characters to recover.

## FATE'S PROPHET

## CREATURE 14

**UNIQUE** **CE** **MEDIUM** **DEMON** **FIEND**

Female succubus (*Pathfinder Bestiary 77*)

**Perception** +25; darkvision, true seeing

**Languages** Abyssal, Celestial, Common, Draconic, Elven, Gnomish, Varisian; telepathy 100 feet, tongues

**Skills** Abyss Lore +25, Acrobatics +25, Deception +30, Diplomacy +28, Intimidation +28, Religion +25, Stealth +25 (+27 to Conceal an Object), Thievery +25 (+27 to Palm an Object or Steal)

**Str** +4, **Dex** +5, **Con** +4, **Int** +5, **Wis** +5, **Cha** +8

**Items** *The Demon's Lantern*, +2 striking hand crossbow (10 bolts, all poisoned with shadow essence), bejeweled belt worth 3,000 gp

**AC** 35; **Fort** +24, **Ref** +25, **Will** +27; +1 status to all saves vs. magic

**HP** 255; **Weaknesses** cold iron 15, good 15

**Rejection Vulnerability** As succubus, but 4d6 mental damage.

**Speed** 25 feet, fly 35 feet

**Melee** ♦ claw +27 (agile, evil, finesse, magical), **Damage** 3d8+10 slashing plus 1d6 evil

**Ranged** ♦ hand crossbow +28 (magical), **Damage** 2d6 piercing plus shadow essence

**Divine Innate Spells** DC 34; **7th** warp mind; **6th** dominate; **5th** dimension door; **4th** dimension door (at will), suggestion (at will); **3rd** mind reading (at will); **2nd** detect alignment (at will); **1st** charm (at will); **Constant** (**7th**) tongues, true seeing

**Divine Rituals** DC 34; **6th** abyssal pact

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) As succubus.

**Grab Attention** ♦ (attack) Fate's Prophet attempts to Grapple a creature using Deception instead of Athletics. If the creature is willing, she grapples it automatically.

**Passionate Kiss** ♦ (divine, emotion, enchantment, mental)

**Frequency** once per round; **Effect** As succubus, but 5d6 negative damage and a DC 34 Will save.



**VORVOK**Male hezrou (*Pathfinder Bestiary 2* 67)**Initiative** Perception +21**CREATURE 11****RANCOROUS PRIESTHOODS (2)***Pathfinder Bestiary 3* 213**Initiative** Perception +21**CREATURE 11**

**Defense Status:** Unless she's interrupted, Fate's Prophet completes the pollution rite at the end of battle round 4. At this point, the Harrow Court loses 2 Defense Points at the end of each battle round instead of 1 Defense Point. Fate's Prophet returns to the Prince of Wolves, only to be encountered again during Event 4. If the PCs attack this location after the rite finishes, they'll encounter only Vorvok and Fate Prophet's cult flocks. Defeating the remaining cultists and demon at this point is optional—they'll abandon the Harrow Court automatically if the PCs defeat Event 4. If the PCs disrupt the ritual but fail to defeat the cultists and their leader, Fate's Prophet starts the ritual over—if not defeated within an additional 4 battle rounds, she'll complete the ritual as detailed above.

**XP Award:** Grant the PCs 60 XP for recovering *The Demon's Lantern*.

**EVENT 3. HORDE BREAKERS****MODERATE 14**

Another of the Prince of Wolves' lieutenants is a hulking demon named Torgal. As the invasion begins, more and more demons begin to seep into the Harrow Court at a point where the desert borders the farmland. If the PCs take too long to confront this growing horde of demons, they may grow too numerous to defeat.

As the battle for Harrow Court begins and Torgal invades, the Arch of Hammers in the great hall clears to provide a view of a sandy desert around a small oasis—if the PCs have visited the desert in the Harrow Court, they automatically recognize this location. Otherwise they can recognize the desert with a successful DC 30 Desert Lore check to Recall Knowledge. The PCs can automatically sense that *The Uprising* is located somewhere on the other side of the arch. (Note that while Torgal has invested *The Uprising*, this does not epitomize the card—a PC must recover the card and invest it themselves in order to epitomize it into the Harrow Court.)

Use the desert map from the inside cover for this event (this map appears in *Pathfinder Flip-Mat Classics: Desert*).

**Creatures:** Torgal enters the Harrow Court with a single throng of demonic rabble—at this point, this event is a moderate 14 encounter. A second demonic rabble throng joins Torgal on the 4th battle round,

increasing this event to a severe 14 encounter. On the 7th battle round, a third throng joins Torgal, bringing the event up to an extreme 14 encounter.

Torgal, a ghalzarokh demon, continues to whip up the demonic throngs into an increasing frenzy, promising them a glorious march into violence against the villagers at the heart of this realm once they gather enough troops. If the PCs confront him before Event 4 begins (the point at which Torgal orders the march to begin), the ghalzarokh demon greets them with a toothy grin and orders the PCs to surrender themselves and their cards. He activates *The Uprising* on the first round of combat and continues to brag, praise the Prince of Wolves, and berate the PCs during the battle until he's defeated. Hungry for death and destruction, Torgal shows no mercy and expects none. His demonic rabble throngs fight until destroyed as well.

**TORGAL****CREATURE 15**

Male ghalzarokh (page 80)

**Initiative** Perception +28**Items** *The Uprising* (page 79)**DEMONIC RABBLE (1 TO 3)****CREATURE 13**

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**Initiative** Perception +23

**Treasure:** Torgal wears a king's ransom in jewelry—necklaces, bracelets, rings, and belts worth a total of 4,500 gp.

**Defense Status:** Defeating Torgal is enough to throw the demonic rabble into disarray, but if Torgal survives to battle round 8, he leads a devastating march into the heartlands of the Harrow Court. This reduces the PCs' Defense Points by 2, plus an additional 1 for each demonic rabble throng that accompanies Torgal on his murderous advance.

**XP Award:** Grant the PCs 60 XP for recovering *The Uprising*.

**EVENT 4. FINAL INVASION****MODERATE 14**

While the Prince of Wolves is unwilling to risk himself personally on the invasion, he does send a significant force from his Abyssal domain to strike at the PCs. Central to his plans is a corrupted radiant warden. With the aid of a portal-warping katpaskir demon named Ixerari, the warden was transported at great expense from a remote ruin in northwest Garund to his Abyssal home, the Wolves' Den, and rebuilt into an engine capable of ripping holes into the Harrow Court from the Abyss. While this rebuilt radiant warden is less powerful than it used to be, it remains a dangerous foe for the PCs and a valuable tool for the Prince of Wolves.

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Fortunately for the PCs, this so-called Demongate Colossus needs time to send the full invasion force. As the battle for Harrow Court begins, smaller bands of demons invade as detailed in Events 1–3. These initial invasions are meant to weaken the PCs’ defenses so that they’ll be unable to resist the final invasion.

This event takes place at either the setting of the sun during battle round 8 (if the PCs haven’t been able to defeat all 3 of the initial invasions) or soon after they defeat all three of the invaders in Events 1 to 3. In both cases, the Demongate Colossus and its attendant demons invade the same location as the wrath demons in Event 1—use the same map of the village square you did for that encounter to resolve this one. Regardless, the invasion itself is preceded by an obvious series of lightning blasts and churning cloud formations above the village itself. If the PCs move at once, they can reach the site just in time to face the invaders.

**Creatures:** This invading force consists of a small army of demons and the Demongate Colossus. The precise size and danger of the invading force depends on the trigger that caused the invasion, as described below, but the assumption is that the PCs defeat the previous 3 events and now face a rushed invasion.

## RUSHED INVASION

**MODERATE 14**

If the PCs manage to defeat Events 1–3 before reaching battle round 8 (sundown), the Prince of Wolves panics and rushes the invasion. He forces the Demongate Colossus to rip open a portal to the Harrow Court’s village 10 minutes after the PCs defeat the last of the above events. This invasion force consists of the following.

- The Demongate Colossus
- The Shadow Prince
- One demonic rabble throng

## SUNDOWN INVASION

**SEVERE 14**

If the PCs don’t defeat Events 1–3 before reaching battle round 8 (sundown), then the Prince of Wolves can mount his full invasion force in the attack.

Fate’s Prophet also takes part in this invasion if she completed the blight ritual and still lives. Torgal’s Horde attacks the village as well if these demons haven’t yet been defeated. His demons wreak havoc on the outskirts, but Torgal himself joins the fight against the PCs. Note that the addition of either of these dangerous foes pushes this encounter into Extreme 14 territory or beyond.

In addition to the above possible additions to the event, this invasion force consists of the following.

- The Demongate Colossus

- The Shadow Prince
- One hezrou demon (*Pathfinder Bestiary 2* 67)
- Two demonic rabble throngs

## NEGATIVE DEFENSE POINTS

If the PCs have no Defense Points remaining when they start the battle, the broken defenses of their realm allow influence from the Abyss to seep in, causing the PCs to become doomed 1 as combat begins. The Prince of Wolves automatically seizes control of Harrow Court if the PCs are defeated (see Defeat on page 13).

The invaders immediately set to destroying buildings and slaughtering civilians when they manifest. It’s best to simply describe these catastrophes as narrative rather than play things out. Once the PCs attack or make their presence known, though, the invaders focus all of their wrath on them.

Though the Prince of Wolves himself does not personally accompany the invasion force, opting instead to remain safe back in his Abyssal lair, he still sends a portion of his mind through the portal to accompany the invaders by drawing upon the power of his domain. This extension of his mind manifests physically in Harrow Court alongside the Demongate Colossus and demonic rabble, appearing as a variant brainchild who looks identical to the Prince of Wolves’ hybrid form—an armored, bulky, wolf-headed man armed with a morningstar and a black-bladed knife. In this form, he identifies as the Shadow Prince. Unlike typical brainchildren, the Shadow Prince’s abilities do not change with the perception of his victims. During the battle, this nightmarish figure makes demands of the PCs to give up their destiny to the Unmatched, to surrender their cards to his control, and to accept him as the future that all reality deserves—use the brainchild to taunt and threaten the PCs, making it clear that the creature is one of the Unmatched, here to take what they’ve built.

The Shadow Prince flies around the Demongate Colossus, guiding it. He attacks the characters with glee and reckless abandon, taunting them. The Demongate Colossus seems to be made of flesh and bone, almost as if a leathery skin clung tight to a strange multi-legged skeleton. Even the hammer-like weapons it wields are coated in this diseased-looking leather. As the battle progresses, bits of this Abyss-forged material flake off to reveal the construct’s underlying “skeleton” of metal, eventually exposing enough of its interior to give the PCs a glimpse of the glowing demonic portal in its belly—and of *The Survivor* at its core.

The Shadow Prince fights to the death. When he perishes, he rapidly decomposes into black ichor, leaving an ominous stain on the ground that persists in Harrow Court as long as the Prince of Wolves lives. This stain will, as the PCs learn in Chapter 3, provide a valuable link to the route the Prince of Wolves took into their domain. (Note that while *The Survivor* has been incorporated into the colossus, this does not epitomize the card—a PC must recover the card and invest it themselves in order to epitomize it into the Harrow Court.)

## DEMONGATE COLOSSUS

## CREATURE 14

**UNIQUE** **CE** **GARGANTUAN** **CONSTRUCT**

Variant radiant warden (*Pathfinder Bestiary 3* 220)

**Perception** +24; darkvision

**Languages** Abyssal

**Skills** Abyss Lore +27, Arcana +25, Athletics +26, Occultism +25

**Str** +8, **Dex** +5, **Con** +4, **Int** +5, **Wis** +4, **Cha** +0

**AC** 35; **Fort** +27, **Ref** +25, **Will** +22

**HP** 240; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** mental 15, physical 10 (except adamantine)

**Abyssal Link** The Demongate Colossus is built around a seething, churning mass of Abyssal energy that looks like a sphere of electrified red mist encompassing a single floating harrow card at its center—*The Survivor*. The Abyssal link is obscured until the Demongate Colossus is reduced to fewer than 120 Hit Points, at which point glimpses of it become visible through tears and holes in its leathery “flesh.” The potent magic drawn from this card, combined with the radiant warden’s gatewarper aura, is what allowed the Prince of Wolves to invade Harrow Court. Once the Abyssal link is revealed, a character can attempt to counter the Abyssal link with a *dispel magic* (7th level; counteract DC 34), or can attempt to Steal the card with a DC 35 Thievery (master) check (on a failure, a thief attempting to Steal the card takes 5d10 chaotic and 5d10 evil damage—this damage is doubled on a critical failure). Either success causes a link collapse (see below).

**Gatewarper Aura** (abjuration, aura, occult) 60 feet.

A creature that uses a teleportation ability within the aura’s emanation or enters the emanation via a teleportation ability must succeed at a DC 31 Fortitude save or become drained 1 (drained 2 on a critical failure)

as its body warps and distorts painfully, and have its destination changed to a point of the radiant warden’s choosing within the emanation.

**Link Collapse** If the Demongate Colossus is destroyed or its belly portal is deactivated, demons that used the colossus’s portal within a 40-foot emanation take 7d10 good damage (basic DC 30 Fortitude save). A creature that takes full or double damage is enfeebled 2 for 1 minute. If the Demongate Colossus is still active when it suffers a link collapse, it becomes stunned 3 and loses its gatewarper aura.

**Speed** 30 feet, fly 30 feet

**Melee** ♦ hammer +30 (magical, reach 15 feet, shove),

**Damage** 3d8+14 bludgeoning plus corrupted radiant blow

**Melee** ♦ corrupted radiant beam +27 (magical, range 15 feet), **Damage** 3d6 force plus 3d6 evil

**Occult Innate Spells** DC 34; **7th** dimensional lock, prismatic spray;

**6th** collective transposition; **5th** dimension door (at will)

**Corrupted Radiant Blast** ♦ (evil, evocation, force, occult) The

Demongate Colossus releases a 50-foot cone of crimson

**Demongate Colossus**

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energy that deals 4d12 force damage and 4d12 evil damage (DC 34 basic Reflex save). The Demongate Colossus can't use Corrupted Radiant Blast again for 1d4 rounds.

**Corrupted Radiant Blow** (evil) When a non-evil creature is hit by the Demongate Colossus's hammer Strike, a red flash of Abyssal energy attempts to infuse the target with evil. The creature must attempt a DC 34 Will save; on a failure, the creature can't use any teleportation effects for 1 minute. On a critical failure, the creature is also enfeebled 2.

## THE SHADOW PRINCE

## CREATURE 11

RARE CE LARGE ILLUSION MENTAL

Variant brainchild (*Pathfinder Bestiary 3* 38)

**Perception** +18; darkvision

**Languages** telepathy 100 feet, universal language

**Skills** Deception +22, Intimidation +24, Occultism +21, Society +21, Stealth +20

**Frightful Presence** (aura, emotion, fear, mental) 100 feet, DC 28.

**Universal Language** Anything spoken by the Shadow Prince is perceived by the listener in its native language.

**Urban Legend** As brainchild. The Shadow Prince's illusory abilities granted by its urban legend include its immunity to emotion effects, its resistance to physical damage, its frightful presence, and the persistent bleed caused by its melee Strikes.

**AC** 30; **Fort** +21, **Ref** +22, **Will** +18

**HP** 200; **Immunities** death effects, detection, diseased, doomed, emotion effects, necromancy, scrying;

**Weaknesses** mental 10; **Resistance** physical 10 (except silver)

**Speed** 30 feet, fly 30 feet

**Melee** ♦ illusory weapon +24 (illusion, mental, occult), **Damage** 4d6+10 mental plus 1d6 persistent bleed

**Occult Innate Spells** DC 30; **5th** phantasmal killer (x3); **4th** dimension door (x2); **Cantrips (5th)** shield, telekinetic projectile

## DEMONIC RABBLE

## CREATURE 13

Page 82

**Initiative** Perception +23

**Treasure:** A search of the remnants left behind by the Demongate Colossus reveals *The Survivor*, along with a strange mass of pulsing red crystal deep in its core. This crystal is the Demongate's "heart." It is Bulk L, and radiates abjuration magic. A DC 32 check to Identify Magic reveals it to be a sort of seed around which the construct was warped and

corrupted. A critical success notes that the energies seem to retain some sort of link to the Abyss, and that if the source of the Demongate's heart could be found, it could be useful in hampering those energies further. See Chapter 4 for further details.

**XP Reward:** Grant the PCs 60 XP for recovering *The Survivor*.

## DEFEAT

If the PCs are slain or captured by the invaders, Harrow Court's rule passes to the Prince of Wolves.

If the PCs remain alive at the time Event 4 begins, but are either forced to retreat or simply don't confront the invaders, they lose 4 Defense Points at the end of the battle round. They continue to lose 4 Defense



**The Shadow Prince**

Points at the end of each additional battle round that passes without confronting the invaders. Once Harrow Court is reduced to less than 1 Defense Point, Harrow Court's rule passes to the Prince of Wolves. (If Event 4 starts with less than 1 Defense Point, this defeat occurs immediately if the PCs aren't there at the time of the invasion to fight back.)

If Harrow Court is lost, the campaign is not necessarily over. The Harrow Court is absorbed into the Prince of Wolves' Abyssal domain, expanding the scope of his home significantly. Whether this process ejects the PCs back to the Material Plane or brings them into the Abyss is left to you to decide, but if the PCs wish to continue the fight, you'll need to build several short adventures of your own to cover their attempt to defeat the Prince of Wolves on his own turf. Once the PCs defeat him, his hold over Harrow Court fades and the PCs can recreate the demiplane in exactly the same condition as before by Entering the Harrow Court once more.

## VICTORY

If the PCs defeat the invaders, the presence of the Abyss recedes, filling the PCs with a sense of relief. Any demonic remains still present in Harrow Court quickly fade away, as does what's left of the Demongate Colossus. Items carried by these invaders (including *Deck of Destiny* cards) remain behind. Surviving simulacra, while not technically alive, crowd around the PCs and heap adulations upon them, thanking them for defeating the intruders. The PCs are likely worn out at this point—but while they may fear further attacks, Harrow Court is safe for the time being. With the rise of the next sun, the demiplane “resets” as normal, and all death and damage suffered by the demiplane and its inhabitants vanishes—with the strange exception of the stain left by the Shadow Prince's death.

While the PCs are likely eager to investigate how this invasion occurred and learn more about the forces behind it, they're about to be visited again—this time by friends instead of foes. Proceed with Wyrd Allies below.

**XP Reward:** Grant the PCs 120 XP for repelling the invasion and defending Harrow Court. In addition, grant them additional XP equal to their remaining Defense Points  $\times$  10, to a maximum additional reward of 120 additional XP.

## HAJECK'S THEORY

Once all is said and done, but before the PCs meet with their new allies (see the next section, Wyrd Allies), All-Seeing Hajeck seeks the PCs out again. After

congratulating them on their defense of the realm, she mentions that she noticed something strangely familiar about the magic that the demons used to invade the realm. With her unique new relationship with the Harrow Court, she informs the PCs that if she can spend more time here in this realm, focusing and communing with the magic of the demiplane, she's confident she can unravel exactly how the demons managed to invade without being able to Enter the Harrow Court with the same ease the PCs do. Hajeck will make an unsettling discovery later in this adventure—that the Prince of Wolves has access to the Harrowed Realm (a demiplane that Hajeck once had an unfortunate association with when she lived) and used it as a back door of sorts to invade the Harrow Court. See Chapter 3 for more details.

## Wyrd Allies

The invasion of the Harrow Court has not gone unnoticed. Those from whom the Prince of Wolves first learned of the Harrow Court take note when the invasion occurs, and are impressed by the PCs' ability to repulse it. At some point after the invasion ends, but before the PCs leave Harrow Court on other business (likely soon after the PCs rest for the night and complete their daily preparations the day after the invasion), one of these individuals—a witchwyrd named Usilket (page 92)—makes contact.

Like the Prince of Wolves, Usilket cannot Enter the Harrow Court, despite owning *The Owl*. Instead, they attract the PCs' attention via *The Owl*, causing the Arch of Stars in Harrow Court's great hall to show an elegant balcony framed with colorful silks, between which a sprawling cityscape can be seen. A successful DC 15 Society check is all that's required to correctly identify the city's skyline as that of Katapesh, one of the largest cities in the Inner Sea region. Standing before the archway, beckoning the PCs to step through and visit, is a strange figure—a four-armed humanoid wearing a conical mask and colorful robes. This is the witchwyrd Usilket, and they do their best to convey to any PC who approaches that they are friendly and wish for them to cross through the portal to speak with them. The portal doesn't allow anything but visual communication—a PC who succeeds at a DC 20 Perception check to Sense Motive understands that the figure seems friendly enough. If the PCs don't agree or don't understand, Usilket resorts to written messages asking them to visit, warning them that the one who attacked their domain yet lives, will likely strike again soon with greater forces, and that they are a shared enemy Usilket hopes to work with the PCs to defeat.

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The witchwyrd may look strange, but they are earnest in their desire for alliance with the PCs. If the PCs step through the portal, they find themselves on a balcony in Usilket's apartment—the conversation that results plays out much the same in either case.

"Greetings, mighty ones. We are Usilket, a delegate of the Pactmasters of Katapesh. We seek a mutually beneficial compact with you, for it would appear that our futures are entwined. We have an enemy in common in the Prince of Wolves, and our fates have each been manipulated by the appearance of magical harrow cards. You have turned aside the Prince of Wolves for now, and you have taken these cards to build a world. We know now that these cards are of your destiny, that we have only held them for you, and so I offer this as a show of good faith. Please take this card. All I ask is that we speak honestly together. If you agree, I shall take you to meet my leaders."

Usilket presents *The Owl* to the PCs at this point—if the PCs accept, the witchwyrd assumes they agree. Whether the following discussion takes place in Harrowheart's great hall or Usilket's apartment, strive to present all of the following information to the players. Usilket is more than willing to answer questions but can provide information here unprompted if the PCs don't think to pose the right queries.

**Usilket found *The Owl* among their belongings.** The witchwyrd did so at the same time the PCs discovered cards in their possession, but Usilket again notes how much more the PCs have done in that time with their cards. They reveal to the PCs that their commanders, the Pactmasters of Katapesh, have in their possession two more cards (*The Desert* and *The Marriage*), and they're optimistic that the Pactmasters will grant these cards to the PCs in return for an alliance. Usilket knows that these cards are part of a powerful artifact called the *Deck of Destiny*, and that some sort of event caused the deck to become scattered throughout the world. Though they've only managed to discover two cards in their search, the PCs have gathered a much larger number. This concentration of cards, Usilket explains, is what allowed the Pactmasters to discover the Harrow Court, yet they were not sure of how to reach the new demiplane or how to approach the PCs. Usilket bows at this point, proud to have accomplished this for the Pactmasters, and eager to lead the PCs to meet them in person.

**Usilket works for the Pactmasters.** This consortium of powerful witchwyrds runs the mercantile city and nation of Katapesh. The witchwyrd can explain this information to the PCs if they're ignorant—for an overview of Katapesh, see *Pathfinder Lost Omens World Guide* 51–52. While Usilket was the first

among those of Katapesh to gain a card from the *Deck of Destiny*, their superiors quickly became intrigued. They reasoned that *The Owl* should stay with Usilket, but in their research since then, they've uncovered two other cards, as well as the existence of the Harrow Court. Usilket notes as well that their research is likely what attracted the attention of the Prince of Wolves, an agent of the Abyss who seeks cards from the *Deck of Destiny* for his own needs.

**The Prince of Wolves is who invaded Harrow Court.** Usilket apologizes for the trouble this invasion brought to the PCs, noting that the Prince of Wolves only discovered the existence of Harrow Court after infiltrating a Pactmaster stronghold. He was forced to retreat, and the Pactmasters hoped he had been convinced to cease his investigations entirely, but obviously he discovered enough to invade Harrow Court. The method by which he did so is unknown to the Pactmasters. It's certain that, in time, the Prince will attempt further invasions or to secure more cards. Usilket can confirm that when the Prince of Wolves attacked the Pactmasters, he carried three cards—although it's unclear which three cards they were. Some of the Prince of Wolves' agents were captured and interrogated, and the Pactmasters know he claims to "live beyond death" and that his desire to gather up the full *Deck of Destiny* borders on obsession. Interrogated agents claim that their master intends to use the *Deck of Destiny* to "ascend beyond the mortal world," but beyond these vague details, the demons and cultists were not particularly useful sources of detailed information.

**The Pactmasters seek an alliance with the PCs.** Their primary concern remains the governance of the city and nation of Katapesh, and they cannot devote nearly as many resources to these mysteries as the PCs can; further, the PCs have demonstrated they're perfectly capable, perhaps even as capable as the Pactmasters themselves. And so the Pactmasters wish to meet with the PCs and discuss an alliance—at the very least, one that would remove the Prince of Wolves from the equation and forever prevent him from invading Katapesh, the Harrow Realm, or anywhere else ever again. The location of the Prince of Wolves' lair, alas, is unknown at this time.

When the PCs are ready, Usilket is prepared to escort them to meet with the Pactmasters.

**XP Award:** Grant the PCs 60 XP for receiving *The Owl* from Usilket.

## KATAPESH

Katapesh is a cosmopolitan city of immense size that looks out over the ocean on one side and is bordered

by arid lands on the other. The PCs arrive in a sprawling walled compound amid lavish gardens—Usilket's apartment is one of many smaller buildings within a vast palace occupied by the Pactmasters. While the PCs' visit with the Pactmasters is focused on propelling the plot of "The Destiny War" forward, Katapesh is an amazing city filled with countless opportunities. Once the PCs conclude their business with the Pactmasters, they can spend as much time as they wish exploring the city, but little more of direct import to the Stolen Fate Adventure Path remains for them here.

More information on Katapesh appears on pages 51–52 of *Pathfinder Lost Omens World Guide*, is presented in detail in *Pathfinder Campaign Setting: Dark Markets*, and is also featured in Part 5 of the Age of Ashes Adventure Path, "Against the Scarlet Triad," if you're looking for more information about the city. If the PCs are merely looking for a place to shop, the city's numerous markets should have available to them plenty to pick and choose from, at your discretion.

As the PCs exit Usilket's apartment and cross the palace grounds to approach a large meeting hall, guards stylishly bedecked in jeweled turbans, silvery breastplates, and fine, colorful robes greet them curiously; these are Zephyr Guards, the elite protectors of the city. Usilket remains with the group once they enter the meeting room, which consists of an airy open hall with lavish furniture and all manner of refreshments, as well as a small pool. Two guardian aluums (page 83) watch over the double-door exit, but these constructed guardians are unlikely to move during the wait or the meeting that follows.

### DREAMS OF KHO

While the characters wait for the Pactmasters to arrive, Usilket off-handedly mentions the legendary ruins of Kho, which lie about 400 miles to the northwest from Katapesh, deep in the Barrier Wall Mountains. The mysterious ruins have long been of interest to the Pactmasters, and are in particular one of Usilket's greatest passions. As such, and perhaps as a result of Usilket's swiftly growing trust in the PCs, they mention that the Pactmasters have learned that several more cards from the *Deck of Destiny* appear to have ended up in the ruins.



**Usilket**

At this point, Usilket asks the PCs what they know about the following five locations in the ruins of Kho. Each PC can attempt a DC 25 Arcana or Kho Lore check to share what they know. On a failure, Usilket can provide the Success information to the party.

### DOMES OF THE POLYMATUM

**Success** The Domes were Kho's arcane schools; the most prolific inhabitants of the area today are sinister ratfolk known as hadis.

**Critical Success** The lich Trexima Butoi is known to be active in this area.

### FIELDS OF GLASS

**Success** The remains of crystal structures are scattered across the Fields of Glass. A group of crystalline xorns inhabits this region, under the rule of the dragon Vehanezhad.

**Critical Success** The magic suffusing Kho has caused a sort of infection to spread from the crystals. Vehanezhad, who was once a blue dragon, has transformed into a crystal dragon as a result of this.

### LOWER CITY

**Success** The Lower City's ruins are the most overgrown with jungle flora today. Near the region's center opens the Pit of Endless Night—a vast sinkhole.

**Critical Success** The Pit of Endless Night is inhabited by a group of morlocks.

### UPPER CITY/SUNKEN CITY

**Success** Towers still stand over a lake that recently flooded the Upper City, so folk in Usilket's enclave have taken to calling this area the Sunken City. Winged apes called derhiis live in the ruined towers and serve a clan of marid genies who dwelled in the lake.

**Critical Success** The Ghasem clan of marids once dwelled here, but they have disappeared recently.

### WELL OF AXUMA

**Success** A self-sustaining reservoir of magical energy called the Well of Axuma flows through and around Kho. In Kho's valley, creatures feel comfortable no matter the temperature, they grow and heal faster, and sapient creatures can develop minor magical talents. Gravity has less hold on things here, and wands and staves function better.

**Critical Success** Those who are exposed to the well's energies may discover a way to take that magic into themselves to enhance their bodies or minds.

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**XP Reward:** Grant the PCs 20 XP for speaking with Usilket about Kho, and an additional 20 XP for each of the above subjects in which they achieved a critical success in Recalling Knowledge (to a maximum of 120 XP for all 5 topics).

## SEALING THE PACT

After the characters relax and banter with Usilket about Kho lore, the Pactmasters arrive. Usilket introduces the five Pactmasters: Angruul, Jivnar, Morvithis, Tzandarkon, and Krimiltuk (whom Usilket introduces as “our father”). Each Pactmaster bows slightly when introduced. A PC who makes a successful DC 30 Society check realizes these five witchwyrd comprise the heart of the Pactmasters and are the most powerful in the entire nation. No statistics for these Pactmasters are provided (but each is a high-level arcane spellcaster), as the following discussion should not involve combat or subterfuge; if the PCs do attack, the five simply *dimension door* away and cut ties with the party. In such an event, the PCs will be on their own in their trip to Kho, and may even find conflict with the Pactmaster agents found there.

## Initial Offer

Usilket does most of the talking during the meeting. The Pactmasters see this situation as a mutually beneficial opportunity. Considering past evidence, they believe several cards from the *Deck of Destiny* are now in the clutches of Kho’s mightiest residents, and they fear that agents of the Prince of Wolves will soon descend upon Kho in an attempt to claim them.

This situation is beneficial to the Pactmasters because they seek to expand their presence in Kho, making allies of or eliminating overlords from the city’s factions, but these plots are not goals they seek to personally pursue. The Pactmasters hope that the PCs agree to serve as their agents here, in return for support in their quest to recover cards.

In the current negotiation, the Pactmasters initially offer the following in return for the PCs agreeing to become their agents in securing diplomatic relations with Kho’s inhabitants.

- Cards:** As a gift for coming to Katapesh to hear the deal, the Pactmasters give the group *The Desert* (Krimiltuk produces it from a sleeve and gives to an *unseen servant*, which hands the card to one of the characters). They also offer *The Marriage*, to be given when the pact is sealed.
- Magical Reward:** In order to seal the deal, the Pactmasters offer each PC a choice between one of the following four items: a *bag of holding type IV*,

a *keen weapon rune*, a *greater sturdy shield*, or a wand of any common 6th-level spell. In addition, they gift each PC with a silk pouch containing three greater elixirs of life and a *panacea*.

- Transport:** The Pactmasters offer the use of a *witchwyrd beacon* to aid travel as the PCs see fit.

## Expanding the Deal

After these initial offers, Usilket opens the floor to further discussion. Neither Usilket nor the Pactmasters mention they can give more, but they have a friendly attitude toward the characters. The characters can gain additional concessions based on improving the Pactmasters’ attitude and making requests with Diplomacy checks. The initial check is a DC 35 check, but this DC increases by 2 for each additional request. Characters who point out observable facts and needs related to them do better in these talks and gain a +2 circumstance bonus on these checks. Here are some things they can gain.

- Defensive Aid:** The Pactmasters agree to provide defensive aid, and offer a single aluum guardian to the PCs, gifting them a *guardian aluum charm* (page 71) so they can issue orders to the aluum.
- Discounts:** Katapesh is a bountiful city, and the PCs may request discounts when shopping here. This concession, if successful, earns the PCs a 5% discount (10% on a critical success) on all purchases made in the city of Katapesh during this adventure.
- Trade Benefits:** The PCs can negotiate a bonus in selling prices for treasure they sell in Katapesh. On this point, Usilket prefers right of first refusal—they’d like to see anything unique the characters retrieve from Kho’s ruins. On a success, the PCs gain a 5% increase (10% on a critical success) to prices for all items sold in the city of Katapesh during this adventure.
- Unique Offers:** The characters can also request items that might otherwise be hard to come by. Katapesh is a diverse center of trade. Uncommon and rare goods might be available, at your discretion.

## Concluding Negotiations

Once negotiations conclude, the Pactmasters depart, leaving the characters with Usilket. Once the party ready to head to Kho, proceed with Chapter 2.

**XP Reward:** The characters earn 30 XP for negotiating with the Pactmasters. If they manage to expand the deal in any way, award them an additional 30 XP. In addition, award them 120 XP for obtaining *The Desert* and *The Marriage*.



## Chapter 2: Cards of Kho

Once the characters have sealed their deal with the Pactmasters, they can head to Kho. Usilket invites them to use whatever travel method they prefer, arriving in Kho and Usilket's enclave at their convenience. Back in Harrowheart, the arches in the grand hall all refocus to lead to the interior of the enclave in central Kho notified of this development, the Pactmaster is equal parts delighted at and startled by the convenience, and they ask the PCs if they can accompany the group on this journey.

While all the arches lead to the same location, a PC who concentrates upon the arches can sense which cards lie within Kho (although not their exact locations): *The Bear*, *The Beating*, *The Lost*, *The Sickness*, and *The Tangled Briar*.

### Usilket's Enclave

When the PCs step through any of the arches in Harrowheart's grand hall, they emerge into the center of Usilket's Enclave. If they didn't accompany the PCs through the arches, Usilket went ahead on their own via teleportation provided by one of the more powerful Pactmasters; either way, they're present to the PCs eagerly as they arrive. Usilket gives a quick tour (see Enclave Areas, page 19), then invites the PCs to return to the communal meeting area for food, drink, and a brief chat, as well as to introduce them to the Enclave's other inhabitants (see Other Guests, page 19).

Usilket explains that the enclave is a repurposed basement under what was once a small library, although the library's contents, sadly, were all

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destroyed or ransacked long ago. Underground, with its only entrance well hidden from above, the enclave is well protected and can serve the PCs as a safe base of operations for their exploratory and diplomatic missions above in Kho. Usilket is eager for the PCs to begin their search and can also help answer any lingering questions they might have.

## ENCLAVE AREAS

Usilket's enclave has stone doors banded in bronze and walls of stone reinforced with metal. *Continual flame* spells have been used throughout the enclave to keep its interior well lit; these lights can be commanded to dim or brighten with a voice command.

As combat is unlikely to break out in the enclave, no map is provided. The entrance to the enclave is a secret door (Perception DC 30 to discover, although Usilket quickly points it out to the PCs) that opens into a short hall, which in turn leads to a broad chamber featuring a natural spring and a communal meeting area, along with work areas for crafting and cooking. Nearby storerooms contain food and other necessities, and numerous private chambers surround the central one—there are enough for each PC to have their own room, along with accommodations for the enclave's other inhabitants.

## OTHER GUESTS

Apart from Usilket and the PCs, two other guests reside in the enclave at this time, and when the PCs arrive, they quickly gather in the central meeting area. Here, Usilket introduces the PCs to each of the other guests. In addition to these two, three guardian alums (page 93) keep watch in this chamber as well, although they rarely move or make a sound. If the PCs secured permission to use an alum from the Pactmasters, one of these alums accompanies them.

During the initial meeting, Shanaca and Yezom stay quiet and observe but are willing to speak to the PCs if addressed and offer help for their missions.

### Shanaca

Usilket invited **Shanaca Anisoara** (N female derhii ranger 9), a leader among Kho's derhiis (page 84), to stay here not long ago, promising her a chance to meet with heroes who'll help her and her people with their concerns in Kho. She's eager to have someone confront whatever now dwells in the Sunken City, destroy undead that have appeared in the lake, and stop the slow flooding of the Upper City, and Shanaca has promised to bring her people to aid Usilket in the future in response. In particular, Shanaca believes that something the genies left behind is the source of the problem and that whatever it is, it might eventually jeopardize areas beyond Kho.

Shanaca has little interest in aiding the PCs directly, pointing out that “if I had the ability myself to solve these problems that face my people, I wouldn't need outside aid.” Once the PCs agree to help, she'll give them directions to a rocky platform in the Upper City (area C), calling this small artificial isle in the lake the “ritual stone.” Her people have long shunned the site, despite the frequent flashing lights seen pulsing from the stone after dark, since the few who dared to investigate only ever returned as horrific undead. Beyond the flashing lights, derhii scouts recently spotted bizarre, tentacled monsters in the nearby waters. Shanaca suspects that the source of the troubles comes from a small villa in the old marid settlement below the

## CHAPTER 2 SYNOPSIS

After recovering from the assault on their extradimensional home and forging an alliance with the Pactmasters, the PCs travel to Kho. They must explore the city and decide how to secure the cards from those who now possess them. Taking the cards by force is one option, but diplomacy and cooperation can work as well.

ritual stone, a location she knows as she once served the marids before their return to the Plane of Water.

### Yezom

Another invitee of Usilket's, **Yezom** (N male hadi [page 85] advisor 8) has come at the behest of his master Trexima Butoi, a Mauxi lich and ruler of Kho's hadis. Yezom explained to Usilket, and eagerly does to the PCs as well, that "Master Trexima knows what you seek—he has one of these cards himself and wishes to discuss exchanging it to you in return for a favor." Yezom doesn't know what Trexima wants, but if the PCs are willing to visit within a day, he can guide them there (see the Phantom Academy on page 25). Otherwise, he marks the location on their map.

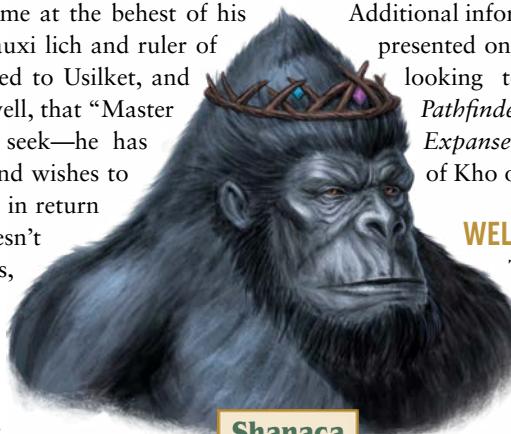
Yezom nervously admits he also has a counteroffer from his mother **Yilmaz** (area A4) and uncle **Teffera** (area A5). These twins govern Kho's hadis for Trexima. They have the support of their warriors, led by a hadi rajawan named **Naheed** (area A3). According to Yezom, hadis serve Trexima only out of fear; thus, he anxiously asks the PCs on his relatives' behalf to destroy the lich. His people can't risk doing so on their own because Trexima's vengeance is likely to be swift, lethal, and indiscriminate. However, Yezom is sure his mother and uncle will agree to help the player characters against the Prince of Wolves in exchange for freedom.

Yezom doesn't know what a lich's *soul cage* is, much less where the PCs might find Trexima's. He knows little of Trexima's defenses, other than the skull swarms in area A6. He recalls hearing once from his mother that Trexima came to the Phantom Academy from the south, and that he's been looking for a way to retrieve something important he left behind.

## Exploring Kho

The ruined city of Kho is as beautiful as it is dangerous. Once one of the fabled flying cities of Shory, today, the ruins lie sprawled along the slopes of the Barrier Wall mountains, inhabited by a wide array of unusual and often dangerous denizens.

In regards to traveling from the enclave to other parts of the city, Usilket points out that the enclave itself is located near the city's center, near a monolith Uomotos call the "Stone of Surrender or Sacrifice." During the day, this towering monolith can be seen throughout the city, making it relatively easy to navigate back to the enclave as needed.



**Shanaca**

Kho's central river flows rapidly downhill from the flooded Upper City. Its channel drops steeply, averaging about 30 feet to the water, which is 20 or more feet deep with few shallower points. This gorge is 100 feet across at its narrowest.

Additional information about the ruins of Kho are presented on the following pages, but if you're looking to expand on what's provided, *Pathfinder Lost Omens: The Mwangi Expanse* contains an overview of the Ruins of Kho on pages 168–173.

## WELL OF AXUMA

The Well of Axuma is a reservoir of ancient magic—a matrix of magical energies that permeates the entire region. Named for its ancient creator, the Well of Axuma is the source of many magical phenomena in the ruins as well as unusual effects that extend farther into Uomoto territory outside Kho. The Well's effects extend half a mile into the sky and from the valley edges. A manifestation of the magic that once held Kho aloft in the skies above, no physical features define the Well, but its effects become apparent as soon as the PCs step into the ruins—especially if they expect to face the sweltering conditions of a jungle ruin.

**Beneficial Effects:** On creatures, the Well of Axuma has the following constant, beneficial effects.

- **Temperature:** During this adventure, temperatures in the Ruins of Kho often rise up to sweltering highs, but all creatures within the Well are protected as if by *endure elements*.
- **Life:** Living creatures and plants thrive within the Well. While resting, including the Long-Term Rest downtime activity, creatures heal at twice the normal rate.
- **Gravity:** The ancient magics that once held Kho aloft in the sky also lace the Well, subtly altering the pull of gravity. All creatures gain a +2 circumstance bonus to Acrobatics checks to Balance and to Maneuver in flight and to Athletics checks to Climb, High Jump, and Long Jump. Falling damage is reduced as well—creatures treat all falls as if they were 20 feet shorter (this stacks with the effects of falling into water, which is treated as if the falls were 40 feet shorter as a result).
- **Innate Magic:** The Well grants some sapient creatures who dwell within the ability to cast a few arcane cantrips, typically *detect magic*, *mage hand*, or *prestidigitation*.

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- **Infused Magic:** Staves and wands function more efficiently within the Well's reaches. When a character prepares a staff during daily preparations, the staff gains 1 extra charge. When a character attempts to overcharge a wand, it's a DC 6 flat check to determine if the wand becomes broken.

**Harmful Effects:** Despite the beneficial effects, the Well's energies can take a toll on those unused to them. After a month spent in the region, a creature's body becomes acclimated to these harmful effects, but until then, each time a creature finishes their daily preparations while in Kho, they must attempt a DC 5 flat check. On a failure, the creature becomes enfeebled 1 by these side effects. While enfeebled in this way, a creature doesn't benefit from the Well's beneficial effects; the enfeebled effect is permanent until it's cured by magic. An acclimated creature who leaves the Well loses their acclimation in 3 days.

**Hazards:** Other odd and dangerous effects occur within Kho due to the Well of Axuma, its age, and damage to the ancient city. These hazards and perils, such as rogue spheres (page 24) or crystal corruption (page 42), are detailed later in this chapter.

**Permanent Effects:** The Well can grant animate life to the inanimate or infuse creatures who dwell within its reach with unique powers. In addition, once the PCs are exposed to the Well of Axuma, their bodies become infused with its magic—this unlocks the two feats presented on page 71, Axuma's Awakening and Axuma's Vigor. The PCs can select either of these feats whenever they earn general feats.

## EXPLORATION

Most of the target locations the PCs suspect of harboring the *Deck of Destiny* cards are within one-half to three-quarters of a mile from Usilket's enclave. Although distances in the city are short, the terrain is uneven and, at times, broken or hazardous. Shattered rocks, natural fissures and pits, and sharp crystal growths abound. As a result, travel through Kho must contend with greater difficult terrain (*Pathfinder Core Rulebook* 479). You can simply assume that it takes two hours for the PCs to reach their target goal if you wish, rather than tracking their progress hex by hex.

As the group moves to the locations they seek, each PC must choose one of the following exploration activities to pursue: Avoid Notice, Defend, Detect

Magic, Follow the Expert, Hustle, Investigate, Repeat a Spell, Scout, or Search. Each PC must attempt a DC 34 skill check based on their chosen exploration activity. If no skill is clear for the activity, use Perception. Having a guide, such as Yezom, grants each PC a +2 circumstance bonus to their check. The result of this check determines how well the PC manages to navigate the ruins on the trip.

**Critical Success** The PC not only makes good time, but can help one other PC along. Choose one other PC, and either shift their failure result to a success or their critical failure result to a failure.

**Success** The PC encounters no unusual difficulties along the way.

**Failure** The PC suffers a minor accident during the journey and takes  $4d6$  points of damage (choose from bludgeoning, piercing, or slashing, depending on the flavor of the accident you choose to take place).

**Critical Failure** As failure, but the PC also suffers a debilitating accident like a twisted ankle, a brush with stinging nettles, sunburn, or the like—the PC becomes clumsy 1. This condition lasts for 24 hours or until cured by magic.



**Yezom**

## KHO FEATURES

Kho is an eclectic mix for the senses. Crumbling rock and crystal coated in and surrounded by verdant jungle growth comprises most terrain. Animal and plant life is abundant and healthy. The smell of greenery, fresh air, and water mixes with the scents of earth, pollen, and weirder odors. Creatures call amid the ruins as soft winds roar in the valley and trees. The air always seems comfortable, thanks to the Well of Axuma.

## Card Locations

Once the PCs are ready to begin exploring Kho and to track down the cards supposedly hidden within the ruins or held by powerful creatures therein, Usilket can offer a bit of advice on where to begin searching, based on information they and the Pactmasters previously deduced through research. They aren't sure which card is located where, but in each of the following entries for Kho's locations, a "Cards" entry lists the information Usilket can share with the PCs.

## Domes of the Polymatum

Broken remains of Kho's arcane academies sprawl across the ruins' middle area to the eastern valley wall.

Hadis are common in the Domes of the Polymatum. Alchemical slurries and toxic sludges can be found in

here, some the remnants of ancient work or daemonic leavings, others created and discarded by hadis. Oozes are also regular denizens.

**Phantom Academy:** Through the ruins, beyond Shadow Hill and near the edge of the valley, rises Phantom Academy, an ancient edifice shored up by magic. This place is the sanctum of Trexima Butoi and the home of Yezom. See area A.

**Cards:** Usilket believes one of the cards is in the possession of the lich Trexima Butoi but also suspects a second card lies somewhere in one of the ruins located in this part of the city.

### Fields of Glass

Remnants of countless crystalline structures comprise the Fields of Glass, which stretch from the river to the valley's western wall.

Vehanezhad and her xorns rule the Fields of Glass. Magic propagates crystals here, so they can suddenly shift or grow. Their reflected light can be dazzling or even burning. Great machines hum in the ruins, one among them being, legend has it, the apparatus that once made Kho fly. An ancient slide zone, a remnant from where the city first impacted near the valley wall, forms a fertile expanse where myriad animals thrive among equally vital trees and glades.

**Obelisk Vault:** An obelisk-topped white dome amid ruins of metal and stone, the Obelisk Vault is a landmark southwest of the Domes of the Polymatum on the edge of the Fields of Glass. It functions as a Shory museum and observatory. See area B.

**Sunset Towers:** Great crystalline towers collapsed as Kho struck earth, spreading crystal across the valley. A number crashed together and fused in odd positions. Now, the ruins sparkle when illuminated by the sun or moon. Vehanezhad and her xorns lair here. See area E.

**Cards:** Usilket is fairly certain that only one card lies hidden in this region. They suspect this card is part of the dragon's hoard. Even if it isn't, as a dragon, Vehanezhad likely knows more about the valuable treasure's location than anyone else nearby.

### Lower City

The Lower City hosts Usilket's enclave and is likely to be the first part of Kho the player characters see.

The jungle has reasserted itself in the Lower City, which has the fewest intact ruins in Kho. Animals and plants are common. Constructs are also numerous here, some barely whole enough to move—damaged sentinels of structures that no longer exist. Undead and deathly magical phenomena are common near Shadow Hill. At night, morlocks rifle through the ruins.

**Obelisk Bridge:** The toppled remains of a monumental tower form a bridge across the river gorge. Moss and other plant life covers the ancient ruin, but stone and crystal, some etched in weathered runes, still peek through.

**Pit of Endless Night:** The hole in the heart of the Lower City, the Pit of Endless Night is the lair of morlocks. See area D.

**Shadow Hill:** Around this broad hill, light dims, colors dull, and the air cools, causing thin mist to form and hug the hollows nearby. Trees and other plants become twisted and sickly the deeper in the gloom they grow. Ruins within are crumbling wrecks. Few animals dwell nearby. Whispers rise, fall, and occasionally crack like sinister wheezing, replacing the sounds of jungle life. Under the hill, which is the overgrown remains of an ancient building fallen to complete ruin, a malfunctioning gate to the Plane of Shadow wheezes and pops. Occasionally, it spits forth a monstrosity.

**Cards:** Usilket suspects this area's card lies hidden in the Pit of Endless Night, but whether it's held by one of the morlocks or something else, they can't say.

### Upper City/Sunken City

Kho's Upper City is now a lake, also called the Sunken City. It's the result of portals to the Plane of Water, deep in the lake, which once provided water to the flying city. From the towers (Aerie Monoliths), derhiis hunt in the lake shallows and fly over northern sections of Kho. Some of the plants here are cultivars descended from local plants or from other regions of Golarion or beyond.

**Aerie Monoliths:** The Aerie Monoliths stand in the lake's eastern shallows. The towers shelter derhiis, whom the player characters might glimpse. The largest central tower serves as a meeting place for the derhii council.

**Sunken City:** In the deeps, splintered crystal and lingering marid illusions and undead make the cityscape even more treacherous. The PCs must navigate this region underwater. Within is area C, the lair of a marid devourer.

**Cards:** Usilket believes that a card from the *Deck of Destiny* lies somewhere deep underwater here near Cistern Major, once the domain of the marids who helped maintain the region.

### MINOR ENCOUNTERS

While the bulk of this chapter presents encounters tied to specific locations, you can use the following minor encounters to spice up exploration or provide an additional challenge before or after the player

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characters explore a site. Use them as you're inspired to by the Kho Features section starting on page 21 and each event's description and contents.

## Amorphous Alchemy

**Trivial 15**

**Creatures:** Oozes creep through the rubble, especially in the Fields of Glass and among the Domes of the Polymatum. Most are too weak to threaten characters as powerful as the PCs, but the largest of these oozes, multicolored masses of alchemical pollution, are another story. These enormous alchemical blobs have the same statistics as a carnivorous blob, yet they aren't driven by an insatiable hunger.

These oozes can persist for years without feeding and adopt a more passive method of hunting, lying in wait for a creature to stumble into reach rather than relentlessly flowing through the region. In most cases, the PCs should be able to avoid these creatures simply by not approaching within 30 feet, but in some cases, such as a sudden building collapse that exposes an alchemical blob, they might find themselves ambushed. Feel free to have the PCs encounter two or more of these oozes if you want a more dangerous encounter.

## ALCHEMICAL BLOB

**CREATURE 14**

**N** **LARGE** **MINDLESS** **Ooze**

Elite carnivorous blob (*Pathfinder Bestiary 2* 6, 195)

**Perception +25**

## Ancient Sentinels

**Trivial 15**

**Creatures:** Crystalline constructs emerge from the ruins to attack the PCs, possibly just before or after the group explores a site. These ancient glass golems are typically encountered in pairs and appear in the shape of dragons, wyverns, angels, demons, and other flying creatures (although their stats remain the same despite their appearance).

## CRYSTAL SENTINELS (2)

**CREATURE 13**

**RARE** **N** **LARGE** **CONSTRUCT** **GOLEM** **MINDLESS**

Variant glass golem (*Pathfinder Bestiary 2* 131)

**Perception +19; darkvision**

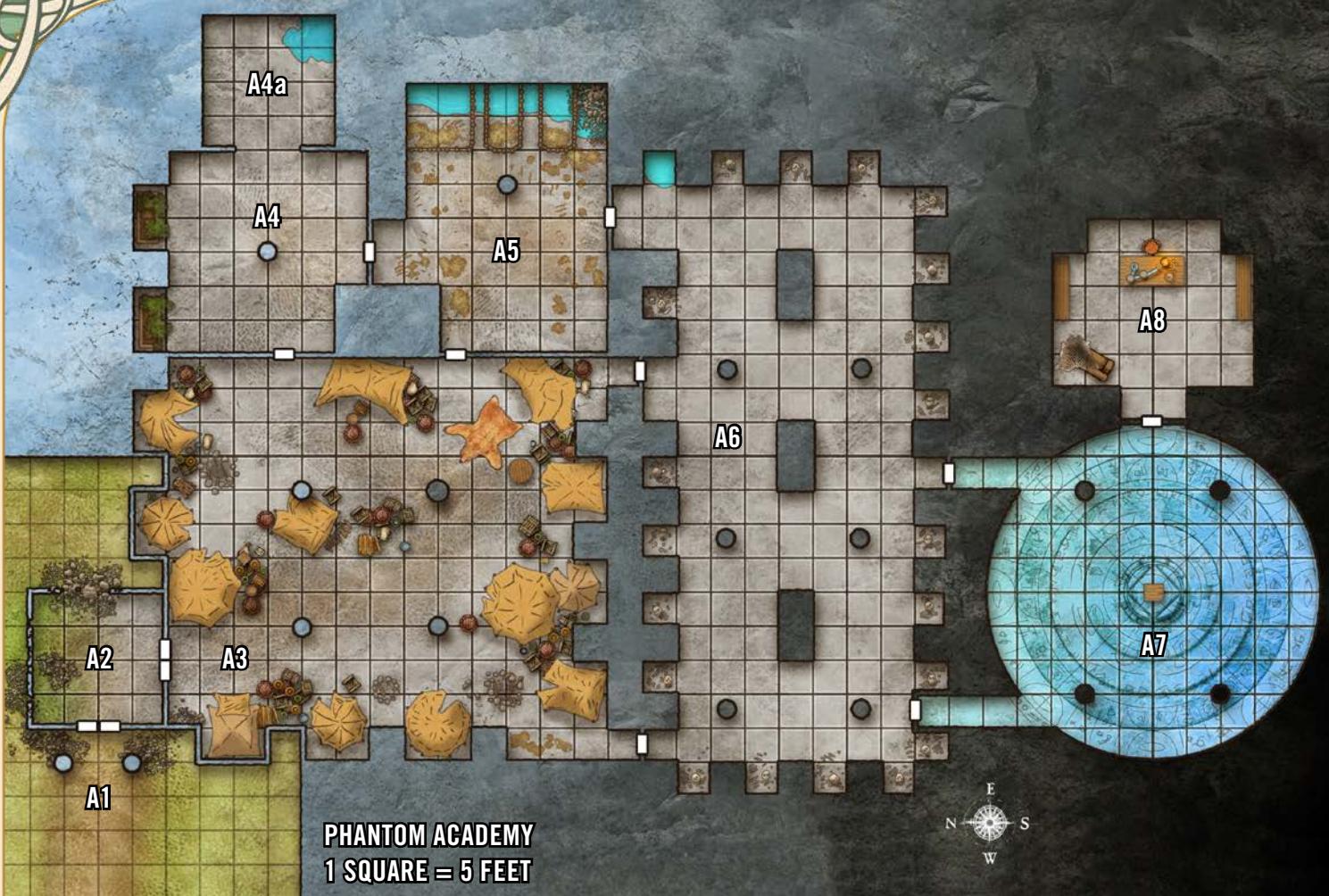
**Skills** Acrobatics +23, Athletics +27, Stealth +23

**Str +8, Dex +4, Con +5, Int -5, Wis +0, Cha -5**

**AC 34; Fort +24, Ref +22, Will +18**

**HP** 235; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine or bludgeoning)





sentinel can't use Dazzling Brilliance for 1d4 rounds. A creature caught within the bright light or that enters the bright light must attempt a DC 33 Will save.

**Success** The creature is unaffected.

**Failure** The creature is dazzled for 1 round.

**Critical Failure** The creature is blinded for 1 round, and then dazzled for an additional 4 rounds. While the creature remains dazzled, it's also confused (this additional effect has the emotion and mental traits).

### Demonic Scouts

**Low 15**

**Creatures:** This event is likely to occur after the PCs have explored at least three areas in Kho, but it could happen anytime you want to signal the Prince of Wolves isn't yet done with them. Two nalfeshnees, Kaino and Enok, arrive in Kho and proceed to hunt for the group. Their main goal: to steal *Deck of Destiny* cards from the player characters.

The nalfeshnees descend from the air to ambush the PCs as they emerge from an area where they've acquired a card. These demons are vocal about who sent them and why, and they fight to the death. If this encounter occurs a second time, the PCs face a larger group of

demons—a single ghalzarokh named Yazoulain who commands a group of four hezrous. This larger group is a Moderate 15 encounter and, as with the nalfeshnees before them, make sure the PCs know who sent them and why. If this larger group is defeated, the Prince of Wolves bides his time and sends no further scouts against the PCs as long as they remain in Kho.

### GHALZAROKH

Page 80

**Initiative** Perception +28

### CREATURE 15

### HEZROUS (4)

Pathfinder Bestiary 2 67

**Initiative** Perception +21

### CREATURE 11

### NALFESHNEES (2)

Pathfinder Bestiary 2 68

**Initiative** Perception +25

### CREATURE 14

### Rogue Sphere

**Trivial 15**

**Hazard:** Disruption among magical fields in Kho creates magical tears Uomoto explorers dub “rogue spheres.”

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These anomalies wander aimlessly until attracted to active magic around creatures. A rogue sphere appears as a bubble of shifting distortion in the air, most visible in bright light. They're often drawn to areas where powerful magic has been recently unleashed, such as after a confrontation with Trexima Butoi in area A.

## ROGUE SPHERE

RARE COMPLEX ENVIRONMENTAL MAGICAL

**Stealth** +40 (master; +35 in bright light)

**Description** A roving sphere of distorted magic shimmers and floats through the air.

**Disable** DC 38 Arcana, Nature, Occultism, or Religion (master) to cause the magic of the sphere to dissipate harmlessly, or DC 40 Thievery to cause the sphere to burst and implode safely, or *dispel magic* (8th level; counteract DC 34)

**AC** 34; **Fort** +23, **Ref** +29

**Hardness** 25, HP 96 (BT 48); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** force 15

**Magic Drift**  **Trigger** A creature within 60 feet casts a spell or uses magical effect, or a creature within 60 feet is the target of an active spell that's 5th level or higher, carries a magic item of 10th level or higher, or is the target of an ongoing magical effect created by a creature who's 10th level or higher; **Effect** The sphere flies 30 feet toward the triggering creature. If the sphere would enter a creature's space, it stops moving in that creature's space, then attempts to counter the triggering magic effect (or alternately, the strongest magic effect on the creature), with a counteract modifier of +28. A counteracted magic item becomes a mundane item of its type for 10 minutes. If the target is a creature, or is a creature who's carrying the targeted item, the creature takes 10d6 force damage from this effect (DC 36 basic Fortitude save). The rogue sphere then rolls initiative.

**Routine** (2 actions) The sphere uses its first action to fly 30 feet toward the closest creature currently under the effects of a spell, or it uses both actions to fly 60 feet toward the closest creature if none are within 30 feet. The rogue sphere attempts to enter the target's space. If a rogue sphere shares a creature's space, it uses an action to Magic Drift the target. If the target has no magical effects or carries no magic items, the result of its Fortitude save to resist the force damage caused by Magic Drift is increased by one degree of success.

**Reset** The sphere ceases moving when no creature remains to trigger Magic Drift. It then dissipates after an hour spent with no targets within 60 feet

## Phantom Academy

A structure of white marble, crystal, and brassy metal pokes out of the ground at a slant. Cracks and gaps

## HAZARD 15

mar the facade. Broken pillars stand before the portico, which sports weathered doors carved of pale stone. Jungle plants and moss grow over the building and the rubble surrounding it. The Phantom Academy is located at area A; the map for this area is on page 24.

### PHANTOM ACADEMY FEATURES

A group of hadis reside here, having turned this school into a home. The structure was originally sized for humans, giving the new occupants copious living space. Ceilings in rooms arch to a stately 20 feet high, while doors are made of wood but have handles set particularly low (the doors are relatively new additions by hadis, who had to replace the older, decayed doors and chose to do so with ones sized for their smaller stature).

In most rooms, thick crystal skylights or windows let outside light into the school. Hadis prefer light, so they use candles, fires, and lamps when darkness falls. Trexima also prefers light so he can discern color. *Continual flames* light areas A7 and A8. The text notes exceptions to assumed lighting.

### Hadis

Hadis are clever or wise enough to understand the threat powerful characters like the PCs pose. Especially if the group comes with Yezom, the hadis encountered here cause the PCs no trouble. It's easy to convince them the party has come to meet Trexima, and mentioning the lich by name renders any hadi unwilling to interfere.

If attacked, they retreat to area A3, where the whole clan makes a stand. Attacking hadis automatically causes Trexima Butoi to become hostile. He awaits bellicose interlopers in area A7 or A8, where he attempts to slay them.

Conversely, the hadis don't defend Trexima and want nothing to do with a fight involving their overwhelmingly frightening leader. Instead, they seek to avoid becoming collateral damage in a battle between the PCs and the lich, even fleeing the Phantom Academy entirely if needed.

In addition to hadis, the characters spot fierce, unusually large mutated rats hiding in rubble and crevices of the academy. These daemon-blooded vermin avoid the characters unless otherwise noted.

### Meeting Trexima Butoi

If the player characters come with Yezom or under any other pretense of meeting with Trexima Butoi, Yezom (coming out of the academy if needed) escorts the group to area A3. Soon after, the closest door to area A6 opens, and the hadis indicate that the PCs should step through into the room beyond to meet with their lord—see area A6 for more details.

## A1. PORTICO

The broken porch has a large double door of white stone.

**Creatures:** Two hadi tafens keep watch here. As the group approaches, these hadis call out to Yezom (if he isn't already with the PCs), alerting him that "Those people you met with are here, Yezom!" The two hadis won't try to stop the PCs and flee to area A3 if they're attacked.

### HADI TAFENS (2)

Elite ratfolk (*Pathfinder Bestiary 6*, 277)

**Initiative** Perception +12

### CREATURE 5

## A2. FOYER

This sizable entryway has a crystal skylight and a tiled floor that slopes downward toward another double door of white stone. Dark stains and corroded pits mar the doors. Whiffs of smoke, cooking smells, and fouler odors drift through them.

The doors to area A3 can be barred from the south if the PCs approach the academy with obvious violent intent. If barred, the double door requires a character to succeed at a DC 30 Athletics check to Force it Open.

## A3. COMMUNAL HALL

### TRIVIAL 15

Rubble and newer materials from the jungle have been fashioned into nesting areas in this enormous hall. Every corner looks lived in, from stone shelves and alcoves to the hollows among intruding tree roots. Decorations of crystal, plants, textiles, fur, and feathers adorn the space. Cooking fires burn here and there. Their smoke collects in pockets in the high vaulted ceiling, escaping through cracks and holes. The place smells pungent with mixed scents, some of them bitter or otherwise unpleasant.

Rubble makes this area difficult terrain.

**Creatures:** Dozens of hadis peek with curiosity or fear from their nests but otherwise avoid the PCs. Among them, boldly keeping watch, is a hadi named **Naheed** (NE male ratfolk barbarian 6). If present, Yezom introduces Naheed, who grunts and nods in acknowledgement.

If the characters attacked area A's hadis, though, the clan fights back here. This mob of hadis fight against the PCs as best they can, but if reduced to fewer than 60 Hit Points, surviving hadis attempt to flee from the academy as the PCs' violence finally eclipses their subservient fear of the lich Trexima.

## HADI MOB

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**Initiative** Perception +25

## CREATURE 15

**Reward:** If the PCs manage to avoid combat with the hadi mob, grant them XP as if they'd defeated it in combat.

## A4. WORKSHOP

Several skylights line the ceiling of this room. Acrid vapors drift on the air. Containers, including pots and trays holding live plants and fungi, crowd shelves and counters along the walls. Among the boxes, jars, and bins are devices and tools for various trades, from alchemy to leatherwork. A few small stoves, fires, and tiny burners give off light and heat, with pots or distillers bubbling away on or near them.

Area A4a is a storage area adjoined to this workshop. It contains mundane gear, food, drink, and reagents, along with a spring used for fresh water.

**Creatures:** Living in area A4a with several of her closest followers is Yezom's mother, **Yilmaz** (N female hadi transmuter 8). If characters arrive peacefully, she finds her working here with other hadis. She's proud of the workshop and her son, her youngest of seven. Yilmaz hopes out loud for the characters to help her "dear clan" but remains vague on how, worried that Trexima might overhear.

## A5. CONTAINMENT

This room smells like a dirty barn. Reeds and old grass cover the floor, forming a sizable nest in one corner. A few large cages built of jungle wood line the walls, but they're empty. Water flows through the cages and across the floor to a shallow pit, pouring out through a rough-hewn hole in the wall. Skylights pierce the high ceiling.

**Creatures:** Several hadis dwell here with Yezom's uncle, **Teffera** (NE male hadi transmuter 8). He's quite happy, with a wink and a nudge, to meet the characters. He wishes the party great luck in their "partnership" with Trexima.

## A6. OSSUARY

### SEVERE 15

This area is unlit—the following text applies only if the PCs bring their own light source.

Wide, carved tunnels with niches full of bones and skulls stretch out ahead. The walls are cracked, the halls slanted downward.

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The stone doors to area A7 are each hidden beyond illusory walls (5th-level *illusory object* spells cast by Trexima) and are also protected by *lock* spells cast by him. A character can Force Open each door by succeeding at a DC 38 Athletics check, or with three successful DC 34 Thievery checks to Pick the Lock.

**Creatures:** Not all of the skulls stacked in the ossuary niches here are what they seem—in fact, the majority of them comprise four feral skull swarms, created by Trexima to serve as guardians. These skulls are a combination of hadi skulls, giant rat skulls, and various other animal skulls brought to him as offerings from his hadi minions.

If the PCs meet with Trexima here, the skull swarms remain calm, although now and then the PCs should have their attention drawn to the way that many of the skulls seem to move in their niches to follow their movements or periodically open their jaws like animals displaying anger. The skull swarms clatter off the niches to attack the PCs if they enter this area without Trexima or if he gives the order to attack. Once a battle begins, the swarms fight until destroyed.

Trexima rules the Phantom Academy. When he first came to Kho, he initially dwelled in the Obelisk Vault (area B), where he opened a portal to the Shadow Plane and drew in a powerful shadow sorcerer in an attempt to forge an alliance. Adventuring heroes defeated this sorcerer and closed the portal, but then perished themselves to Trexima. Undaunted, he turned his attentions toward a ruined construct that lay dormant in the Obelisk Vault and attempted to reactivate it. Unfortunately for him, when the construct, a radiant warden, awoke, he failed to control it, and it nearly destroyed him. He fled, leaving some of his treasures behind, and he would like to have them back. He's prepared to turn over one of his latest discoveries, *The Tangled Briar*, as a reward to the PCs if they agree to retrieve his belongings from the vault.

Trexima can provide the following information about the Obelisk Vault and the treasures he seeks.

- A radiant warden dwells in an auditorium (area B2) near the eastern main entrance (area B1). Trexima can describe much of the construct's capabilities if asked. In particular, he warns the PCs about the construct's immunity to necromancy effects and its abilities to potentially hamper and prevent the use of teleportation effects (an effect that played a key role in preventing his swift escape and forced him to abandon his lab in a more undignified and humiliating physical flight from peril—a

detail he would prefer not to divulge). The construct speaks a language Trexima has never heard. He suspects it's Shory, but he was unable to communicate with the warden long enough to tell for sure. The radiant warden has an uncanny sense of creatures inside the vault.

- A secondary entrance (area B5) can be found on the eastern side of the vault, but those doors are locked tight (he doesn't have a key).
- Trexima maintained a lab (area B3) in the vault. He battled the warden there, and much of it was destroyed. However, he suspects his missing



**Trexima Butoi**

wealth should still be there. The lich promises the PCs that they can have the lesser treasures recovered there in addition to *The Tangled Briar*, as long as they return the objects he wants.

- The treasures that Trexima wants the PCs to return to him are “priceless works of art” that, if pressed for more information, the lich admits possesses a bit of nostalgia for, as he created those items in life many years ago. He goes on to explain that these three items are collectively called “The Three Dragons” and that they’re constructs known as living runes. Trexima explains that he kept the three living runes on the walls and used them as art, as well as to consult on arcane questions, but when he was forced to flee the laboratory, he had to leave them behind. He’ll warn the PCs that the three living runes will likely attack them on sight unless they speak the following pass phrase to the constructs, in Mwangi: “Darkness precedes light”—which will ensure the runes’ cooperation and allow the PCs to transport them back safely.

Trexima is eager for the PCs to be off on the quest, telling them to make their way back here as soon as they’ve secured his treasures. Trexima is wicked but in a callous, egotistical, and vengeful way. He’s more interested in his quest for arcane power than petty treachery. If the characters live up to the bargain, so does he, and he gifts the PCs *The Tangled Briar* as soon as they deliver. He might even be willing to help them further (see Concluding the Chapter on page 45).

**The Truth:** Trexima isn’t being entirely honest with the PCs. In fact, much to his shame and frustration, one of the three living runes is his *soul cage*! The fact that he had to flee his laboratory and leave behind his most valuable belonging has gnawed at him constantly, but never quite to the point where he feels compelled to risk himself again in an attempt to recover the *soul cage*. So far, his fears—that if he were to be destroyed at the site and then find himself locked in a frustrating cycle of destruction and recreation—have prevented him from making the recovery attempt on his own.

If the PCs are suspicious of Trexima’s motives, the lich grows impatient but does his best to deflect their questions, knowing that once the PCs realize one of the runes is his *soul cage*, they’ll have an incredible advantage over him. Instead, if pressed for more details by demanding PCs who might have successfully used Sense Motive to deduce something was up, Trexima “admits” that the intellects trapped in the living runes are all that remains of allies who gave up their lives for him long ago—an attempt to appeal to any sense of empathy the PCs might have for a creature who’s just trying to rescue old friends. If the PCs see through this

deception, Trexima grows frustrated, his demeanor changing to unfriendly. “If you want this card, you’ll do as I demand!” he barks. Continuing to press for more details will only anger him further.

**Angering Trexima:** Trexima’s ego and arrogance prevent him from entertaining the idea that the PCs might go back on their promise once they secure his *soul cage*, or even that they might decide to destroy it, but he isn’t a total fool. If he gets the feeling that the PCs intend something of that sort during the initial conversation, he’ll attack them at a point when he hopes they least expect it.

In combat, Trexima relies upon any and all available allies to keep the PCs busy while he remains at range and uses his magic to overcome the PCs without killing them. If the PCs confront him in area A6, he and the feral skull swarms constitute a Severe 15 encounter. His first action in combat is to use *The Tangled Briar* to create a *wall of thorns* amid the PCs. As the battle goes on, his goal is to capture the PCs alive and then use them as distractions against the radiant warden while he retrieves his *soul cage*. If he’s reduced to fewer than 60 Hit Points, he uses *dimension door* to go to area A7. If confronted there, he fights until destroyed. In this case, his body reforms at his phylactery in area B4, whereafter he’ll bide his time, hoping the PCs (if they do attempt to track him down again) are softened up by the guardians in the Obelisk Vault for him to take advantage of.

## TREXIMA BUTOI

## CREATURE 16

UNIQUE NE MEDIUM UNDEAD

Male human lich wizard (*Pathfinder Bestiary* 221)

**Initiative** Perception +26, darkvision

**Languages** Aklo, Common, Daemonic, Draconic, Mwangi, Necril, Osiriani, Undercommon

**Skills** Arcana +31, Crafting +29 (can craft magic items), Deception +29, Intimidation +27, Nature +27, Stealth +27

**Str +0, Dex +5, Con +4, Int +7, Wis +5, Cha +5**

**Items** greater staff of necromancy, *The Tangled Briar* (page 78), wand of necrotize (7th level, *Advanced Player’s Guide* 118)

**AC** 37, **Fort** +25, **Ref** +28, **Will** +30; +1 status to all saves vs. positive

**HP** 290, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious;

**Resistances** cold 15, physical 15 (except magic bludgeoning)

**Speed** 25 feet

**Melee** ♦ staff +23 (magical, two-hand d8); **Damage** 1d4+6 bludgeoning

**Melee** ♦ hand +30 (finesse, magical); **Damage** 5d8 negative plus paralyzing touch

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**Arcane Prepared Spells** DC 37, attack +29; **8th** dispel magic, horrid wilting, polar ray; **7th** eclipse burst, fly, spell turning; **6th** cloudkill, mislead, purple worm sting; **5th** grim tendrils, illusory object, wall of ice; **4th** dimension door (x2), freedom of movement; **3rd** magic missile, paralyze, stinking cloud; **2nd** mirror image, resist energy, see invisibility; **1st** fear, fleet step, ray of enfeeblement; **Cantrips (8th)** detect magic, mage hand, message, ray of frost, shield

**Rituals** create undead

**Drain Phylactery** ♦ **Frequency** once per day; **Effect** As lich.

**Siphon Life** ♦ (necromancy) **Trigger** Trexima deals damage with his hand Strike; **Effect** Trexima regains Hit Points equal to half the damage dealt.

**Steady Spellcasting** If a reaction would disrupt Trexima's spellcasting action, he attempts a DC 15 flat check. On a success, the action isn't disrupted.

## FERAL SKULL SWARMS (4)

## CREATURE 12

*Pathfinder Bestiary 3* 244

**Initiative** Perception +21

**XP Award:** The characters earn full XP for Trexima and his guardians in areas **A6** and **A7** (as if they were all defeated in combat) if they make a deal with the lich and retrieve his *soul cage*.

Regardless of how it plays out, grant the PCs 60 XP for recovering *The Tangled Briar*.

## A7. SANCTUM

## LOW 15

This circular room of bluish stone has a forty-foot-high vaulted ceiling with a jagged spike of softly glowing crystal hanging from its center. Sigils in several languages correspond with rings etched in the floor and wall, forming markings in a variety of patterns and materials. At the center is a raised platform with a stone lectern. Blue-white fire burns on a rod attached to this reading stand. The floor slopes downward toward the rear outer edges, eventually falling off into a stone trench. A sickly sweet scent hangs in the air.

The runes create a potent matrix of magic energy that are in turn focused by the 10-foot-long crystal dangling like a stalactite from the dome in the center of this room. The symbols grant a +3 item bonus to any necromancy ritual performed within the chamber as well as a +3 item bonus to all saving throws against positive or scrying effects. The crystal itself has Hardness 25 and 100 Hit Points (BT 50). If the crystal is broken, the item bonus granted drops to +1, and if it's destroyed, the item bonus vanishes entirely.

Illusion and *lock* spells cast by Trexima protect the doors leading to areas **A6** and **A8**.

The trench around the room's rear edge is 5 feet deep and counts as difficult terrain to move into or out of without a climb Speed.

**Creatures:** While this sanctum's protections and ritual-bolstering features were two factors that drew Trexima to this site as his new lair, the presence of an ancient undead guardian called Iketsu was another. This immense hollow serpent had dwelled here since its creation in the years following Kho's fall, but until Trexima's arrival, it found none it would call an ally. Trexima managed to secure something akin to a partnership with the enormous undead snake, and now, Iketsu is ready to defend the lich with its unlife. In fact, up until the point that the PCs arrived in Kho, Trexima had all but decided to bring Iketsu with him in a second attempt to defeat the radiant warden in area **B2**, but now, he hopes he can avoid putting his valuable guardian at risk.

Iketsu spends most of its time simply waiting, nestled down in the southern portion of the room's surrounding trench where it's mostly out of sight from the northern approach. As such, it rolls Stealth for initiative.

## IKETSU

## CREATURE 16

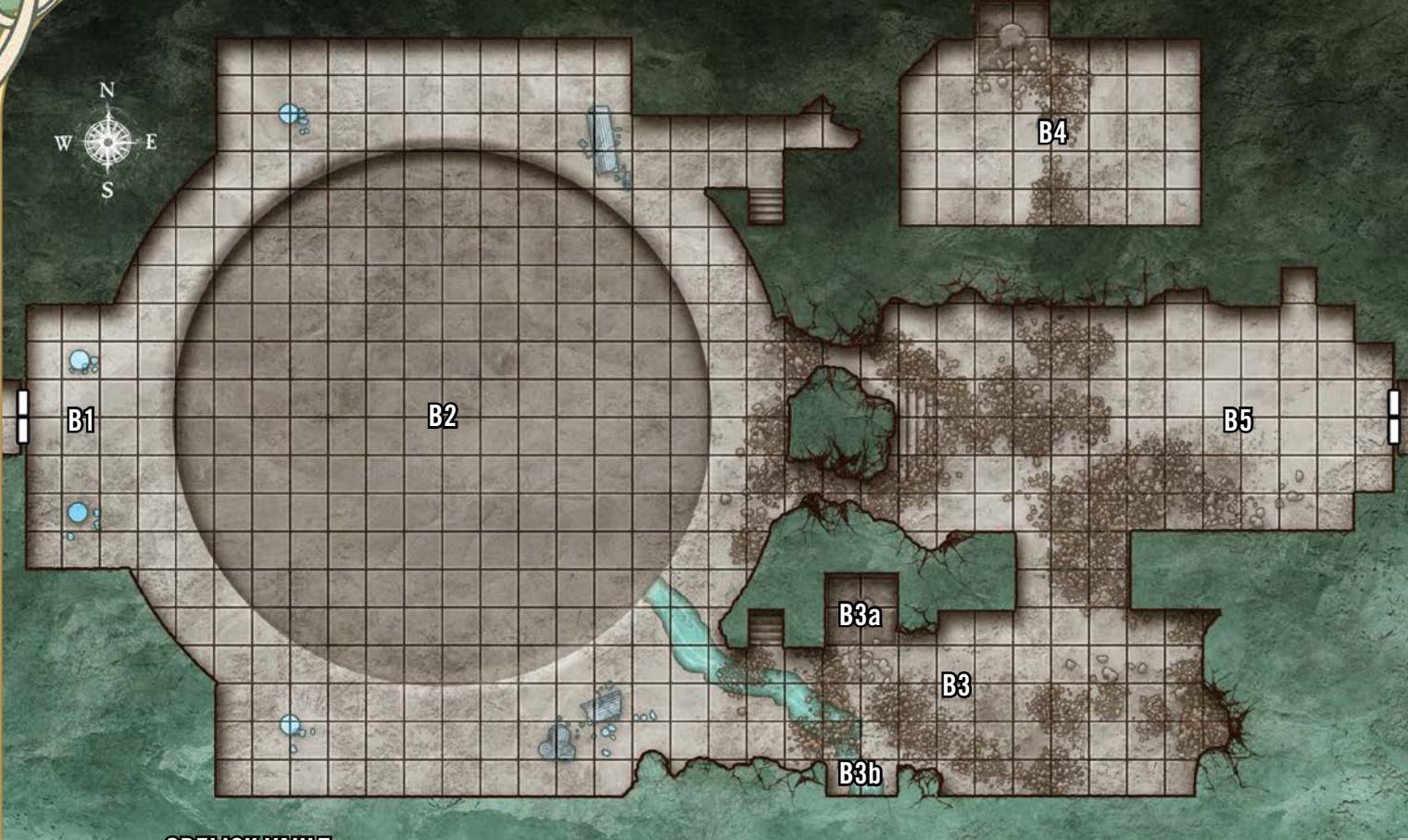
*Elite hollow serpent* (*Pathfinder Book of the Dead* 114, *Pathfinder Bestiary 6*)

**Initiative** Stealth +31

## A8. REPOSE CHAMBER

This chamber has a divan, a chair, a shelf, and a chest, all crafted from fine wood ornamented with silver and ivory. Patterned hangings of sheer blue, violet, and white cloth with silver tracery line the walls. The chair and divan have pillows of matching hues, and a zebra hide drapes the divan. On the table, blue-white fire burns in a jade bowl shaped like a turtle. A censer carved to resemble a two-toned mask of darkwood and ivory stands near it. Alongside these objects rest papers, several peacock feathers, and a tome bound in leather, ivory, and silver.

**Treasure:** Most objects here are valuable, but the portable treasure includes the censer (500 gp), jade bowl (500 gp), onyx gems (1,000 gp), rare components (herbs, incense, oils, powdered metals worth 1,000 gp in all), 300 pp, and 2,500 gp. Trexima's spellbook, a tome bound in hadi leather and bones called *Shadows and Sineew*, is also here and contains the spells he has prepared, the rituals he knows, and any other spells or rituals you choose to include. The spellbook also



## OBELISK VAULT

1 SQUARE = 5 FEET

holds particularly vile methods for making constructs or undead creatures into *soul cages*. Trexima's plan, according to the book, was to eventually transform Iketsu into his *soul cage*, but doing so first requires the recovery of his current one.

### Obelisk Vault

A creeper-covered dome lined with brassy metal glitters amid trees, other greenery, half-buried buildings, and tumbledown ruins of stone and metal. An obelisk of white stone towers skyward from the dome's center, but the top third of the pylon has sheared off. That third leans across a gap between the dome and a tower of similar stone near its rear. Jungle vines and plants bind the ruins together. Overgrown hollows, once rooms, show that part of the tower collapsed long ago. The Obelisk Vault is located at area **B**; the map for this area is above.

### OBELISK VAULT FEATURES

Arcane wards still sputter in this ancient museum. Most are nonfunctional, but those that remain make it difficult to cast scrying, summoning, and teleportation

spells within. A character who attempts to cast one of these spells while within the vault, or one who attempts to cast one of these spells to observe or enter the vault, finds that the vault resists the spell. These wards attempt to counter the spell, casting a 6th-level *dispel magic* spell with a counteract modifier of +23. On a critical failure, magical feedback from the attempt renders these wards useless for 1 hour. The radiant warden in area **B2** is the focus of this magic—if it's destroyed, these wards are destroyed as well.

This area has three entrances. The doors in the west leading to area **B1** are easiest to spot, and reconnoitering (or information from Trexima) reveals a similar doorway into area **B5** on the eastern side. A hole in the ceiling of area **B3** provides another access point, but finding it requires exploring that section from above. Climbing to this roof is easy, though, and can be done by a character who succeeds at a DC 15 Athletics check.

### B1. MEZZANINE

The doors of clear crystal and brass-colored metal open into a wide entryway. It connects to a mezzanine overlooking

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a broad, circular opening into a chamber below, in which several ancient orries stand. The dome's interior rises over this opening. Some jungle vines have intruded across its glittering ceiling. The area smells of water, stone, and rot.

The mezzanine, lined with a rail, overlooks area **B2**, 25 feet below. On this level, the ceiling is 25 feet high. The dome extends another 30 feet above the entresol, and several cracks in the dome allow sunlight into the room during the day.

The remains of several hadis lie scattered about the area. Most were crushed. They carry decaying exploration gear, along with mundane armor, weapons, and alchemical equipment that has gone inert. Unless the PCs are particularly stealthy, their entrance here is swiftly noticed by the radiant warden in area **B2**.

## B2. OBSERVATORY

**Moderate 15**

An arena of white stone, this area has stepped benches going up the sides and smaller stairways allowing access to the various levels. Water flows into the arena from an entryway, cascading down the stands to the central floor. Scattered everywhere are debris of rock, crystal, and metal. Given the shapes, some of this wreckage must have been statues of different beasts.

This theater is the same shape as area **B1** above. Remains of pedestals and display cases line walkways at the auditorium's upper level. The rubble here causes the entire area to be difficult terrain for Large or smaller creatures.

**Creatures:** Until recently, the radiant warden that watched over this chamber had become dormant, only awakening recently after the lich Trexima reactivated it. When the egotistical lich failed to also control the construct, the radiant warden attacked, taking advantage of its ability to smash through the lich's defenses with its magical hammerblows while being immune to Trexima's necromancy. Now, the radiant warden waits quietly in orrery form, ready to smash and destroy any other intruders—such as the foolish hadis whose bodies the PCs can find on the mezzanine above.

The radiant warden is initially unfriendly upon noticing more intruders. As it flies up to confront the PCs, it asks, in the ancient language of Shory, why they've come to "the observatory," which is currently in disrepair and closed to visitors. As long as the PCs make no sudden or violent movements, the radiant warden is patient and willing to wait for solutions to the language barrier, but it won't allow the characters farther into the vault. While the PCs attempt to talk, allow them to attempt DC 35 Perception checks—

whoever succeeds notices what appears to be one of the cards from the *Deck of Destiny* (a critical success notes that the card is *The Bear*) lodged almost out of sight in the construct's inner workings.

If the PCs can establish communication with the radiant warden and can Make an Impression or Coerce it into being friendly or helpful, it's willing to trade the card for a service after the PCs mention it (until this point, the radiant warden didn't actually notice *The Bear*'s appearance, as the card is in a part of its body it can't normally observe—similar to how a human might be surprised to learn of the presence of a freckle behind an ear). The radiant warden describes awakening recently to find an undead intruder here. Although the radiant warden doesn't know Trexima's name, it should be obvious from its description that this intruder was the lich. The radiant warden drove Trexima away, but the lich left a "fragment" of himself here. The radiant warden feels this presence in the general direction of area **B4** but is too large to go there without damaging the structure more than time has already done. If the player characters remove or destroy this fragment, the warden agrees to give them the card.

If the radiant warden and PCs fight, the construct initially uses *collective transposition* to place foes within reach. The warden is interested only in driving interlopers away. It fights until destroyed to do so, but it continually warns foes to leave and doesn't continue attacking fleeing opponents. However, if PCs retreat and later return, the warden isn't automatically hostile and can be negotiated with anew.

## RADIANT WARDEN

**CREATURE 17**

*Pathfinder Bestiary 2* 220

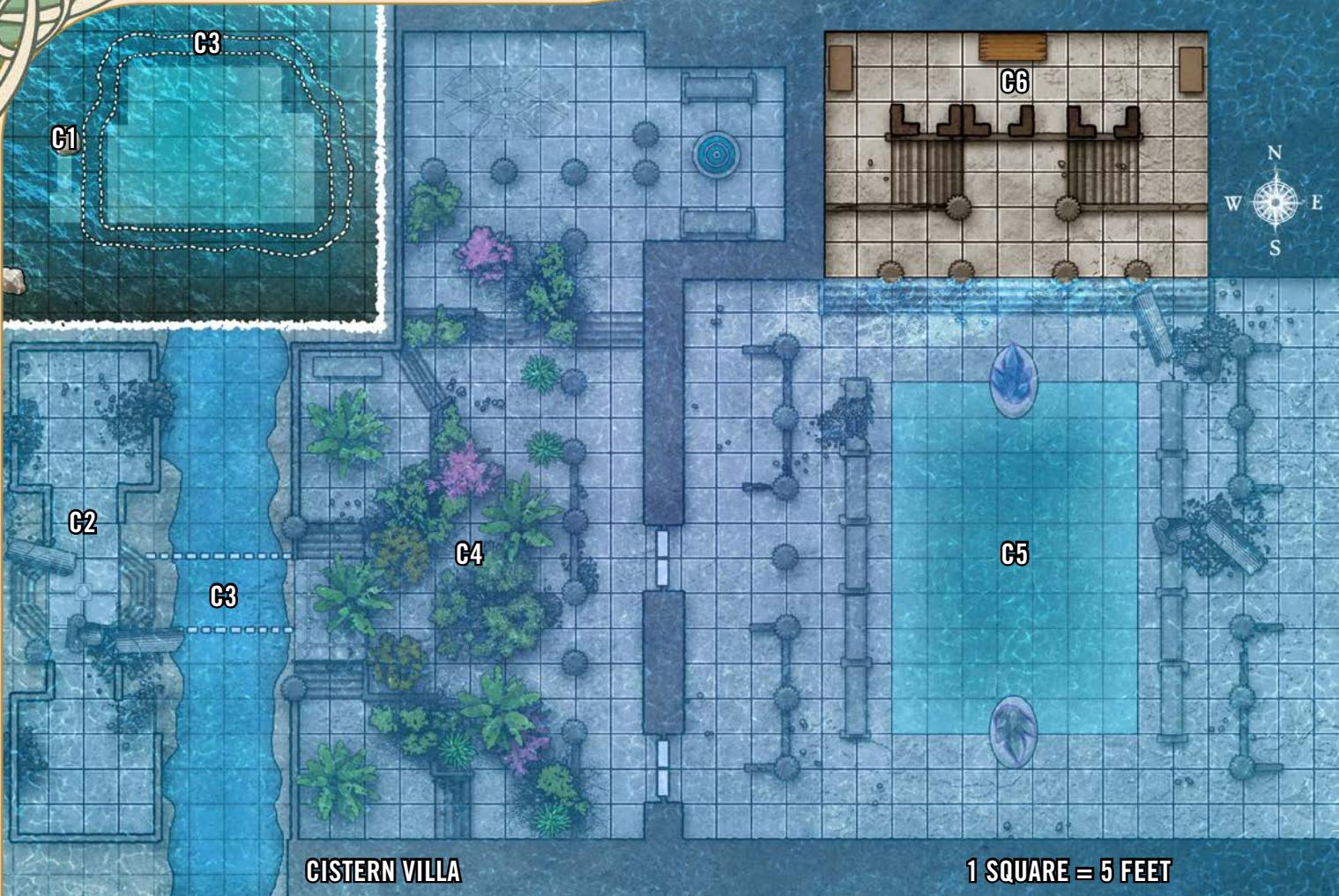
**Initiative** Perception +30

**XPAward:** The characters earn full XP for negotiating with the radiant warden rather than defeating it. Grant them 60 XP for recovering *The Bear*.

## B3. WRECKED LAB

At the edge of a rough wall is a rubble-strewn area with cubicles flanking a smashed stone double door. Water trickles out of one cubicle, trickling back toward the mezzanine. Beyond is a large chamber in a shambles. Furniture made from metal, crystal, and stone lies scattered and scorched. Near the back of the room, above a slanting pile of wreckage, is a hole in the ceiling.

The ceiling hole is 20 feet from the floor. Debris makes the floor difficult terrain. Amid that detritus are implements and devices that suggest an arcane lab and



crafting center was set up here recently. Much of the damage to the room near the double door is also new. If questioned about it, the radiant warden reveals the destruction is due to the battle with Trexima Butoi.

In the leaking cubicle (area **B3b**), water trickles from holes in the wall, one on the right being higher than the other at the cubicle's rear. The second cubicle (area **B3a**) has a circular brass plate on the floor it; it's a nonfunctional lift, its magic long gone. The shaft is open, however, leading 40 feet up to area **B4** (Athletics DC 20 to Climb).

**Treasure:** Within a hollow in the floor is a cache of 1,500 gp as well as several onyx gems worth 3,000 gp in all and 1,000 gp in other rare components.

#### B4. SOUL CAGES

**LOW 15**

At the upper end of the shaft is a chamber of white stone covered in the remains of dead vines, moss, and clinging plants. A broken wall breaks the room into two sections. A few empty pedestals line the outer walls, along with faded runes etched on the walls near them. Larger symbols have been painted on these surfaces, but they look like recent additions.

This area is an intact part of the tower the PCs likely saw from the outside. The runes painted on the wall are in a wide range of languages, primarily Shory, although some are Auran, Draconic, and even Necril. If the characters can read the runes, they speak of minerals and jewels once on display here.

**Creatures:** Three arcane living runes (each appearing as the three sole runes written in Necril) lurk among the artwork and inscriptions in this chamber. One of them is Trexima's *soul cage*—to identify it as such, a character must succeed at a DC 36 Arcana, Occultism, or Religion check to tell the *soul cage* from other living runes. *Detect magic* discerns the *soul cage* as the highest-level magic in the area.

The runes attack only once characters distinguish them as creatures. However, if the characters use the pass phrase Trexima gave them ("darkness precedes light"), the runes are indifferent but willing to travel with the characters on surfaces they provide.

If battle ensues, the runes lead the characters on a chase through the observatory. They try to avoid areas where the radiant warden can reach them. The warden attacks the *soul cage* if able to do so.

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## ARCANE LIVING RUNES (3)

*Pathfinder Bestiary 3* 163

**Initiative** Stealth +31

**XP Award:** The characters earn full XP for acquiring and bringing the runes back to Trexima.

## CREATURE 13

### B5. REAR ATRIUM

Plants enshroud the two double doors that lead into this atrium from the outside. A character can Force Open the locked door by succeeding at a DC 35 Athletics check or unlock it with five successful DC 30 Thievery checks to Pick a Lock.

Rubble and odd debris litter this wide gallery. The chamber has several cubicles at the sides. Two leak water that drains across the floor and deeper into the structure. Broken rock fills another, a circular brass plate the size of a small shield projecting askew from among them. The room's center has caved in atop a massive stairway, leaving wrecked, shadowy passages to either side.

The floor is difficult terrain, littered with shattered sculptures, broken polished bones, and other oddities. Greater difficult terrain chokes the dark passages leading toward area B2.

### Cistern Villa

Usilket believes, correctly, that one of the harrow cards the PCs seek is held by denizens of the recently flooded Upper City—a place Kho's locals now call the Sunken City. Based on the deal struck with the Pactmasters in Chapter 1, Usilket might be able to offer some gear to help the PCs navigate the underwater areas here, most likely by providing each PC with a *greater sea touch elixir*. (If the PCs need more than 24 hours to explore the Sunken City, they'll need to supply their own water breathing sources.)

With Shanaca's direction, the PCs can quickly narrow down their search for the area most likely to hold the card to a stone monolith protruding from the waters of the Sunken City at area C, where the marids of the Ghasem clan once ruled from the numerous small villas that comprised Kho's Cistern Major. The map for this area is on page 32.

### CISTERN VILLA FEATURES

The area once known as Cistern Major now lies entirely underwater, about 100 feet below the new lake's surface. At this depth, even during the day, the lighting at the lake bed is dim light, but magical light still illuminates some of the villas' interiors. In the Cistern Villa that Shanaca suspects is the source of

the troubles (as well as the site most likely to harbor the card the PCs seek), all is dark as night. Walls are made of stone. The wooden doors are reinforced with metal but are also swollen and stuck; to open one, a character must succeed at a DC 25 Athletics check to Force it Open.

### C1. RITUAL STONE

The lake's surface sparkles, broken only by the outcroppings of rock and crystal in various sizes that poke above the lapping waves. Here, one such stone, hewn flat, juts several feet above the surface. On it lie strewn tools, clay storage jars held in depressions in the rock, a slab or altar, and an iridescent slick of fragrant grease. This oil forms a similar sheen on the lake water around this platform, while deeper down, under the water, an enormous shadow looms to the east of the rock.

An examination of the tools and supplies by anyone who's master or better in Arcana, Medicine, Occultism, Religion, or an appropriate Lore recognizes the accoutrements as implements and reagents for an obscure form of oil-based embalming. The tools are oversized, designed for larger subjects and a Large creature's hand.

If the PCs dive into the waters near the stone, they can follow the monolith's sheer sides down to area C2. At your option, if the PCs are particularly flashy or noisy here, they might draw the attention of the creatures who lurk below in the gatehouse as well.

Markish Aghayarea, the marid devourer who now rules the villa to the east, uses this ritual stone to create the unusual oiled mummies he favors as guardians. A PC who examines the tools here and succeeds at a DC 25 Religion check realizes that the ritual stone is used for such a practice and that the act of creating undead here is certainly the cause of the strange lights that Shanaca and her people reported seeing. With a critical success at this check, the PC also knows that mummies that have been treated and preserved with special oils are favored in regions where the dead are interred underwater, for the process not only forestalls decay, but also prevents water absorption. Oil mummies, as they're called when such bodies are animated, share much of the same features as typical mummies, save that those who succumb to the cursed disease they inflict melt away into puddles of oil.

**Treasure:** Remaining amid the materials here are four onyx gems worth 250 gp each and rare materials (oils and reagents) worth a total of 1,000 gp—supplies for a *create undead* ritual.

**C2. GATEHOUSE****LOW 15**

The ritual stone projects upward through the water from a ruined gateway still attached to sections of wall. Around and beyond this gateway, shadowy water shimmers and bubbles, blurry with turbulence and forming a domal structure.

The field of shimmering, bubbling water is an opaque shell that covers all of the larger structure (areas C4–C6), leaving only the Ritual Stone and this gatehouse out. The shell is just over 15-feet thick and is detailed further in area C3.

If the PCs swim down along the sides of the Ritual Stone, once they reach the lake bed, they'll find the gate is open, leading to a 10-foot-wide water-filled "tunnel" of sorts that passes through the shell and gives access to area C4. The north and south wings of the gatehouse are empty rooms but also serve as places to lurk for three large monsters.

**Creatures:** Markish's favorite subjects for the embalming procedure are monsters known as quoppopaks. These tentacled aberrations have grown in number since the flooding of the upper city, and those that undergo Markish's transformation into oil mummies are even more dangerous. As the PCs approach area C2, three of these creatures lurking in the water immediately surge forth to attack. They fight until destroyed and pursue fleeing PCs as long as possible.

**QUOPPOPAK MUMMIES (3)****CREATURE 13**

RARE NE LARGE MUMMY UNDEAD

Pathfinder Bestiary 240, Pathfinder Bestiary 2 219

**Perception** +24; darkvision**Skills** Athletics +27 (+30 to Escape)**Str +8, Dex +2, Con +6, Int -2 Wis +5, Cha +0****AC 32; Fort +26, Ref +21, Will +24****HP** 260, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 15**Despair** (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. As mummy, but DC 30.**Attack of Opportunity** ↗ Tentacle only.**Speed** 10 feet, swim 35 feet, water glide 25 feet**Melee** ♦ beak +27 (reach 10 feet), **Damage** 3d10+14 piercing plus oil rot**Melee** ♦ tentacle +27 (agile, reach 15 feet), **Damage** 3d8+14 bludgeoning plus Grab and oil rot**Melee** ♦ ventral tube +27 (reach 10 feet), **Damage** 3d6+14 slashing plus 1d6 persistent bleed and oil rot**Ignite Oil** ♦ **Trigger** The quoppopak mummy takes fire damage while it is above water; **Effect** The oil coating the mummy ignites. This fire does no additional damage to the mummy but does cause its melee Strikes to inflict an additional 1d6 fire damage. At the end of its turn, the mummy attempts a DC 10 flat check; on a success, the fire goes out. The fire also goes out immediately if the mummy submerges in water.**Oil Rot** (curse, disease, divine, necromancy) This disease and any damage from it can't be healed until this curse is removed. As the disease progresses, the creature's flesh grows leathery, while a foul-smelling oily layer spreads from painful splits in the dried skin. A creature killed by oil rot melts into a puddle of foul-smelling oil and can be resurrected only by a 7th-level resurrect ritual or similar magic; **Saving Throw** DC 33 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 10d6 negative damage and clumsy 2 (1 day)**Tentacle Stab** ♦ **Frequency** once per round; **Effect** As quoppopak.**Water Glide** As quoppopak.**C3. SHADOW MAZE****LOW 15**

Upon close inspection, the shadowy, bubbling dome of water that surrounds the villa appears strangely solid and feels like a softly vibrating pane of glass to the touch. Only one opening through this dome exists, connecting area C2 to area C3, and even passing through that opening will expose travelers to a cunning hazard put in



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place by the powerful marid who rules the villa—the shadow maze.

It's possible to force an opening through the dome at any point, but the process is exhausting and, ultimately, more dangerous than simply passing through the tunnel below. A 5-foot-square section of the dome has AC 10, Hardness 30, and 100 Hit Points and is immune to critical hits and precision damage. Although similar to a *wall of force*, the dome is made of magically hardened and supernaturally tempered water and, as such, doesn't block incorporeal creatures—teleportation effects can pass through with ease, but visual effects can't (as the dome is opaque). Even if the PCs smash a hole through, they're still exposed to the hazard when they pass through the barrier, but in this case, the effects are more severe—all saving throws against the hazard's effects suffer a -2 penalty.

**Hazard:** While the barrier is only 20 feet thick, once a character physically enters this area (either after smashing a hole in it or by taking the 10-foot-wide tunnel between areas C2 and C4), they find themselves in a confounding maze that appears to be a tangled, twisting set of alleys through a ruined city flooded with shadowy waters.

## SHADOW MAZE

**UNIQUE** **COMPLEX** **MAGICAL** **TRAP**

**Stealth** +32 (master) to realize the water within the dome poses a supernatural threat

**Description** Shifting illusions disorient, entrap, and agonize those who attempt to pass through the shadowy maze.

**Disable** DC 42 Thievery (master) to decouple faint strands of shadow essence from the magical matrix that holds the maze together, DC 45 Arcana or Occultism to shunt the shadowy energy back into the Shadow Plane and render the maze inert, or *dispel magic* (8th level; counteract DC 35) to counteract the shadow maze

**Disorient**  (illusion, incapacitation, mental) **Trigger** A creature enters the 20-foot-wide interior of the shadow maze, either from area C2 or C4, or through a hole smashed in the dome; **Effect** Reality appears to shift around the creature, who perceives a sudden transformation in the surrounding terrain into a vast maze of underwater alleys and crumbling ruins. The creature must attempt a DC 37 Will save, and the shadow maze then rolls initiative.

**Critical Success** The creature sees through the illusions and can move freely through squares within the shadow maze's effect. It's temporarily immune to the effects of the trap's routine for 1 minute.

**Success** The creature understands that what it's experiencing is an illusion, but it isn't immune to the effects of the trap's routine.

## HAZARD 16

**Failure** The creature believes it has stepped into a vast maze. To those observing the creature outside of the shadow maze, the creature remains motionless. The creature becomes slowed 2 for 1 round, during which time all of its speeds are reduced to 5 feet.

**Critical Failure** The creature not only believes it has entered a vast maze, but is overwhelmed with the sensation of being hopelessly lost. The creature is immobilized until the end of its next turn.

**Routine** (1 action; illusion, incapacitation, mental) The shadow maze shifts and adjusts its appearance, affecting all creatures currently located within its area. Any creatures in the area at this time must attempt a DC 37 Will save.

**Critical Success** The creature sees through the illusions and can act normally.

**Success** The creature treats all squares within the trap's area as difficult terrain, and the trap fills the creature's mind with sensations and false memories that it has been wandering these alleys for nearly an hour. The creature takes 5d6 mental damage from the perceived strain of navigating the alien flooded alleys.

**Failure** As success, but the creature believes it has been wandering the alleys for several hours. It becomes slowed 2 for 1 round and takes 10d6 mental damage from the perceived strain.

**Critical Failure** The creature believes it has been hopelessly lost in the alleys of the shadow maze for days, and it is incapacitated for 1 round and takes 20d6 mental damage from the perceived strain.

**Reset** If disarmed, the trap resets in 1 hour as long as the two crystals in area C5 still function.

## C4. GARDEN

**LOW 15**

This room's sloped crystalline roof would've functioned well as a greenhouse, were the chamber not flooded. Nonetheless, large growths of seaweed and other aquatic plants flourish here, growing without regard to paths or planter boxes. Some of the gently swaying flora stretches toward the translucent roof above but stops well short of it. Smaller walls cordon areas from the garden, while two large doors stand in the eastern wall.

Someone trained in Nature or an appropriate Lore can readily identify many of the plants here, although some are aquatic varieties of normally terrestrial flora. An expert in Arcana or Nature, or related Lore, can see that some of these plants are native to the Plane of Water. The garden was once cultivated but has grown wild for some time. An expert in Arcana or Occultism can see the influence of the Shadow or Negative Plane on some vegetation, with that influence increasing

toward area C5. Light also becomes dimmer and an outward-flowing current becomes stronger as the characters approach that area.

**Creatures:** With the influence of the corrupted cistern, some of the plants have also grown into predators. These aquatic viper vines move to attack any intruders in the garden but don't pursue out of this area.

### AQUATIC VIPER VINES (3)

### CREATURE 13

RARE N LARGE AQUATIC PLANT

Variant viper vines (*Pathfinder Bestiary 2* 287)

Initiative Stealth +24

Speed 20 feet, swim 20 feet



**Markish Aghayarea**

### C5. CORRUPTED CISTERN

MODERATE 15

This rectangular chamber has walls reaching to a glittering crystalline ceiling overhead, but gloom has dulled any light drifting down from above. A long pool shimmers in the center, its depths filled with deeper blue water that strangely refuses to mix with the water flooding the rest of the room. Stone benches line this pool, steps lead into it, and a crystal stands at either narrow end. The crystal to the north pulses with cerulean light, while the one to the south thrums with darkness, giving off wisps of murk.

This chamber is one of many that once supplied Kho with a steady supply of water while it was airborne. Today, though, the chamber has become corrupted. While the blue crystal to the north continues to siphon water in from the Plane of Water in a steady stream, the darkened one to the south taps into the darkest seas of the Shadow Plane, infusing the entire room with low pulsations of negative energy, which adversely affects living creatures and bolsters undead in the room (see *The Crystals* on page 37).

**Creatures:** Markish, an undead marid shahzada, has spent the last several days relaxing here, enjoying the sensations of the corrupted crystal while he plots how best to increase their power to, one day, flood the entire valley. He likely notices the arrival of the player characters with his wavesense and greets the PCs with a sinister smile. Unless the PCs attempt to manipulate or damage one of the crystals or attack him (in which case Markish fights back at once), he isn't quite ready to start a fight. His initial attitude is hostile, and he demands intruders pay a tribute (a soul for him to devour) and leave. He tolerates "guests" for 1 minute, attacking if his attitude doesn't improve after that. At unfriendly, he allows characters to depart in peace. If he becomes indifferent, he talks further and might be convinced to describe the crystals' function. He won't alter their flow, and although he admits to owning *The Beating*, he won't give it up for less than 10,000 gp and a soul (unless made helpful, in which case he'll settle for just a payment of 10,000 gp).

The mummified quopopaks remain hidden deeper in the pool, but if a fight erupts, they emerge to battle at Markish's side. If reduced to fewer than 60 Hit Points, Markish calls for a truce and offers the PCs three *wishes* in return for mercy. If the PCs want *The Beating*, they'll need to use one of these three *wishes* to convince him to hand over the card—this is the only *wish* he'll grant without attempting to warp and twist their wish in a way that will hurt the PCs and/or aid him in the long run. If the PCs accept his three *wishes* and then go back on their word and attack him anyway,

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Markish becomes enraged and promises a furious vengeance against them that will make the “very tides of the Plane of Water fail” before attempting to flee (using *plane shift* to retreat to the Astral Plane as soon as he has 10 minutes to cast it). What nature this vengeance takes, should Markish escape, is left to you to determine, but at the very least, it should involve a significant increase to danger during the remainder of this Adventure Path’s most important encounters!

## MARKISH AGHAYAREA

## CREATURE 15

**UNIQUE** **NE** **LARGE** **UNDEAD**

Male marid devourer (*Pathfinder Bestiary 165, Pathfinder Bestiary 2* 78)

**Perception** +29; darkvision, detect alignment, detect magic, wavesense (imprecise) 60 feet

**Languages** Abyssal, Aquan, Common, Necril, Shadowtongue

**Skills** Arcana +29, Athletics +28 (+32 to swim), Deception +28, Intimidation +30, Occultism +29, Society +27, Stealth +29

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

**Items** *The Beating*, jewelry worth 2,000 gp, +2 greater striking shock thundering trident

**AC** 37; **Fort** +28, **Ref** +25, **Will** +27; +1 status to all saves vs. magic

**HP** 250, negative healing; **Immunities** death effects, disease, paralyzed, poison, spell deflection, unconscious;

**Resistances** fire 15

**Spell Deflection** (abjuration, divine) As devourer.

**Vortex** (aura, water) 40 feet. As marid.

**Speed** 30 feet, fly 30 feet, swim 40 feet

**Melee** ♦ trident +30 (magical, thrown 20 feet), **Damage** 3d8+15 piercing plus 1d6 electricity and 1d6 sonic

**Melee** ♦ claw +28 (agile, reach 10 feet), **Damage** 3d8+15 slashing plus drain life

**Arcane Innate Spells** DC 36, attack +29; **8th** hallucinatory terrain, hydraulic torrent, illusory creature (x2); **7th** cone of cold (at will), control water (at will), *plane shift* (at will; to Astral Plane, Elemental Planes, or Material Plane only); **6th** blur, hydraulic push (at will), illusory object, solid fog; **Constant (8th)** detect magic, detect alignment (evil or good only)

**Occult Innate Spells** DC 36, see Soul Spells below; **8th** maze; **7th** warp mind; **6th** feeblemind, true seeing; **4th** confusion, suggestion; **3rd** bind undead, paralyze; **2nd** death knell; **1st** harm

**Rituals** create undead

**Devour Soul** ♦ (death, divine, necromancy) Markish touches a creature within reach, dealing 12d6 negative damage (DC 36 basic Fortitude save). If a creature is slain by this ability, the creature's soul becomes trapped within Markish. While its soul is trapped, a creature can't be resurrected except by powerful magic such as a *wish* spell.

Destroying Markish or successfully counteracting Devour Soul (see Spell Deflection) releases the soul. Markish can hold only one soul at a time. A soul has 5 soul charges per level of the originating creature (see Soul Spells below). The devourer can expend these charges to cast spells. If the soul is freed and the creature returns to life, the creature is drained 1 for every 5 soul charges expended. If reduced to 0 soul charges, the soul is consumed and can be restored to life only by *wish* or similar magic.

**Drain Life** (divine, necromancy) When Markish damages a living creature with his claw Strike, he gains 15 temporary Hit Points and the creature must succeed at a DC 36 Fortitude save or become drained 1. Further damage Markish deals increases the condition value by 1 on a failed save, to a maximum of drained 4.

**Grant Wish** ♦ (arcane, divination) **Frequency** 3 times per year; **Effect** Markish casts *wish* as an arcane spell to grant a wish to a mortal or undead creature (excluding himself), but he does his best to warp the effects of the *wish* to cause suffering or interprets the *wish*'s wording in a way to torment the one who asks for it.

**Rush of Shadows** ♦ (arcane, necromancy, water) Markish releases a jet of shadowy water in a 60-foot line, dealing 9d6 bludgeoning damage and 6d6 negative damage (DC 36 basic Reflex save). A creature who critically fails its save is also pushed 10 feet (20 feet on a critical failure) and is enfeebled 1 (enfeebled 2 on a critical failure). Markish can't use Rush of Shadows for 1d4 rounds.

**Soul Spells** To cast occult innate spells, Markish must expend a number of soul charges equal to the spell's level. He can heighten any occult spell to a maximum of 8th level by expending more charges as he Casts the Spell. Markish starts this combat with a trapped soul that has 16 soul charges.

## QUOPPOPAK MUMMIES (2)

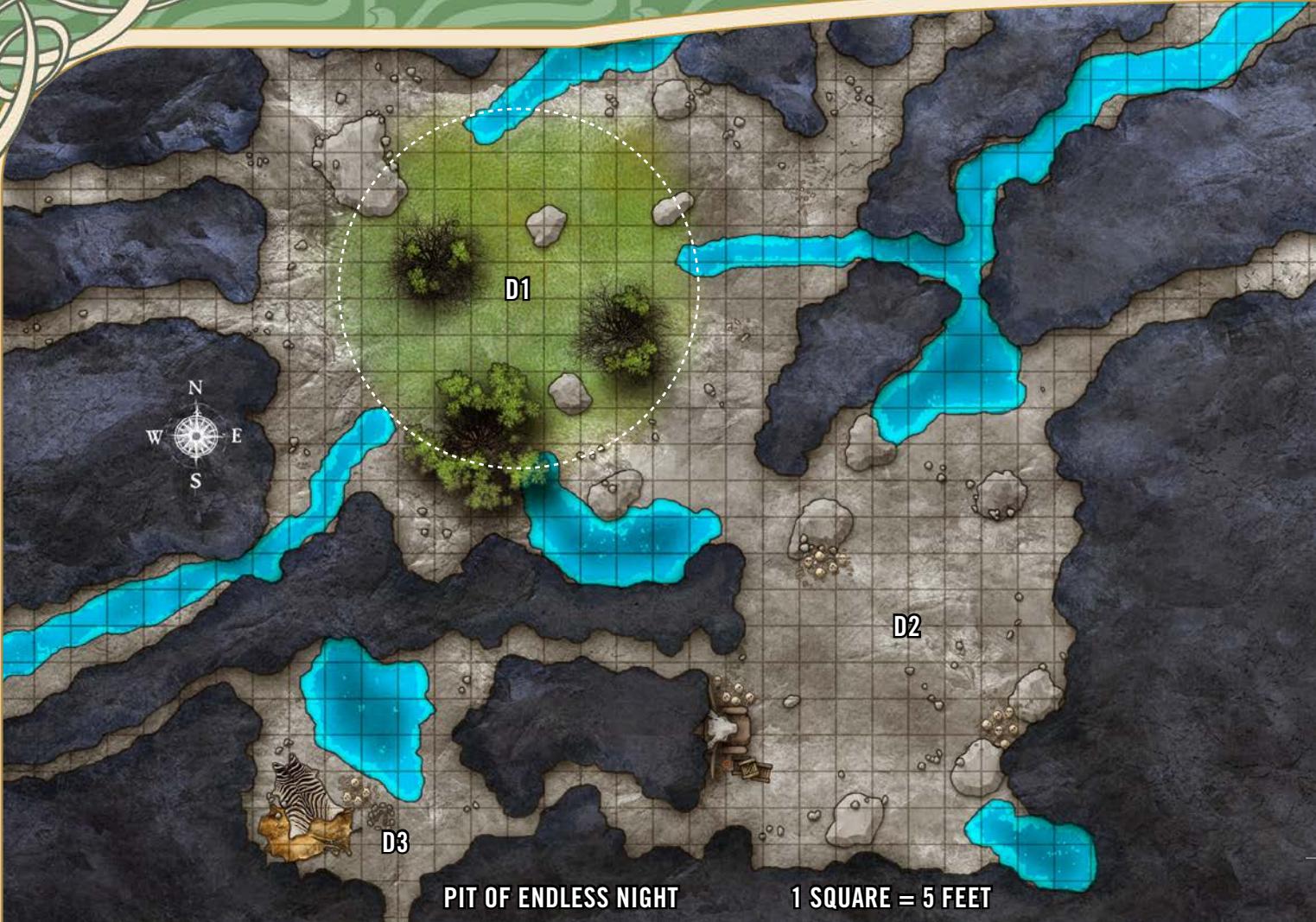
## CREATURE 13

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**Initiative** Perception +24

**The Crystals:** A PC who examines either crystal and succeeds at a DC 36 check to Identify Magic can determine the crystals' functions and how to manipulate them—the blue one supplies fresh water at a constant rate, while the shadowy one has been corrupted to infuse the area with negative energy siphoned from the Shadow Plane. On a critical success, the character learns that the blue crystal has been pushed to its limit and is likely the source of the flooding in the Upper City, while the shadowy crystal is powering the dome and shadow maze over the villa.

Both crystals are also extraplanar conduits that draw in water, dispersing it through the pool then out into the environment. A player character who



manipulates the crystals can alter the flow between inactive, standard, and maximum. Both are currently at maximum, so at this point, they can either be lowered to standard or deactivated. Manipulating a crystal is a 10-minute activity with the concentrate trait, requiring a character to succeed at a DC 36 Arcana or Occultism check. A character can also use knowledge of the blue crystal to disconnect the gloomy crystal from the Shadow Plane with the same activity, then reconnect it to the Plane of Water with another activity. Deactivated crystals can be reactivated.

If both crystals are set to standard, the flooding problem in the Upper City subsides back to normal over several weeks. The lake shrinks to about two-thirds its current size. Shutting off both crystals eventually causes the river to dry up completely. To properly restore Kho to its ecological balance, the PCs need to deactivate one crystal and put the other on its standard setting.

Disconnecting the shadow crystal from the Shadow Plane so that it focuses back to the Plane of Water has beneficial effects for the life that once thrived in the lake. Life returns quickly, given the effects of the Well of Axuma and the waters flowing into the valley.

**XP Award:** If the characters successfully diminish the water flow and turn off the shadow pollution, award them 60 XP. Grant them an additional 60 XP for recovering *The Beating*.

## C6. OBSERVATION TOWER

Stairs lead up into this tower to a rectangular stone room full of dry air. Windows shimmer with held-back water. Within the room stand stone furnishings, including a desk, a stone slab, and shelves. Scrolls, baubles, tools, and containers of differing types line the shelves, along with a few blackened derhii skulls.

This storage and work area contains items that must remain dry. Runes line the chamber's upper edges. They maintain magic that keeps the air breathable and fresh, ideal for the items stored here.

**Treasure:** The room contains another cache of onyx gems worth a total of 1,000 gp, along with 100 pp, 2,300 sp, two *potions of flying*, and a *wand of prismatic spray* as well as one *disintegration bolt* on a display stand.

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## Pit of Endless Night

The Pit of Endless night has become a battlefield. Just before the player characters arrive, Drenodroz the Remade, one of the Prince of Wolves' minions, attacks the pit with throngs of lesser demons in hopes of establishing a base of operations to seek the cards hidden within Kho. The sound of battle and combat in the area reaches the PCs' ears before they reach the Pit. Read or paraphrase the following as the Pit of Endless Night (area **D**; the map for this area is on page 38) comes into view. A moment later, a thunderous voice fills the air, calling out in Undercommon.

"Come, my children. The mother calls you to war. Come! Come! Our home overflows with enemies. Come! Fill it with their blood! Protect the mouth of the mother! Defend the magic she has given us! The Lost must not be lost!"

The source of this voice is a morlock priestess of Lamashu named Xiuli Cachu, using her *bullhorn* cantrip to call her morlocks to fight the invading demons. Her coherent calls occur intermittently between sounds of her grunting and growling as she fights.

This call is meant to warn the characters that they'll lose Xiuli's card (*The Lost*) if they fail to intervene. Continue the pleas to make that point clear. These statements also help the characters understand where Xiuli is so they can find her.

### D1. THE DESCENT

**Moderate 15**

The pit's edges are smooth, but jungle creepers and other plants have found purchase on the shaft's walls, making for natural ladders, paths, and resting spots. On several points in the pit, water cascades from gaps and plummets into the dim depths.

Sounds of intense battle boil in the gloom. The thundering croak of the amplified voice echoes from the bottom.

The pit's opening is denoted as a circle on the map. It's a 150-foot descent to the mossy cave below. Those who choose to Climb down the sides of the pit wall can do so with a successful DC 25 Athletics check, but the last 30 feet down are open air as the shaft exits into the roof of the cave below. If the PCs climb down the south side, they can transfer into the branches of a single large tree; if coming from the northwest, they can do the same onto a pillar of rock that nearly reaches the pit's edge. Either stunt requires a successful DC 30 Acrobatics check to Balance, after which the PC can Climb the remaining distance with a successful DC 25 Athletics check.

**Creatures:** The first time the PCs arrive in this large cavern, they find a pitched battle taking place between

morlocks and a demonic rabble—but it's obvious even at a simple glance that the demons have a significant advantage. The morlocks have been driven southeast, where they pitifully try to prevent access to the cavern beyond. Xiuli Cachu continues to demand her morlocks defend her every other round, her voice echoing up from the southeast (area **D2**) thanks to her *bullhorn* cantrip.

A total of four demonic rabble throngs fill the cavern, clearly enjoying the act of drawing out a one-sided battle as long as possible so they can revel in the growing morlock despair and fear. As soon as they notice the PCs' arrival, they howl with excitement and hunger—unless the PCs take pains to disguise themselves, these demons quickly recognize them as the mortals their lord, the Prince of Wolves, recently clashed against. The chance to slaughter those who caused such anger to their lord quickly draws the demons' attention away from the morlocks, and they attack at once, fighting to the death.

### DEMONIC RABBLE (4)

**Creature 13**

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**Initiative** Perception +23

### D2. AUDIENCE HALL

**Moderate 15**

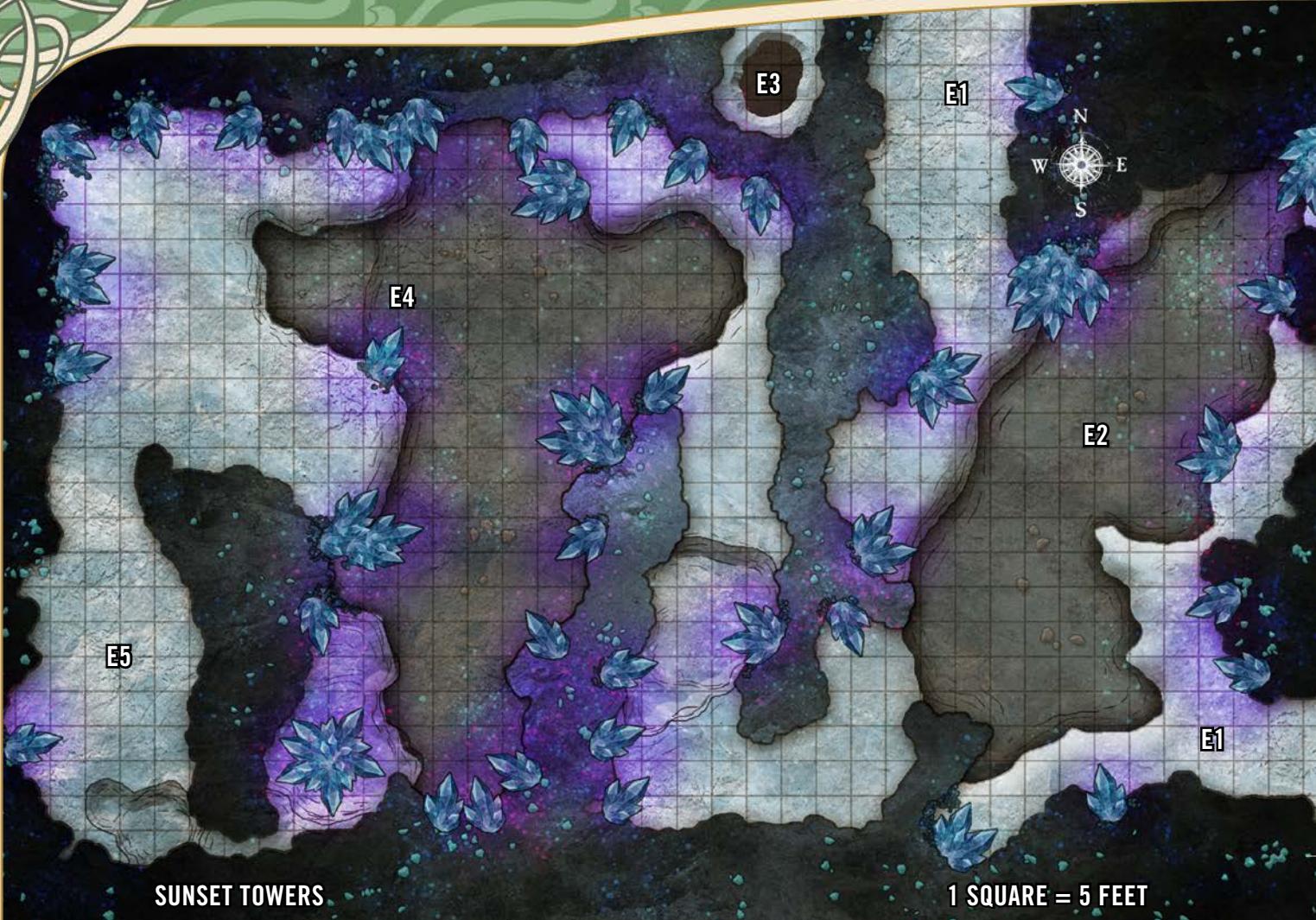
The passage leading to this hall is only 12 feet high, but the hall's ceiling is 25 feet up. This area is dark, but the following text assumes characters can see.

This rough-hewn hall still has features of a natural cavern. To the west, between two tunnel openings, a stylized statue of a winged jackal with three eyes looms over a seat carved from the same part of the wall. A human skeleton lies sprawled at the throne's feet. Strewn about the room are dozens of dead or mortally wounded humanoid creatures with pale flesh and bulging white eyes.

**Creatures:** While most of Xiuli's morlocks have been slaughtered already, those who survive have retreated into the tunnels leading to area **D3**, while the bravest of them stand guard, visibly frightened, around the throne. There, seated atop the throne, is a fierce morlock woman dressed in pale leather armor and wielding a falchion: Xiuli.

Xiuli expects a swarm of demons to surge in here to attack at any moment, so the sight of the PCs entering her throne room catches her by surprise. She's quick to assume the PCs are agents of her enemies, points her falchion toward them, and cries out in Undercommon, "Pawns of our enemies think they can take from us, the Lost! Show them we bow to none!"

An instant later, the true enemy shows his face by using *dimension door* to appear in the chamber—the



## SUNSET TOWERS

1 SQUARE = 5 FEET

leader of the demonic attack on the Pit of Endless Night: a marilith named Drenodroz the Remade, a six-armed demon with a gray hide, the lower body of a serpent, and the head of a horned wolf who carries a sword in each hand. Assuming the PCs aren't disguised, he roars out in delight upon spotting them. In Abyssal, he crows, "So many victims in such a small place! The Prince of Wolves will regret not leading this invasion personally!"

While the PCs can fight both Xiuli and Drenodroz in this battle, canny parties may be able to play the room a bit. Drenodroz knows the PCs are the greater threat and so he focuses his attacks on them at first, starting with a *blade barrier* to split the party and then closing to melee. Xiuli spends the first few rounds of combat casting defensive spells, starting with *repulsion* and following that on the second round with *divine vessel*. If the PCs haven't attacked her yet, she focuses her actions on the following rounds by casting offensive spells at Drenodroz.

Drenodroz fights to the death, but Xiuli only does so if the PCs attack her. If the PCs defeat the marilith without attacking Xiuli, the morlock priestess calls

for a truce. She asks what the PCs want, and hopes only to protect her surviving morlock flock while keeping the "gift" that she believes Lamashtu gave her—*The Lost*. Her initial attitude is unfriendly, but if she can be made friendly, she'll agree to trade *The Lost* to the PCs for a treasure of (in her eyes) equal value—anything worth 5,000 gp will suffice. If made helpful, she'll agree to hand over *The Lost* to the PCs without a trade. Of course, if the PCs can't establish communication, or if they do so and their attempt to bargain still breaks down, Xiuli grows impatient—if the PCs don't leave at once, she attacks, this time fighting to the death.

### DRENODROZ

Male marilith (*Pathfinder Bestiary 8*)

**Initiative** Perception +30

### CREATURE 17

### XIULI CACHU

**UNIQUE** CE MEDIUM HUMANOID

Female morlock priest of Lamashtu (*Pathfinder Bestiary 2* 174)

**Perception** +25; darkvision

### CREATURE 13

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### Languages

Abyssal, Undercommon

**Skills** Acrobatics +24, Athletics +23 (+25 Climbing), Religion +27, Stealth +24, Survival +25

**Str +4, Dex +5, Con +5, Int +2, Wis +6, Cha +5**

### Light Blindness

**Items** bone symbol of Lamashtu, +1 striking wounding falchion, *The Lost*, material component pouch, +1 resilient studded leather armor

**AC** 34; **Fort** +24, **Ref** +22, **Will** +25; +2 status to all saves vs. disease and poison

**HP** 235; **Resistances** mental 13

**Speed** 30 feet, climb 20 feet

**Melee** ♦ falchion +24 (forceful, magical, sweep), **Damage** 2d10+10 slashing

**Melee** ♦ jaws +25 (agile), **Damage** 3d4+10 piercing

**Divine Innate Spells** DC 33; **4th** confusion

**Divine Prepared Spells** DC 33, attack +25; **7th** divine vessel, harm (×4), regenerate; **6th** dispel magic, heal, repulsion; **5th** drop dead, heal, shadow blast; **4th** air walk, divine wrath, outcast's curse; **3rd** blindness, heal, vampiric touch; **2nd** darkness, death knell, see invisibility; **1st** bane, protection, sanctuary; **Cantrips (7th)** bullhorn (*Pathfinder Secrets of Magic* 93), chill touch, detect magic, read aura, shield

**Cleric Domain Spells** DC 33, 2 Focus Points; **7th** shared nightmare, waking nightmare

**Instinctual Tinker** ♦♦ As morlock.

**Frenetic Casting** ♦♦ Xiuli Strides up to her speed. At any point during her movement, Xiuli can Cast a Spell that normally takes two actions or fewer to cast.

**Sneak Attack** Xiuli deals an additional 3d6 precision damage to flat-footed creatures.

**Swarming Stance** As morlock.

**XP Award:** If the PCs secure *The Lost* without attacking Xiuli, grant them XP as if they'd defeated her in combat. In addition, award them 60 XP for retrieving *The Lost*.

## D3. XIULI'S CHAMBER

This broad, low cavern features a natural pool. Furs, skins, and colorful feathers comprise a bed in a raised stone area beyond the water. Several niches have been carved in the wall around the bed.

**Treasure:** The niches contain one *ghost dust talisman*, along with 1,300 gp as well as jewels and crystals worth 2,000 gp. With a closer examination, a PC who succeeds at a DC 34 Perception check to Seek also discovers a *greater corrosive weapon runestone*.

## Sunset Towers

The 150-foot-tall cluster known as Sunset Towers has multiple entrances. Two exist at ground level (area E1), but a third (area E3) entrance 120 feet up gives access from a higher part of the towers. The PCs might have spotted the dragon Vehanezhad leaving or entering the towers via this route, but she keeps the entrance hidden via *hallucinatory terrain*. Climbing the crystal towers is difficult, requiring characters to succeed at several DC 35 Athletics checks to scale the smooth surfaces. The map for this area is on page 41.

### BELow THE TOWERS

Under the towers, the ceiling averages 20 feet high, although due to jutting crystals, some variation exists. Crystals of assorted sizes line every surface. Because of intermittent magical alteration and growth, these crystals resonate often with external sounds, resulting in a low vibration, on the edge of hearing, that thrums through the whole structure.

Numerous crystal facets also render most surfaces sharp and dangerous to travel across. While the inhabitants of the towers can move through these rooms with ease, creatures of flesh and blood treat these areas as both difficult terrain and hazardous terrain that inflicts 2d6 piercing damage.

The towers refract and transmit light but not heat. Inside, areas are cool but at least as brightly lit as the outside.



**E1. ENTRANCE**

**Creatures:** At each of these entrances, three crystalline xorn sentinels keep watch from inside the crystals. Upon spotting intruders, two stalk them silently while the third goes to warn the xorns' leaders in area **E2** and the dragon in area **E4**. All of this movement is made via earth gliding through the crystal walls, which allows the xorns to Hide.

If the player characters notice the xorns and call out to them, the indifferent creatures pause to listen only if the speakers succeed at an initial DC 32 Diplomacy check. The xorns can then be convinced to escort the PCs to their leaders. The crystalline sentinels flee from attacks or attempts at Intimidation, which makes the whole cluster unfriendly.

The crystalline sentinels become hostile if any takes damage but don't attack; instead, they flee to area **E2**.

**CRYSTALLINE SENTINELS (3)**

RARE	N	MEDIUM	EARTH	ELEMENTAL
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Variant xorn (*Pathfinder Bestiary 146*)

**Perception** +20; darkvision, tremorsense (imprecise) 60 feet

**Languages** Common, Draconic, Terran

**Skills** Athletics +22, Geology Lore +19, Stealth +22, Survival +22

**Str 7, Dex +3, Con +5, Int +0, Wis +5, Cha +0**

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

**HP** 195; **Immunities** bleed, paralyzed, poison, sleep;

**Resistances** cold 10, electricity 10, fire 10; **Weaknesses** bludgeoning 10, sonic 10

**Speed** 20 feet, burrow 20 feet; earth glide

**Melee** ♦ jaw +24 (deadly d10), **Damage** 2d12+13 piercing plus crystal corruption

**Melee** ♦ claw +24 (agile), **Damage** 2d8+13 slashing plus crystal corruption

**Claw Frenzy** ♦ As xorn.

**Crystal Corruption** (arcane, curse, incapacitation, transmutation) Creatures afflicted by this curse slowly turn to solid crystal. This affliction's sickened, slowed, and paralyzed conditions can't be removed until the affliction itself is removed. Creatures with both the earth and elemental traits instead become carriers and suffer no ill effects aside from gaining the weakness to sonic.

**Saving Throw** DC 30 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** weakness 5 to sonic and sickened 1 (1 day);

**Stage 3** weakness 5 to sonic and slowed 1 (1 day); **Stage 4** weakness 10 to sonic and paralyzed (1 day); **Stage 5** weakness 10 to sonic, and the creature is permanently petrified.

**Crystal Splinter** On a critical hit with a claw Strike, the crystalline sentinel inflicts 2d6 persistent bleed damage.

**Earth Glide** As xorn.

**TRIVIAL 15****E2. CLUSTER HOME****MODERATE 15**

An enormous gap opens in the structure, forming a roughly conical, multifaceted room with a sixty-foot-high ceiling. Crystals in this area sing, ring, and hum.

**Creatures:** Nearly three dozen crystalline xorns dwell here, although they remain within the area's walls and floor while their leader Arzuu and six sentinels stand against intruders, calling upon the three in area **E1** if they need backup. The PCs catch glimpses of other crystalline xorns watching from the depths of the surrounding crystal, but they don't engage in combat.

Arzuu is a towering crystalline xorn, yet he moves with an uncanny grace. Whether the PCs are escorted by the sentinel xorns from area **E1** or arrive on their own, this xorn leader rises up from the crystal floor at the tunnel entrance leading toward area **E4** to block further progress. If the PCs are escorted, Arzuu's initial attitude is indifferent; otherwise, he's unfriendly. In either case, he's curious to know why the PCs have come to the home of his people. Asked about harrow cards, the xorn reveals that they have no interest in flimsy treasures like that, but then notes that "great Vehanezhad" has many more treasures and might know more. He'll inform the PCs that Vehanezhad dwells further within these caves and, if made at least friendly, offers to escort the PCs to meet with her. If the PCs can't secure a friendly or helpful attitude, Arzuu notes that a gift of delicious gems would purchase the cooperation of his people—such a gift must be worth at least 5,000 gp to secure the xorn's aid.

If the PCs can't secure an escort and attempt to push further into the cavern, Arzuu denies them entrance, explaining that "Vehanezhad is not one to anger, and we will not pay the price for your impertinence." Whether or not the PCs can attempt to sway Arzuu's attitude more to secure permission to move further into the cave is up to you, but Arzuu attacks if they press on without his blessing, unwilling to risk the dragon's wrath. If combat breaks out, Arzuu and the six sentinels do their best to force the PCs out of the cave entirely, but if Arzuu is slain or at least three sentinels die, the survivors back down and offer to escort the PCs to meet with Vehanezhad.

**ARZUU**

UNIQUE	NE	LARGE	EARTH	ELEMENTAL
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Variant xorn (*Pathfinder Bestiary 146*)

**Perception** +24; darkvision, tremorsense (imprecise) 60 feet

**Languages** Common, Draconic, Terran

**Skills** Athletics +26, Geology Lore +25, Stealth +24, Survival +24

**CREATURE 13**

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

**AC** 34, all-around vision; **Fort** +25, **Ref** +24, **Will** +22

**HP** 240; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** cold 15, electricity 15, fire 15; **Weaknesses** bludgeoning 15, sonic 15

**Speed** 20 feet, burrow 20 feet; earth glide

**Melee** ♦ jaw +26 (deadly d10), **Damage** 3d10+13 piercing plus crystal corruption

**Melee** ♦ claw +26 (agile), **Damage** 3d6+13 slashing plus crystal corruption

**Claw Frenzy** ♦♦ As xorn.

**Crystal Corruption** (arcane, curse, incapacitation, transmutation) As crystalline sentinel (page 42), but DC 33.

**Earth Glide** As xorn.

**Sneak Attack** Arzuu deals an additional 1d6 precision damage to flat-footed creatures.

## CRYSTALLINE SENTINELS (6)

## CREATURE 11

Page 42

**Initiative** Perception +20

**XP Award:** The characters gain full XP for defeating the xorns if they negotiate with and bypass the xorns rather than fighting them.

## E3. FLIGHT TUNNEL

The upper opening—a tunnel Vehanezhad favors when she comes and goes from her lair—opens into the cave here at a height of 40 feet above the ground. The upper end of this tunnel is obscured by *hallucinatory terrain*, cast daily by the dragon, to make it appear to be a solid mass of crystal rather than an exit.

## E4. VEHANEZHAD'S LAIR

## SEVERE 15

Massive crystals form a domed, stepped chamber with slanting, translucent supports. The ceiling arches to a height of fifty feet, and the entire area thrums with a low reverberation and singing stones.

**Creature:** The sole occupant of this large cavern is an unusual dragon named Vehanezhad. Born centuries ago as a blue dragon, Vehanezhad succumbed to Kho's crystalline corruption soon after visiting the site. However, rather than transform into an immobile statue, she instead became a crystal dragon. Delighted with her newfound look and powers, she moved in and made this area her lair, treating the xorns who dwell here as pets to abuse as she wishes for her entertainment.

If the dragon knows the PCs are approaching (she knows automatically if the PCs are being escorted by

Arzuu, who calls out their approach, knowing that surprising Vehanezhad with an unexpected visit is never a good idea), she casts *illusory creature* to create an illusion of herself and speaks to the PCs through the illusion. If combat ensues, she hopes to trick the PCs into wasting some of their resources on an illusion before she drops the charade to attack in person.

Vehanezhad is unfriendly but—if the PCs are escorted by the xorns—is willing to listen for a short time. She freely admits to recently finding a card amid her treasures, noting with a derisive snort that the card itself, *The Sickness*, seems like a cruel cosmic joke. “This new crystalline body,” she explains, “may be beautiful, but it’s fragile and restrictive when compared to flesh and blood.” Her admission is, in part, meant to lure the PCs into thinking she isn’t as dangerous as she seems, but is also rooted in truth since crystal dragons are less powerful than blue dragons of an equal age (as a great blue wyrm, she would’ve been a level 20 creature).

She offers the card to the PCs if they can undo what the crystal corruption has done to her—or, if they admit that such a task is beyond their abilities, she’ll trade *The Sickness* for magical treasures worth a combined total of no less than 10,000 gp. If the PCs can make her friendly, she’ll lower her asking price to 7,000 gp, and if they can make her helpful, she’ll drop her price to a mere 4,000 gp.

Curing the crystalline corruption that afflicts her is no small task, but a PC who examines the dragon for 10 minutes and succeeds at a DC 34 Arcana or Nature check or a DC 36 Occultism or Religion check notes that while the curse has run its course, it remains in effect on the dragon—any effect capable of removing the curse should restore her to her previous body. The particular curse afflicting Vehanezhad is quite potent (8th level; counteract DC 34) if the PCs use *remove curse*. A *stone to flesh* spell automatically restores Vehanezhad to her previous body but doesn’t undo the curse—she’ll soon start to feel the effects of it again and might seek out the PCs for revenge for a job poorly done. If restored to her original body, she becomes a 20th-level blue dragon but stays true to her word—she rewards the PCs with *The Sickness* before gathering her greatest treasures and departing Kho entirely, never to return. What treasures she leaves behind in area E5 are up to you.

The dragon isn’t particularly patient though, so if she gets the idea that the PCs are being stubborn, attempting to stall, or otherwise trying to manipulate her, she’ll attack. She starts with her breath weapon, then takes to the air and casts her offensive spells at the PCs for the first few rounds of combat, switching

to melee if the PCs manage to keep up with her and continue to press attacks. If she's reduced to fewer than 100 Hit Points, she flees through area E3. If she escapes, she'll certainly plot revenge against the PCs at some later date.

## VEHANEZHAD

### CREATURE 18

**UNIQUE LE GARGANTUAN DRAGON EARTH ELEMENTAL**

Variant crystal dragon great wyrm (*Pathfinder Bestiary 2* 91)

**Perception** +32; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet

**Languages** Auran, Common, Draconic, Infernal, Jotun, Mwangi, Terran

**Skills** Acrobatics +32, Arcana +32, Deception +34, Diplomacy +34, Intimidation +34, Society +32, Stealth +32, Survival +30

**Str +9, Dex +6, Con +7, Int +6, Wis +6, Cha +8**



**AC** 42; **Fort** +33, **Ref** +30, **Will** +30; +1 status to all saves vs. magic

**HP** 335; **Immunities** paralyzed, sleep; **Weaknesses** sonic 15

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 37

**Scintillating Aura** (arcane, aura, evocation, incapacitation, visual) 30 feet. As ancient crystal dragon, but DC 37.

**Reflect Spell** ➔ **Trigger** Vehanezhad is targeted by a ranged spell attack roll; **Effect** Vehanezhad adjusts a wing and gains a +4 circumstance bonus to AC against the triggering attack. If the attack misses, the spell reflects at the caster, who must roll a second ranged spell attack roll against their own AC to determine if the spell hits them instead.

**Twisting Tail** ➔ As young crystal dragon.

**Speed** 60 feet, burrow 40 feet, fly 140 feet

**Melee** ♦ jaws +35 (magical, reach 20 feet), **Damage** 3d8+17 slashing plus 4d6 piercing plus crystal corruption

**Melee** ♦ claw +35 (agile, magical, reach 15 feet), **Damage** 3d10+17 slashing plus crystal corruption

**Melee** ♦ tail +33 (magical, reach 25 feet), **Damage** 2d12+17 bludgeoning plus crystal corruption

**Arcane Innate Spells** DC 43; **9th** illusory creature (at will), illusory object (at will); **8th** hallucinatory terrain (at will), ventriloquism (at will); **7th** project image; **1st** create water; **Cantrips** (8th) ghost sound

**Breath Weapon** ➔ (evocation, primal) Vehanezhad breathes a flurry of piercing crystals that deals 19d6 piercing damage in a 60-foot cone (DC 40 basic Reflex save). A creature who takes damage from this breath weapon is exposed to crystal corruption. Vehanezhad can't use Breath Weapon again for 1d4 rounds.

**Crystal Corruption** (arcane, curse, incapacitation, transmutation) As crystalline sentinel (page 42), but DC 40.

**Crystallize Flesh** ➔ (primal, transmutation) **Frequency** three times per day; **Effect** As adult crystal dragon, but DC 40.

**Draconic Frenzy** ➔ Vehanezhad makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** Vehanezhad recharges her Breath Weapon whenever she critically hits with a Strike.

**XP Award:** If the PCs manage to secure *The Sickness* from Vehanezhad without fighting, award them XP as if they defeated the dragon in combat, in addition to 60 XP for recovering *The Sickness*.

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## E5. CLUSTER HEART

## TRIVIAL 15

The reverberations in this long, low hollow can be felt and heard, issued from a huge nodule of glowing crystal that crackles, rings, and purrs. Treasure is piled around it.

The crystal fills the room with the sensation of being watched, as it has an uncanny sentience that drives the growth of the crystal corruption in Kho. If player characters destroy the cluster heart, crystal growth in the Field of Glass slows but don't cease entirely—fully stopping and even reversing this phenomenon will require the destruction or disabling of multiple other cluster hearts scattered throughout the region.

### CLUSTER HEART

### HAZARD 18

#### ENVIRONMENTAL

**Stealth** DC 45 (master) to hear or feel the energy coalescing

**Description** A wave of magic passes through the area, causing crystal shards to grow and stab intruders.

**Disable** DC 45 Nature (master) to chip away at the crystal and disrupt its resonance, or DC 42 Thievery (master) to carefully detach the crystals and then safely smash them

**AC** 39, **Fort** +33, **Ref** +27

**Hardness** 15, **HP** 300 (BT 150); **Immunities** critical hits, object immunities, precision damage; **Resistances** *disintegrate* deals double damage, ignoring Hardness, rather than destroying the cluster heart outright;

**Weaknesses** sonic 20

**Crystal Surge** (force) **Trigger** A non-elemental creature ends its turn adjacent to the cluster heart; **Effect** The heart extends shards of crystal imbued with force, like a jabbing blade, and deals  $3d10+20$  force damage and  $3d10+20$  piercing damage to all creatures in a 20-foot radius (DC 40 basic Reflex save). A creature who takes piercing damage from the surge is exposed to crystal corruption (see crystalline sentinel on page 42, but DC 40). On a critical failure, a creature also takes 2d6 persistent bleed damage.

**Reset** Once the cluster heart uses its reaction, it automatically resets after 1 minute. As long as the cluster heart has 150 or more Hit Points, it recovers 50 per day.

**Ending the Influence:** If the cluster heart is disabled or destroyed, all of the xorns in the area suddenly feel a great weight lift from their souls, and sense they've been freed from something malignant. If the PCs explain what they did, and if Vehanezhad is slain or driven off, the xorns are thankful and become friendly.

If the PCs manage to reach this area and disable or destroy the heart while Vehanezhad is still present in

the vicinity, the dragon becomes enraged and moves to attack at once, this time fighting to the death.

**Treasure:** Vehanezhad's hoard includes *The Sickness* as well as a wealth of other treasures: a standard-grade suit of mithral chainmail, a virtuoso viol and bow made of darkwood worth 500 gp, gems and art objects worth 5,000 gp; 100 pp, 2,000 gp, 10,000 sp, a *wand of blade barrier*, a +3 greater striking longsword, a *scroll of power word stun* hidden within a *glove of storing*, an *ouroboros flail* (*Secrets of Magic* 187), three metal vials each containing a major elixir of life, and a *greater flaming rune*.

## Concluding the Chapter

While the order in which the PCs track down the five cards hidden in Kho is up to them, once they've recovered all five, Usilket is eager to work with the PCs to consolidate the various alliances they might have established in Kho and to sort out how they can use these alliances to fight against the Prince of Wolves. However, before the PCs can return to Usilket's enclave to speak to them, the PCs will receive an urgent message from the Harrow Court—All-Seeing Hajeck has discovered how the Prince of Wolves invaded their realm!

## PACTMASTER REWARDS

Finally, for each significant alliance the PCs broker in Kho, they'll earn Reward Points from the Pactmasters. When Chapter 2 is complete, the party can trade in Reward Points for any common magic item of 15th level or less of their choice, with each Reward Point spent affording one single item. The following accomplishments all grant 1 Reward Point. Each Reward Point earned also grants the PCs 40 XP.

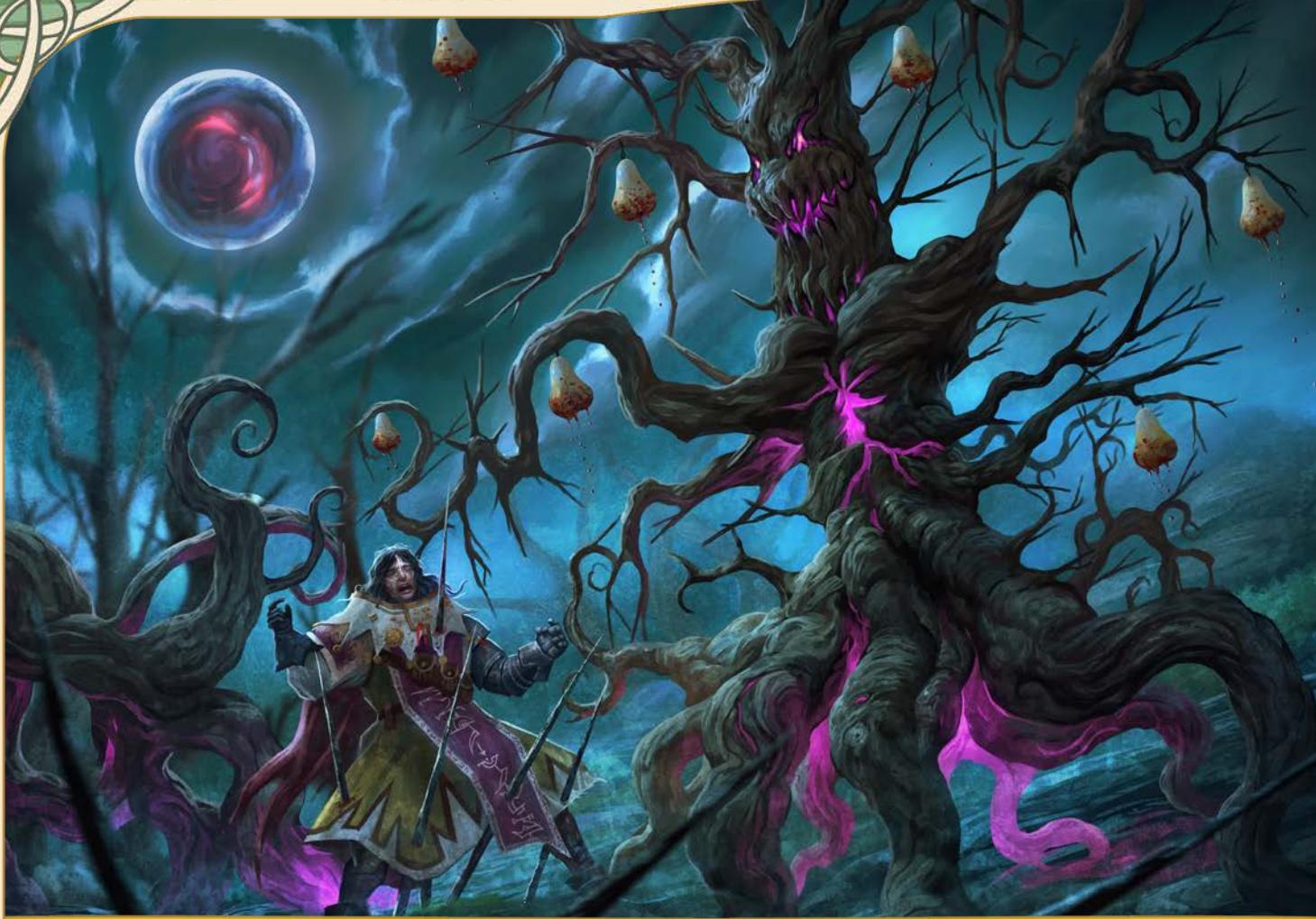
**Trexima Butoi:** If the PCs either return Trexima's *soul cage* or destroy the lich and free the hadis from his rule, the hadis of the Phantom Academy agree to work with the Pactmasters.

**Radiant Warden:** If the PCs secure a nonviolent solution in the Obelisk Vault and negotiate with the radiant warden, it agrees to serve as a historic advisor for the Pactmasters.

**End the Flood:** If the PCs reverse the flooding and negative energy influence in the Upper City, the derhiis of Kho agree to an alliance with the Pactmasters.

**Morlock Alliance:** If Xiuli Cachu survives and the PCs convince her to part with *The Lost* without combat, she'll cooperate in the future with the Pactmasters.

**Xorn Alliance:** If the PCs destroy the cluster heart and free the xorns from Vehanezhad's control, they'll ally with the Pactmasters.



## Chapter 3: Harrowed Realm

Years ago, All-Seeing Hajeck owned a magical harrow deck called the *Deck of Harrowed Tales*. Within this deck existed a demiplane known as the Harrowed Realm—a place created by Hajeck's ancient ancestor Sonnrae. Sonnrae hoped to achieve immortality by living forever within the Harrowed Realm, but over time, the stories she collected and populated into the realm rebelled against her. The greatest of these “storykin” was the blue dragon Zassrion, and when he and his other conspirators defeated Sonnrae, he became the leader of the Harrowed Realm, only to discover to his frustration that he could never leave.

What the dragon could do, though, was to manipulate and dominate any who carried the *Deck of Harrowed Tales*. Recently, he did just this to All-Seeing

Hajeck, soon after she inherited the magical deck. Under his control, Hajeck lured and trapped many in the Harrowed Realm, where they met grisly fates as Zassrion grafted the reality of their bodies onto his own to fuel his plot to escape into the Material Plane. The dragon's plot was foiled by adventurers several years ago, releasing an ashamed and abashed Hajeck from his control. Eager to restart her life and put this unfortunate episode in the past, Hajeck pursued a new life in Absalom, only to meet a tragic fate at the start of this campaign.

Hajeck wanted nothing more to do with the *Deck of Harrowed Tales* after her humiliating servitude to one of its inhabitants. The destruction of the deck was far beyond her skill or that of the adventuring party that

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## CHAPTER 3 SYNOPSIS

The characters travel to the Harrowed Realm to find a path to the domain of the Prince of Wolves. The gateway they seek no longer exists, but the current ruler of the Harrowed Realm has another way. Characters need only to recover cards from the *Deck of Destiny*, destroy her cronies to draw her in, defeat her, and open the way to the final phase of the Destiny War.

rescued her, but she welcomed that group's offer to take the artifact off her hands. Unfortunately, as sometimes happens to adventuring parties, this group eventually got in over their heads, and in time, the *Deck of Harrowed Tales* found its way into the clutches of a truly dangerous expert on the harrow—the Prince of Wolves.

It was his study of the *Deck of Harrowed Tales* that inspired the Prince of Wolves' method of invading the Harrow Court. By using the Harrowed Realm as a sort of stepping stone, the Prince of Wolves formed a temporary bridge between the Abyss and the Harrow Court. The defeat of his forces in Chapter 1 sent an unexpected and painful message to the Prince of Wolves, and while he has no plans yet to launch a second invasion, he's kept the bridge that is the Harrowed Realm active, just in case. What he doesn't expect, though, is All-Seeing Hajeck's ghost to discover this bridge and report it to the PCs.

### Hajeck's Message

At some point during the final stages of Chapter 2, All-Seeing Hajeck discovers that the demons who attacked Harrow Court managed the invasion by using the Harrowed Realm as a bridge. When she does, she sends a message out of Harrow Court and into the minds of PCs who have invested cards from the *Deck of Destiny*—you should time this message to take place after the PCs reach 10th level, but you don't have to wait until they're done with Kho. The message is simple, and manifests mostly as a single thought in the minds of any PC who has invested at least one card from the *Deck of Destiny*—they know that Hajeck has news for them and is eager to share with them once they return to Harrowheart.

Upon their return, Hajeck quickly recounts her time with the *Deck of Harrowed Tales* (if she hasn't already revealed her past to the PCs), then explains to the PCs that the Prince of Wolves has used the Deck to transform the Harrowed Realm into a bridge between his realm and Harrow Court.

The good news, she says, is that the PCs can use the Harrowed Realm the same way—as a point of invasion to strike at the Prince of Wolves' lair, wherever it may be. Within the Harrowed Realm is a magic telescope called the *Outreaching Eye*, which allows those within the demiplane the ability to peer out into the world where the *Deck of Harrowed Tales* lies. If the PCs can enter the Harrowed Realm, they can seek out the *Outreaching Eye* and use it to reach the Prince of Wolves' lair.

The method of travel between Harrow Court and the Harrowed Realm, Hajeck reveals, is simple—the PCs simply use cards from the *Deck of Destiny* as if they were Entering the Harrow Court while standing at the site where the Shadow Prince's remains left that permanent stain on the ground. Doing so will allow them to follow that stain through the boundaries between worlds and enter the Harrowed Realm.

Finally, Hajeck warns the PCs that she's sensed great malevolence growing in the Harrowed Realm. Its current state is unknown to her, but she can describe its history as outlined above.

### HAJECK'S BRIEFING

All-Seeing Hajeck has never been into the wider Harrowed Realm, but she knows something of the locations found within, and before the PCs enter the demiplane and seek out the *Outreaching Eye*, she can tell them the following.

### HARROWHEART'S ARCHES

When this chapter begins, the six arches in Harrowheart's great hall fill with shadows. While the PCs can't see through these arches and can't step through them to travel to their destinations, they can sense by studying the arches that four more cards lie within the Harrowed Realm: *The Forge*, *The Hidden Truth*, *The Midwife*, and *The Tyrant*.

**Storykin:** Those who dwell within the Harrowed Realm are known collectively as storykin. These are living creatures, but they are mostly incapable of thoughts or actions beyond those dictated in the old tales from which they sprang. They never need to eat or sleep, and never permanently die while they remain within the Harrowed Realm—if slain, their essences are eventually remade. Storykin can't exist outside of the Harrowed Realm.

**The Bramble:** The demiplane's heart is an overgrown temperate wilderness, the majority of the realm's features can be found here. A circus stands at the very center of the Brambles, and a theater is at its northwestern edge. Inhabitants of the Harrowed Realm are said to have been created in the structure to the west (or are remade and reborn there should they perish). To the northeast rises a volcano that also serves as a forge. A cold swamp collects on the southeastern edge. And somewhere on the southernmost border is a difficult-to-find garden. Any of these locations might harbor storykin who could help the PCs track down the *Outreaching Eye*.

**The Dearth:** The realm's outskirts form the Dearth, a barren wasteland. The Striding Fortress, a citadel of white stone and gleaming bronze, walks on magical legs through the Dearth. There are no locations of note within the Dearth, and it is said to be quite inhospitable.

### INTO THE HARROWED REALM

Once the PCs are ready to enter the Harrowed Realm, they need only travel to the location where the Shadow Prince's dissolving corpse stained the ground—a stain that has grown into a circle 10 feet in diameter. By standing within this circle, the PCs instinctively realize that several of the cards they may own from the *Deck of Destiny* are now forming links to associated regions within the Harrowed Realm. By focusing on one of these cards while using the Enter the Harrow Court activity, the PCs can transport themselves into that card's associated location within the Harrowed Realm. The cards and their corresponding locations are as follows.

- *The Big Sky* leads to Ticktock Peak (area H).
- *The Carnival* connects to the Shadow Circus (area F).
- *The Demon's Lantern* connects to Demon's Bog (area I).
- *The Empty Throne* leads to the Garden of Grief (area J).
- *The Tangled Briar* leads to the Blood Briars (area G).
- *The Vision* leads to the Fleshworks (area K).

### The Harrowed Realm

Far from the picturesque place All-Seeing Hajeck describes, the Harrowed Realm has become a realm of nightmares as a result of two things—the proximity to the Abyss, and the influence of an invasive force of velstracs that have polluted the demiplane for years.

One of the storykin who allied with the dragon Zassrion in the plot to murder Sonnorae ages ago was a merchant known as the Nightpeddler. Unique among the storykin, the Nightpeddler discovered a secret that allowed him to exit the Harrowed Realm for short periods of time, allowing him to engage in trade with all manner of otherworldly entities. Not long after the *Deck of Harrowed Tales* was lost by the adventurers who defeated Zassrion, the Nightpeddler made a fatal mistake when he tried to treat with a group of velstracs. The violent fiends betrayed the Nightpeddler and used portions of his body to invade the Harrowed Realm, simultaneously ensuring his permanent demise and securing their own foothold in the demiplane.

The velstracs soon became obsessed with the creator of this realm, and by combining their mastery of flesh and tools found in the Harrowed Realm, they brought the murdered Sonnorae back as one of their own, reincarnating her as a unique velstrac. She took her place as mistress of the Harrowed Realm once again, but in her long-tortured state she had forgotten much of who she was and what she'd intended the realm to be. She no longer remembers the *Deck of Harrowed Tales*. In her forgetfulness, she set about transforming the demiplane to match her new fiendish sensibilities. She toppled her ancient Striding Fortress, the home of a hated enemy, and broke the *Outreaching Eye* within. When she learned of the planar magic in the remaining lens of the wrecked telescope, she claimed it as a personal trinket.

As further vengeance, she invited velstracs to reshape and join with storykin. Her merciless retribution gave some conspirators the “real” existence they had always wanted, but a tormented one. Others she united with flesh, shadows, and corrupted soulstuff to birth hollow velstrac sacristans and other monsters.

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The Harrowed Realm is now a dreadful place of dilapidated, harrow-adjacent fairy tales and monstrous suffering under Sonnorae's influence.

When All-Seeing Hajeck sends the characters to the Harrowed Realm, she doesn't know the *Outreaching Eye* has been destroyed. But Sonnorae still carries the *Lens of the Outreaching Eye*, and with it, the PCs can still succeed in their goal to open the way to the Prince of Wolves' den.

The PCs can explore the Harrowed Realm on foot if they wish, traveling from one location to another, but it's more efficient to travel between sites of interest in the demiplane via Entering the Harrowed Realm. Of the seven sites of relative importance, only the Fallen Fortress can't be reached via this method—to visit this location, the PCs must travel there physically.

The order in which the PCs explore the Harrowed Realm is up to them, but three events will take place as they travel. The first of these, Event 5, takes place automatically the first time they arrive in the Harrowed Realm.

## THE HARROWED REALM

**N UNBOUNDED**

The Harrowed Realm measures 84 miles across. Anything that passes off one edge appears on the opposite one. Much of what appears real in the demiplane is akin to sophisticated set decoration for a theater. The sky is a literal blue dome, about 3 miles high, held up by great pillars at the realm's "edges." The sun and moon once moved across this dome on great mechanical arcs to which they're still attached.

After a few feet of digging, soil gives way to rotten stage boards and corroded pipes atop cobble stone. Underneath the cobbles, cyclopean stone blocks form a solid foundation of interminable depth. These features are exposed in some areas, along with machines or systems like those used in a Varisian drama hall. In other places, ruins built only for spooky ambiance stand alone and empty.

The demiplane's clockwork moon eclipses the sun, bathing the land in dim light. At noon, with great grinding sounds, the moon moves off the sun slightly to the right, illuminating the realm as if on a cloudy day. The full eclipse resumes by 6 P.M. When midnight comes, the moon moves out of alignment to the left, brightening the realm again. Full eclipse occurs once more at 6 A.M. Strangely, interiors in the realm are rarely dark, instead bathed in dim light with no clear source.

The moon and stars are all wrong and fake here, but they're still useful for relative navigation. Due to the fixed sky, it's only a DC 15 Survival check to Sense Direction. While no magnetic north pole exists, "north" still functions for the purposes of operating a compass.

The Harrowed Realm has limited connections to other planes. With the notable exception of using cards from the *Deck of Destiny* to Enter the Harrow Court (either to travel to or from this demiplane), any effect that involves planar travel (such as *ethereal jaunt*, *gate*, *plane shift*, or *shadow walk*), as well as spells that conjure creatures from other planes (such as *planar ally* rituals) are unreliable, with the Harrowed Realm attempting to counteract such spells as they are cast with a counteract modifier of +32. Spells and effects that only briefly require contact with another plane (such as *blink*) and summon spells function normally.

In the Harrowed Realm, time passes normally. Creatures must eat, drink, and sleep normally, but they don't age.

In the Bramble, thin trails winding through the tangled undergrowth connect significant locations, but moving off these trails constitutes passing through difficult terrain. Temperatures in the Bramble and the Dearth are always comfortable temperate norms. It's possible to forage in the Harrowed Realm, and while food gathered here provides nutrition, the texture and flavor feels unpleasant, like eating wax. It's a DC 20 Survival check to Subsist in the Bramble, and a DC 35 Survival check to Subsist in the Dearth.

## F. SHADOW CIRCUS

Tent poles for what must have been an enormous central tent stand bare in a clearing here, ragged pieces of gray cloth clinging to them. A towering central pole still reaches for the sky. Strewn across the area are rusted, broken cages and tumbled wagons missing wheels.

The Shadow Circus once marked the center of the Harrowed Realm, serving as a sort of landing place for those who traveled here via the *Deck of Harrowed Tales*. Characters who use *The Carnival* arrive in what was once the main tent's center ring, between shattered remains of bleachers and amid the bones of a giant and several bears. To the north slumps a bent and rusted cage of ornate ironwork. Inside are broken armchairs, divans, and tables along with countless remnants of porcelain dishes.

**Creature:** Woven into the elaborate wrought iron, first appearing to be a waxy model, is a crocodile-headed humanoid with cords of fine silk and leather knitted into his flayed and pinned "flesh." His red eyes flick open when the characters arrive, and he calls out to them in a hissing voice. This being is Bernaditi, a storykin rakshasa (and one of the conspirator allies of the dragon Zassrion) who once ran this circus.

In the original Harrowed Realm, Bernaditi took Sonnorae's tongue when he helped betray her. She took it back when she returned, along with his fangs, then left him bound here in torment. Without his

tongue, Bernaditi can't speak clearly or use spells that have verbal components. He's also permanently immobilized within his new "house."

Telepathy is one sure way to communicate with the tormented rakshasa, as is writing. If the PCs don't supply Bernaditi with something to write with, he can just barely reach down below and scrape a few words or shapes in the dirt to beg for aid. He promises to share information he's sure they can use in exchange for his tongue and fangs, currently in the possession of Marzalee the Stitcher in area K4. If the PCs return his body parts, the rakshasa gobble them down eagerly, and a few moments later they reform in their proper places in his mouth.

Once his fangs and tongue are back, Bernaditi tries to get another favor from the PCs and asks them to pull him from his cage. Doing so requires a successful DC 35 Athletics check to Force Open the iron cage, or the cage can simply be destroyed (Hardness 18, HP 72 [BT 36]). If the PCs do so, the ungrateful rakshasa bows before them in thanks, then casts *fly* and attempts to flee into the Bramble. If he escapes, he will not be encountered again by the PCs unless they work hard to track him down.

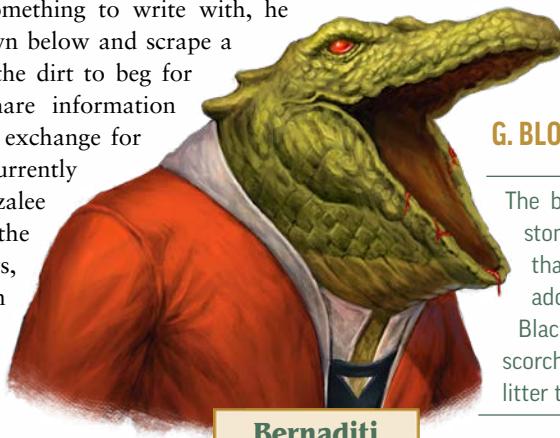
If the PCs demand information from him before they release him, the rakshasa sighs, but then nods in understanding, congratulating the PCs for their wisdom in not trusting a crocodile too many times. He'll ask why they've come to the Harrowed Realm, and then does his best to answer their questions about the place. While he's been trapped here for ages, he knows much of the changes that have come to this place, and can give basic warnings about the presence of velstracs in the region as well as confirm that his one-time mistress Sonnora has returned from the dead, and that she now rules from the "Fallen Fortress" in the Dearth (although he's not sure of the exact location). The most important information he can give them, though, is that even in her new form as a velstrac, she enjoys the bloody fruit that grows on an old pear tree in her garden (area J1). If the PCs intend to confront her, they could do worse than to harvest one to serve as an offering.

If freed, Bernaditi flees into the Bramble as detailed above. If attacked, he fights back as best he can. If slain, Bernaditi comes back to life after the Fleshforge remakes him, trapped once more in the iron cage (although if the PCs recovered his teeth and tongue, he retains them still).

## BERNADITI

Male storykin raja rakshasa (*Pathfinder Bestiary 275*)

**Initiative** Perception +19



Bernaditi

**XP Award:** If the characters get useful information out of Bernaditi, award them 80 XP. They receive no XP for killing him.

## G. BLOOD BRIARS

The burned shell of an old theater, its stone walls scorched and no higher than a few feet, jut from briars adorned with scarlet-tipped thorns.

Blackened timber piles, intermixed with scorched seats and old theatrical props, litter the area.

Once the site of a theater called the Sanguine Playhouse, this location today is nothing more than a tangled, overgrown ruin. If the PCs travel here via portal, they appear near the building's old, semicircular front steps. There, the corpse of Brambleson, once this realm's Rabbit Prince (and one of the conspirators against Sonnora) hangs in the briars. His ears have been cut off, and both his crown and sword are missing.

Characters who use spells like *talking corpse* or rituals like *speak with dead* might be able to learn more from this tragic figure. A halfling named Othobian Bootblack arrived in the Harrowed Realm ages ago after stumbling into an ancient magical trap. In time, he befriended Brambleson, but he remained in hiding during the tumultuous times when adventurers invaded the realm to defeat the dragon Zassrion. When the velstracs invaded a few years later, hiding didn't help Othobian, and he fell under the growing velstrac influence. His delusions and paranoia grew until he murdered Brambleson, taking the storykin's crown, ears, and sword. Sonnora ejected Othobian from the realm to punish him, but she left Brambleson's corpse here out of pique. To Othobian, the Harrowed Realm was a nightmare turned to truth. He never grasped what velstracs were or how they tortured his mind, thinking he had been cruelly expelled from reality and leading to his villainous deeds in *Pathfinder Adventure Path #160: Assault on Hunting Lodge Seven*.

**Treasure:** The magic that once infused Brambleson has seeped into his boots, transforming them into *greater boots of bounding*. More importantly, one of the *Deck of Destiny* cards, *The Hidden Truth*, has somehow become tucked into his left boot—a PC

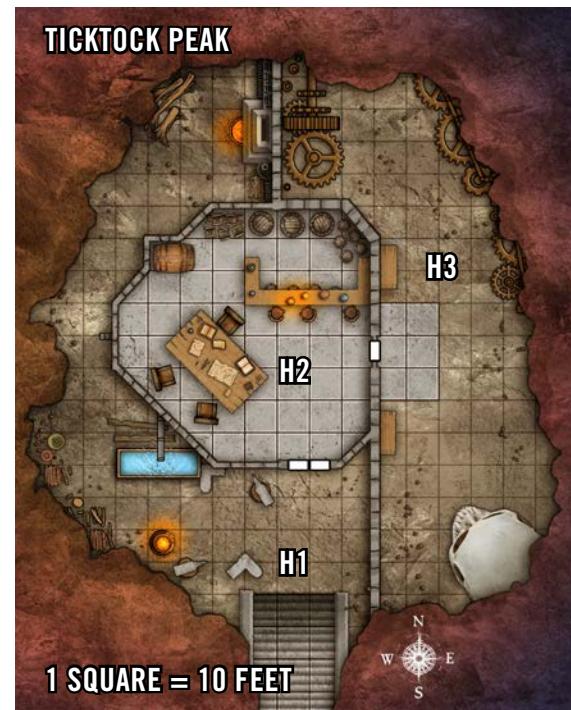
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who plucks this card up immediately understands Brambleson's sorry fate as the card grants this sad truth in their minds.

**XP Award:** Grant the PCs 60 XP for recovering *The Hidden Truth*.

### TICKTOCK PEAK

The volcanic peak realm residents once referred to as Smith's Caldera is now known as Ticktock Peak, named after one of the former conspirators who has become a velstrac. The volcano is visible from most locations in the realm—being the one mountain in the demiplane affords it dominance over the skyline. Ticktock Peak looks like a storybook volcano, with a ragged, improbably narrow, cartoonish cone from which curls of smoke waft up. Up close, it becomes apparent that the smoke issues from corroded pipes that pierce the rock in many places, hinting at the complex machinery the peak hides—machinery that keeps the demiplane's theatrical appearance operating, even though some of it has fallen into disrepair.

Characters who arrive here via portal do so at area **H1** and are likely first to marvel at the view of the realm, its immense artificial sky looming overhead. Characters who look off to the west into the Dearth and make a successful DC 30 Perception check spot through the haze the Fallen Fortress at area **L**.

#### H1. Caldera Worksite

**Low 16**

This dormant caldera shelters a worksite with a disorganized array of tools, materials, anvils, stools, and tables. A stone structure, its walls adorned with dozens of metal pipes, sits at the center of the caldera. The sound of venting steam, piped water, and operating machinery issues from within the structure. A giant-sized door in the southern face of the building has a broken bone painted on it, with a pool of blood between the broken ends. The east half of the caldera is sheltered by a tall stone wall that's also festooned with pipes, many of which extend upward to spew smoke and steam into the air, while to the south, a break in the caldera's wall allows a flight of steps to descend and affords a majestic view of the entire realm below.

**Creatures:** A group of shadow giants toils here, constantly adjusting and repairing the numerous pipes and exposed pieces of machinery under orders from Ticktock—adjustments that, over time, continue to give the Harrowed Realm its grim and awful appearance. If this work ceases, over the course of a few months the machinery reverts to normal, rebuilding the Harrowed Realm into its more idyllic appearance from a time before the velstrac invasion.

The four shadow giants bear countless scars and stitched wounds, evidence of their time served as prisoners to the velstracs. Each also has numerous scars on their brows, remnants of the work done on them by Voricose (area **H2**) to ensure they remain loyal to his commands. The giants roar in rage as soon as they spot any intruders and attack at once. The turmoil caused by their roars and attacks is certain to attract the attention of the inhabitants of areas **H2** and **H3**—although they do not come to investigate immediately, they'll certainly prepare for intruders. If the PCs don't enter area **H2** within a few minutes of finishing a fight here, Voricose might emerge to investigate.

#### SHADOW GIANTS (4)

*Pathfinder Bestiary 2* 127

**Initiative** Perception +20

#### CREATURE 13

#### H2. Bleeding Break

**Moderate 16**

This structure contains a single room—one that's been outfitted to serve as a giant-sized tavern. The chamber features one table and three chairs, a bar, and a gigantic barrel that drips red fluid from its tap. The place smells of raw meat as much as it does alcohol. The twenty-foot-high ceiling is supported by a tangled crisscrossing of soot-stained wooden beams reinforced with bronze fittings.

The barrel contains a mixture of blood, bits of flesh, and strong beer. Another few barrels behind

the bar hold the same concoction in various stages of fermentation, along with several empty casks painted with a broken bone in a pool of blood. Several large sacks of gray, musty-smelling grain from the Shadow Plane are stacked along with the giants' bedrolls in the northwest corner.

**Creatures:** Voricose, a one-eyed velstrac interlocutor, has chosen this chamber as his quarters. In his attempts to create loyal servants, he's surgically adjusted the brains of the giants in areas **H1** and **H3**, scraping away bits of personality that "only get in the way." Voricose is currently working on his latest giant "patient," whose body lies sprawled on the table with the top of its skull missing. Of the velstracs in the Harrowed Realm, Voricose is the only one from the original invasion force who still dwells in the demiplane, having opted to remain behind to watch how things develop rather than moving on to new projects on other planes.

When the PCs enter, he rises up to his full intimidating height of 14 feet, his bladed arms whirring and slashing at the air, and commands the intruders to lay down their weapons and submit to his guards, a trio of slack-jawed shadow giants. Any PC who foolishly complies has their gear stripped from them and, if they don't escape, will be operated on in time by the vile velstrac (characters who undergo this devastating 1-hour procedure become the velstrac's permanent pawns until they are subjected to a *regenerate* spell). If the PCs resist, Voricose orders his giants to attack; he spends the first round of combat stapling the unconscious giant's skullcap back in place, after which Voricose joins the fight as well. All four fight to the death, but once Voricose is slain, all of the shadow giants in the area become stupefied 3.

## VORICOSE

**UNIQUE LE LARGE FIEND VELSTRAC**

Male variant velstrac interlocutor (*Pathfinder Bestiary 2* 284)

**Perception** +28; greater darkvision, painsight

**Languages** Common, Infernal, Jotun, Shadowtongue

**Skills** Athletics +31, Brewing Lore +24, Crafting +24 (+28 sculpting flesh), Intimidation +28, Medicine +30, Religion +24, Torture Lore +26

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

**Painsight** (divination, divine) As interlocutor.

**Items** +3 greater striking greater frost whip

**AC 37; Fort +27, Ref +25, Will +28; +1 status to all saves vs. magic**

**HP** 275, regeneration 20 (deactivated by good or silver);

**Immunities** cold; **Weaknesses** good 15, silver 15

**Attack of Opportunity** ♦

## CREATURE 15

**Glimpse of Stolen Flesh** (aura, divine, enchantment, fear, mental, visual) 30 feet. As interlocutor, but DC 33.

**Speed** 40 feet

**Melee** ♦ whip +31 (disarm, finesse, magical, nonlethal, reach, trip), **Damage** 3d4+15 slashing plus 1d6 cold

**Melee** ♦ claw +28 (deadly 2d10, evil, magical, reach 10 feet), **Damage** 3d8+15 slashing plus 2d6 persistent bleed

**Divine Innate Spells** DC 36; **8th** heal (x2); **7th** regenerate; **6th** restoration (x2); **5th** breath of life; **Cantrips** (8th) stabilize

**Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual) As interlocutor.

**Surgical Rend** ♦ As interlocutor.

## SHADOW GIANTS (3)

*Pathfinder Bestiary 2* 127

**Initiative** Perception +20

## H3. Gearworks

## CREATURE 13

## Severe 16

Countless clockwork machines roar in this vast, hot, and muggy chamber. Pipes rattle and thrum. Some emit steam, constantly or in intervals, whistling as they do. Most of the machinery has been built off the ground, leaving the stony floor clear. On one side of the chamber stands the upper portion of a titanic humanoid skull.

The machinery starts at 20 feet and goes up for 50 feet, with openings big enough for Medium creatures to move among them. Destroying a sizable portion of these devices causes the realm's weather to become locked, water in rivers to stop flowing, and the sky to grow still.

**Creatures:** Ticktock, once a storykin aeon in humanoid form, has been remade by the velstracs into one of their own. As one of the conspirators who helped murder Sonnora, Ticktock understands he got away with a relatively light punishment when she returned to power—he's still alive, more or less, even if his body is now constantly wracked with pain. He understands that the only reason Sonnora left him as whole as she did was that she understood the value he brings to the Harrowed Realm, for as long as Ticktock continues his never-ending pursuit of keeping the gearworks in working order, the demiplane's facade of reality will continue.

Ticktock is not much larger than a halfling, and while his transformation into a particularly powerful sacristan velstrac is technically an upgrade, he knows his distorted new body can be taken away from him at his mistress's whim. With his empty eye sockets (the primary brand against him, for when he betrayed Sonnora, he took her eyes), fingers made of keys and

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tools, and distorted limbs, Ticktock moves more like a spider and sounds more like a machine than anything else, for only via echolocation provided by the constant ticking sounds he emits can he navigate his duties.

Ticktock's greatest treasure is a recent discovery: *The Forge*. When he found the card wedged in the machinery (where it was causing an unceasing ticking sound), he interpreted it as a sign that fate might have something greater in store for him, but now that he's had the card invested for some time, he's realized that it's just one more way the Harrowed Realm is shaping him into the perfect mechanic minion—for with the card's aid he can carry more and repair things faster.

Ticktock ignores the sound of fighting nearby and simply continues to do his work here. He's watched over by a group of three storykin ankous, creatures Sonnorae placed here as an implied threat, symbolizing an old story about a clockworker whose attempts to build a clock that skipped over the hours of the night brought punishment from the darkness itself. The way Ticktock constantly flashes and plays with *The Forge* makes it impossible to miss when the PCs first see him, but any attempt to speak to him or take his card is quickly interpreted by the obsessed creature as an attempt to sabotage his work in order to engineer a punishment from Sonnorae, and he reacts with swift violence (as do the ankous), fighting to the death in response. During the fight, he'll do his best to lure the PCs toward the large skull to the south, which is itself a dangerous hazard.

## TICKTOCK

## CREATURE 16

**UNIQUE LE SMALL FIEND VELSTRAC**

Male storykin variant sacristan velstrac

**Perception** +27; echolocation 120 feet, no vision, painsense

**Languages** Common, Infernal, Shadowtongue

**Skills** Acrobatics +32, Athletics +30, Crafting +31, Thievery +30, Torture Lore +29

**Str +6, Dex +8, Con +6, Int +5, Wis +3, Cha +0**

**Echolocation** Ticktock can use his hearing as a precise sense at the listed range.

**Painsense** (divination, divine) Ticktock automatically knows whether a creature he hears has any of the doomed, dying, or wounded conditions, as well as the value of those conditions.

**Items** *The Forge*

**AC** 40; **Fort** +28, **Ref** +30, **Will** +25; +1 status to all saves vs. magic

**HP** 275, regeneration 15 (deactivated by good or silver);

**Immunities** blinded, cold; **Weaknesses** good 15, silver 15

**Tick Tock Tick Tock** (auditory, aura, divine, enchantment, mental, sonic) 30 feet. When

a creature ends its turn in the aura, the constant clicking and ticking sounds coming from Ticktock worm into its thoughts and fill the listener with the sense that time is speeding up for everyone but itself. The creature must succeed at a DC 34 Will save or become slowed 1 (or slowed 2 on a critical failure) until the end of its next turn.

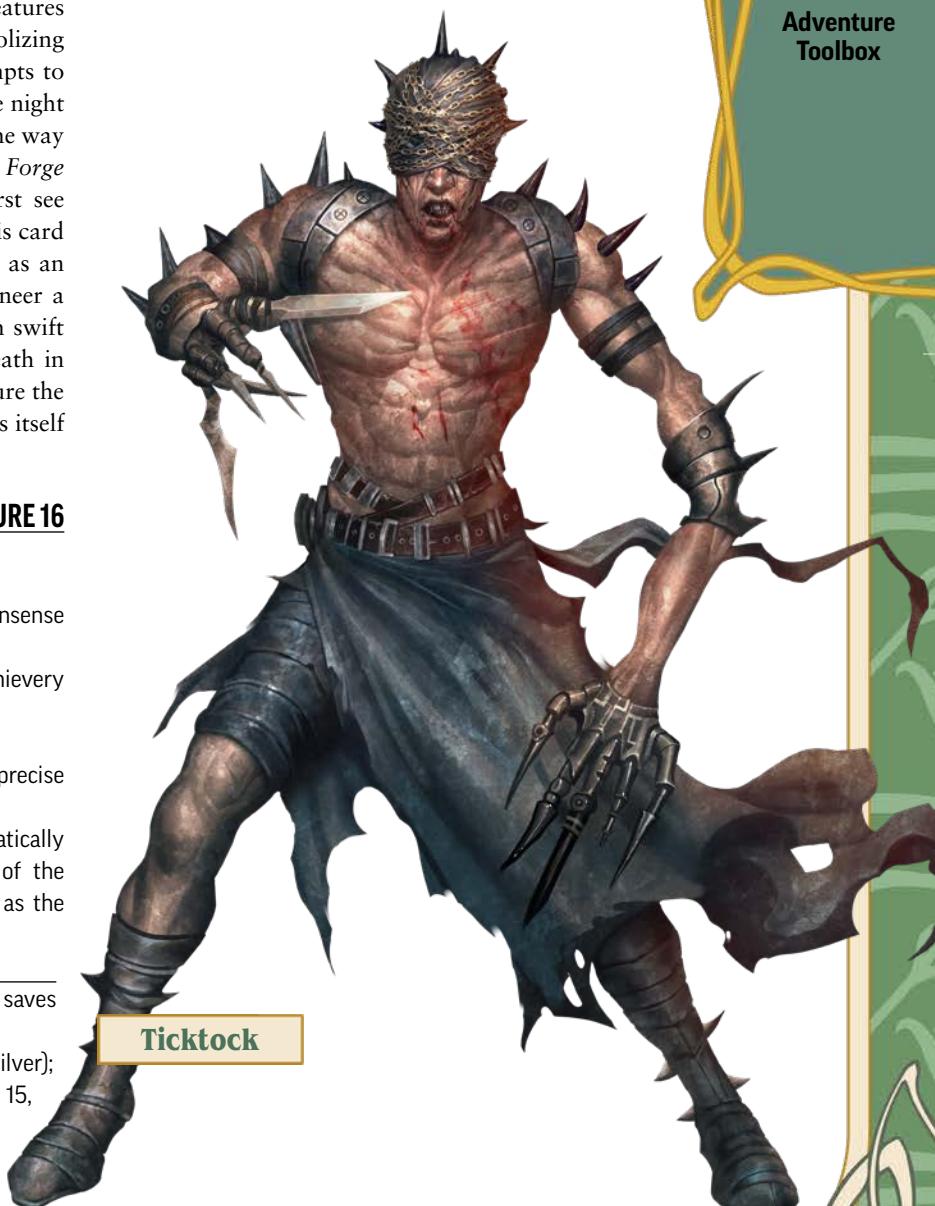
### Attack of Opportunity

**Speed** 25 feet, climb 25 feet

**Melee** ♦ tool fingers +32 (agile, evil, magical, versatile S), **Damage** 3d4+14 piercing plus 1d6 evil and 2d6 persistent bleed

**Divine Innate Spells** DC 37; **8th** chilling darkness; **3rd** fear

**Shadow Scream** ♦♦♦ (aura, concentrate, darkness, divine, evocation, mental, sonic) **Frequency** once per hour;



**Ticktock**



**Effect** Although the sound of this attack is more akin to a series of thunderous clicking sounds than a scream, it still functions as detailed for Ticktock, but with a DC 37 Will save.

### ANKOUS (3)

*Pathfinder Bestiary 2* 19

**Initiative** Perception +25

### CREATURE 14

**Hazard:** The skull embedded in the southern wall is all that remains of an immense storykin called the Smith, a titanic giant who lived inside the mountain. He perished soon after the velstracs cruelly harvested his flesh for raw materials, but an echo of his storied spirit remains within his bones.

### SMITH'S SKULL

### HAZARD 18

**UNIQUE HAUNT**

**Stealth** DC 42 (master) to see the skull's lower jaws start to open

**Description** The smith's skull gazes with fiery light and breathes in a deep breath.

**Disable** DC 48 Athletics (master) to hold the skull's jaw shut, or DC 45 Occult or Religion (expert) to quiet the Smith's spirit

**Smith's Inhalation** (divine, enchantment, incapacitation,

mental, visual) **Trigger** A creature who can see the Smith's skull approaches within 20 feet; **Effect** The skull's eyes flare. Each non-storykin creature within 60 feet who can see the skull is subjected to an overwhelming feeling of being sucked into it, and must attempt a DC 40 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature feels pain across its body, as if the skull's inhalation were pulling the skin from its bones. The creature becomes sickened 1 and takes 8d6 mental damage.

**Failure** The creature is convinced that the skull just "breathed in" its skin, and it takes 16d6 mental damage. The overwhelming pain leaves the creature slowed 1 for 1 round as well.

**Critical Failure** As failure, but 24d6 mental damage and the creature is stunned 3 from the pain.

**Reset** 1 hour

**XP Award:** Grant the PCs 60 XP for recovering *The Forge*.

### I. DEMON'S BOG

A cold lake bed choked with sediment and overgrown with rushes, Demon's Bog (area 2 on the Harrow Court map inside the back cover) centers around a low, rocky hummock covered in weathered gravestones. Most of the markers are tumbled or askew. Characters who arrive via portal appear beside a stone sarcophagus, its broken lid cast aside. Biting fireflies flit about, their lights the color of blood. Parts of a fallen suspension bridge cross the bog between the hillock and drier land. Despite appearances, the bridge is a safe path.

**Treasure:** Even a cursory search of the gravestones reveals a human body sprawled within a freshly dug and still open grave. These remains are those of the Barrow King, one of the conspirators who betrayed Sonnorae. The skeletal remains wear a suit of +2 greater resilient brass dragonhide breastplate, and its own +3 greater striking greatsword pierces its unarmored throat and pins it to the ground. Pulling the sword free causes the bones to melt away into sludge, but the Barrow King stays dead as long as Sonnorae's corrupted epitome yet lives.

### GARDEN OF GRIEF

Characters who travel to the realm via a portal appear at the gates just east of area J1.

Tarnished bronze statues of angels, their wings sheared off, lie toppled near pedestals to either side of an open bronze gate in a tall wall of cracked white marble. Discolored white stone forms a semicircular porch just beyond the

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gateway, a few steps leading down into an overgrown, weedy orchard.

## J1. Bone Orchard

Low 16

Amid overgrown grass, nettles, brambles, and sickly trees is a still, dark pool. Leaning menhirs only a few feet high mark the path. Countless bones litter the ground or hang in the weeds, from the standing stones, or amid branches. Several trees of different heights grow within, their trunks twisted and branches bare of leaves—with one exception. The branches of the largest tree in the garden bear blood-red fruits.

**Creatures:** The fruited tree, once Sonnoraе's living pear tree, has become something entirely new since her return: a malevolent undead horror that lurches up from the soil to attack anyone other than Sonnoraе (or the garden's other inhabitant—see area J2) who enters the garden. Unlike most corpseroots, this Blood-Pear Tree doesn't blight plant life in its vicinity, and its sickly fruits cause those struck to bleed from their pores rather than become poisoned.

### BLOOD-PEAR TREE

CREATURE 17

**UNIQUE NE HUGE UNDEAD**

Variant corpseroot (*Pathfinder Book of the Dead* 81)

**Perception** +29; darkvision

**Languages** Arboreal, Necril, Sylvan (can't speak any language)

**Skills** Athletics +32, Stealth +30

**Str** +9, **Dex** +5, **Con** +6, **Int** -2, **Wis** +6, **Cha** +2

**Plant** As corpseroot.

**AC** 38; **Fort** +31, **Ref** +26, **Will** +27

**HP** 350, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** axe vulnerability, fire 15; **Resistances** bludgeoning 15, piercing 15

**Axe Vulnerability** The Blood-Pear Tree takes 15 additional damage from axes.

**Speed** 20 feet

**Melee** ♦ branch +34 (reach 15 feet), **Damage** 3d12+17 bludgeoning

**Melee** ♦ root +34 (agile, reach 20 feet, trip), **Damage** 3d8+17 bludgeoning plus Grab

**Ranged** ♦ bloody pear +30 (range increment 20 feet, splash), **Damage** 2d6+12 bludgeoning plus 2d6 bleed splash damage

**Take Root** ♦ (necromancy, primal) **Frequency** once per round; **Requirements** The Blood-Pear Tree has a creature grabbed or restrained; **Effect** The Blood-Pear Tree buries its roots into the creature, dealing 2d6+17 piercing damage (DC 38 basic Fortitude save). On a

failure, the creature is enfeebled 1 (or increases the value by 1 if already enfeebled), and the corpseroot regains 15 HP. If this would make a creature enfeebled 5, the creature dies.

**Treasure:** Regardless of how many bloody pears the tree hurls before it's defeated, five of these fruits remain on its limbs once it is slain. Each of these fruits functions as a major elixir of life, but characters who keep at least one of them handy will have an advantage in their first meeting with Sonnoraе (see area L8).

Amid the bones in the center of the garden lies an alicorn, once the horn of a storykin unicorn who lived in the garden, that now works as a *wand of continuation* (*phantom steed*, 6th level), summoning a steed that resembles a winged unicorn.

## J2. Empty Throne

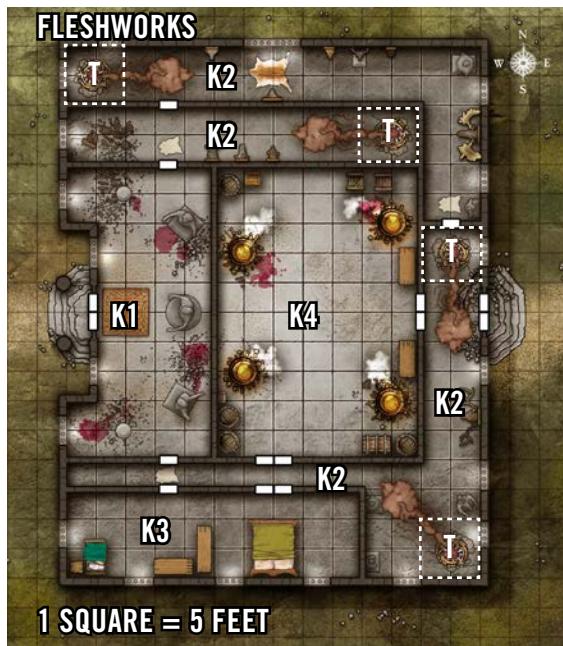
Moderate 16

Twisted trees and briar-clad thickets open to a forum of stone pillars, many broken or toppled. Amid them is a crumbling stone dais, stained with old blood. At the platform's center sits a spiked iron throne.

**Creature:** This iron throne belongs to Algon the Ever-Keeping. Beaten into it are a shield, a longsword, a hatchet head, and an amulet, all with a similar stylized winged sigil. Algon himself sits on the throne the first time the PCs visit the garden, and he watches calmly as they fight against the Blood-Pear Tree. Once a storykin paladin who wandered the demiplane and opposed those who betrayed Sonnoraе, he was rewarded for his service upon her rebirth by being transformed into a vincuvicar velstrac himself, with the warped and transformed storykin of the Harrowed Realm becoming his "prisoners."

Once the PCs approach him, the ex-paladin congratulates them for "what must surely be their latest triumph" against the Blood-Pear Tree, but then informs them that the time has come for them to lay down their arms and submit to their new mistress, Sonnoraе. If the PCs surrender their gear, the velstrac shackles them, then uses *teleport* to transport the PCs and himself to Sonnoraе as offerings, leaving all their gear behind here. The PCs' eventual fate in this case is likely to become the victims of *imprisonment* rituals placed by Algon.

Algon doesn't expect the PCs to submit, of course, and at any indication other than immediate surrender, he attacks, claiming the characters are destined to be prisoners for Sonnoraе. If he's reduced to fewer than 80 Hit Points, or if he fears the PCs have a good chance to destroy his throne, he calls for a truce. If the PCs agree to this truce, the vincuvicar spends several



rounds questioning them to find out why they've come to this realm (allowing his regeneration to heal him up) before offering to teleport them to Sonnoraе to petition their case to her in person. Whether this results in a chance to secure the *Lens of the Outreaching Eye* via diplomacy, or just in a particularly deadly fight where they'll face Algon and Sonnoraе simultaneously, remains to be seen.

### ALGON THE EVER-KEEPING

Male vincuvicar velstrac (page 87)

**Initiative** Perception +32

### CREATURE 18

**Treasure:** Next to the throne in a large, unlocked iron box are some of Algon's old belongings, including a suit of +2 greater resilient full plate, a major sturdy shield, and a holy avenger.

### FLESHWORKS

Before the velstracs arrived, the storykin were forged and reborn in this building, all under the guidance of an immense and intelligent giant ant queen. But just as the manor's interior has been entirely rebuilt (abandoning a network of secret passages for larger halls that allow easier passage for velstracs), so too has Marzalee been rebuilt as punishment for her role in betraying Sonnoraе.

PCs who arrive here via portal appear on the manor's front stoop, just outside of area K1.

The air at this manor carries the scent of blood and grease. Spiked iron reinforces the corners, the eaves, the doors,

and the tall chimneys. Heated air rises from these stacks. A wash of dark crimson has been painted over the peeling exterior. Black bars and boards cover the windows.

Although the bars and boards have gaps, leather curtains cover the windows on the inside. Still, the player character who rolls the highest Perception check spots a figure peering out of a southern window from a lit room. This is Molly in area K3, who quickly flees from sight, pulling the curtains closed.

### K1. Entry

Pieces of mannequins hang from chains or are impaled on spikes in this foyer. Some have macabre fleshy or metallic additions. A few bleed. Three complete statues depict a monstrous humanlike woman in various dance poses, her mouth open as if singing or screaming. Her long, pale locks darken to crimson toward the tips. She dresses in a bizarre, painful-looking harness of leather and iron. Some of her skin is flayed, some of her bones exposed. Her mouth has oversized fangs and a thick, pale tongue, and her eyes resemble clockwork mechanisms. One of the statues holds her harness open, revealing a withered heart cabled into a bloody hole in her chest. Words in blood mark the wall and the scent of it hangs in the air. Several casks have also been stacked here, painted with a broken bone in a pool of blood.

The statues depict Sonnoraе in her new form as a velstrac. The words on the wall read, in Varisian, "Interlopers shall be consumed." Seven casks contain a mixture of fleshy chunks and blood—PCs who have already visited Ticktock Peak will recognize this awful "beer" as the concoction being brewed atop the volcano.

### K2. Trapped Halls

**Trivial 16**

More tortured statues hang in these halls among iron spikes, chains, and implements. Here and there, patches of undifferentiated flesh and pools of blood seem to well up between the floorboards or panels on the wall, giving the place the smell of fresh slaughter.

**Hazard:** Large clumps of wax, leather, flesh, iron, and blood collect at the dead ends of each hall, forming into a mass that can open like a mouth in the four locations noted on the map. This hazard works like cannibalistic echoes, but the manifestation creates an all-too-real mass of flesh and teeth rather than hungry spirits, as the building attempts to consume spirits just as the conspirators consumed Sonnoraе long ago.

**Chapter 1:**  
**Battle of**  
**Harrow Court****Chapter 2:**  
**Cards of Kho****Chapter 3:**  
**Harrowed**  
**Realm****Chapter 4:**  
**Wolves' Den****Adventure**  
**Toolbox****CANNIBALISTIC ECHOES****HAZARD 16***Pathfinder Book of the Dead 67***Stealth DC 42 (master)** to sense something malevolent lurking in the area's fleshy debris**K3. Bedroom**

This orderly bedchamber smells of sandalwood, perhaps from the oil lamp lighting it. It also contains two beds, one human sized and one much larger, along with a wardrobe and a workbench lined with odd tools.

Some of the tools are surgical, while others are sculptors' implements. Most are too large for human-sized hands.

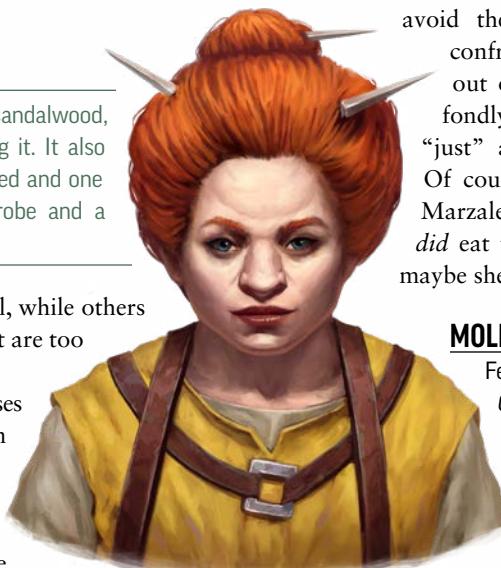
**Creature:** This room houses Molly, one of the few storykin in the Harrowed Realm who remains more or less as she was before the velstrac invasion. An epitome of an old parable about a midwife who was so focused on her work that she didn't notice her hometown's transformation from living people into vampires until she was the only one left alive, she embodies her story line here in much the same way.

Molly is horrified and distressed at the changes she's seen, but has also come to realize that the velstracs hardly pay her any mind at all. Just as she was relatively unobtrusive before, Molly remains forgettable to the new rulers of the realm today—a potential boon in this case, for she is eager to assist the PCs however she can.

Molly spends most of her time here lamenting her fate and daydreaming about the arrival of a group of heroes who can set things right—the idea of being a hero herself simply never occurs to her, as such a plot twist is not part of her story. Only the periodic interruptions from area K4, when Marzalee calls for her aid in a particularly complex procedure, interrupt her lonely hours.

She welcomes the PCs into her quarters, ushering them into the room quickly and quietly, then eagerly asks if they're here to "set things right." She knows the history of the Harrowed Realm and can explain the region's invasion by velstracs; Molly also knows where Sonnorae's new fortress is located and that if anyone knows how to undo what has happened to the Harrowed Realm, it'd be her.

If asked about the Prince of Wolves, Molly doesn't recognize the name, but she does confirm that not long ago, a sudden pulse of magic power swept through

**Molly**

the Harrowed Realm, leaving the Striding Fortress in shambles up to the north near Ticktock Peak. More immediately, she warns the PCs that her old boss, Marzalee, is now a monster, and that the PCs should avoid the central room. If they must confront her, she begs them to put her out of her misery quickly, as Molly fondly remembers when Marzalee was "just" a giant, talking, motherly ant. Of course, Molly muses, the fact that Marzalee *did* plot against Sonnorae, and *did* eat the woman's hands, means that maybe she deserves her twisted fate.

**MOLLY****CREATURE 2**Female dwarf surgeon (*Pathfinder Gamemastery Guide* 221)**Initiative** Perception +14

**Treasure:** If the PCs agree to help Molly by trying to reset the Harrowed Realm and confronting Sonnorae, she can't be of

much help herself, but can gift them a fair amount of magical supplies she's gathered over the years. This includes six *greater healing potions*, three *panaceas*, and a set of *greater marvelous medicines*. But the greatest gift she offers is a mysterious item that recently appeared in her collection of medical tools: *The Midwife*.

**XP Award:** The PCs earn 40 XP for getting Molly's assistance. Award them an additional 60 XP for securing *The Midwife*.

**K4. Central Works****Severe 16**

This hot, humid room stinks of rendered fat and fresh gore. Four vats contain a crimson slurry churning around chains or armatures that hang into the tubs. Pieces of unfinished bodies, many with an artificial sheen, dangle from other barbed chains, hooked cables, or bizarre iron frames. Fumes vent upward through enormous chimneys, barred at the bottom.

The fluid within the vats is the consistency of warm oil and smells of grease and blood. Amid the implements and containers here are several empty casks painted with a broken bone in a pool of blood.

**Creatures:** Marzalee the Stitcher works here, directing spiritual residue and raw materials harvested from the "beer" provided by Ticktock Peak into corporeal forms. In her previous life she was a giant ant queen who gained a bard's gift for creation upon consuming Sonnorae's hands, but today she's paid for

that treachery and exists as a hideous amalgam of flesh and metal—an ephialtes velstrac. One can still see ant-like features in her form, unlike that of a typical ephialtes (which seems to have been cobbled together from more humanoid base parts), but she remains just as dangerous. Her duty here is to adjust and transform storykin when they are reborn, to ensure they match a more grisly aesthetic in keeping with her new velstrac sensibilities. She attacks any intruders in order to defend her work. When she does, tangles of undead bodies and bent limbs emerge from four vats to come to her aid. Each of these coalesces into a type of undead known as a tormented, and each bears the endless suffering effects of dislocation. Marzalee won't back down while defending this area.

### MARZALEE THE STITCHER

### CREATURE 16

Female ephialtes velstrac (page 86)

**Initiative** Perception +30

### DISLOCATED TORMENTED (4)

### CREATURE 14

Pathfinder Book of the Dead 152

**Initiative** Perception +27

**Treasure:** A search of Marzalee uncovers a small leather pouch on a cord around her neck. Within is a long slender tongue and several dozen sharp fangs—most of these belong to the rakshasa storykin Bernaditi (area F), but one of the teeth is a much larger fang that's been scrimshawed: this is a speed runestone.

### FALLEN FORTRESS

Until recently, the Striding Fortress traveled the Dearth as an immense mobile keep. This structure served the dragon Zassrion as a citadel until his defeat, and more recently was claimed by Sonnorae as her personal stronghold. When the Prince of Wolves used the Harrowed Realm as a shortcut into the PCs' Harrow Court, the resulting blast of Abyssal energies funneled through the Striding Fortress, drawn here by the *Lens of the Outreaching Eye*. The demons never actually entered the Harrowed Realm in their journey to Harrow Court, but their passage left an unmistakable mark, causing the Striding Fortress to crash to the ground and earning it a new name: the Fallen Fortress.

Many of the complex's one-time protectors and defenders were slain in the catastrophic collision and haven't yet been rebuilt by Marzalee in the Fleshworks. Sonnorae herself survived, though, and she's spent most of her time since the event worrying that a new disaster could occur at any moment, oblivious to the fact that the lens she carries is what drew the destructive power to the fortress in the first place.

### L1. Courtyard

### Low 16

Black, tattered banners flap and tremble on bent poles above a slanted courtyard of cracked, dirty cobblestones and garden beds full of weeds and dead plants.

**Creatures:** A pair of storykin jotund troll guards survived the destruction of the Striding Fortress, and stand guard once more in this expansive courtyard. They roar and rush to attack any intruders, but do not pursue foes into other rooms of the fortress, preferring to remain at their post.

### JOTUND TROLLS (2) CREATURE 15

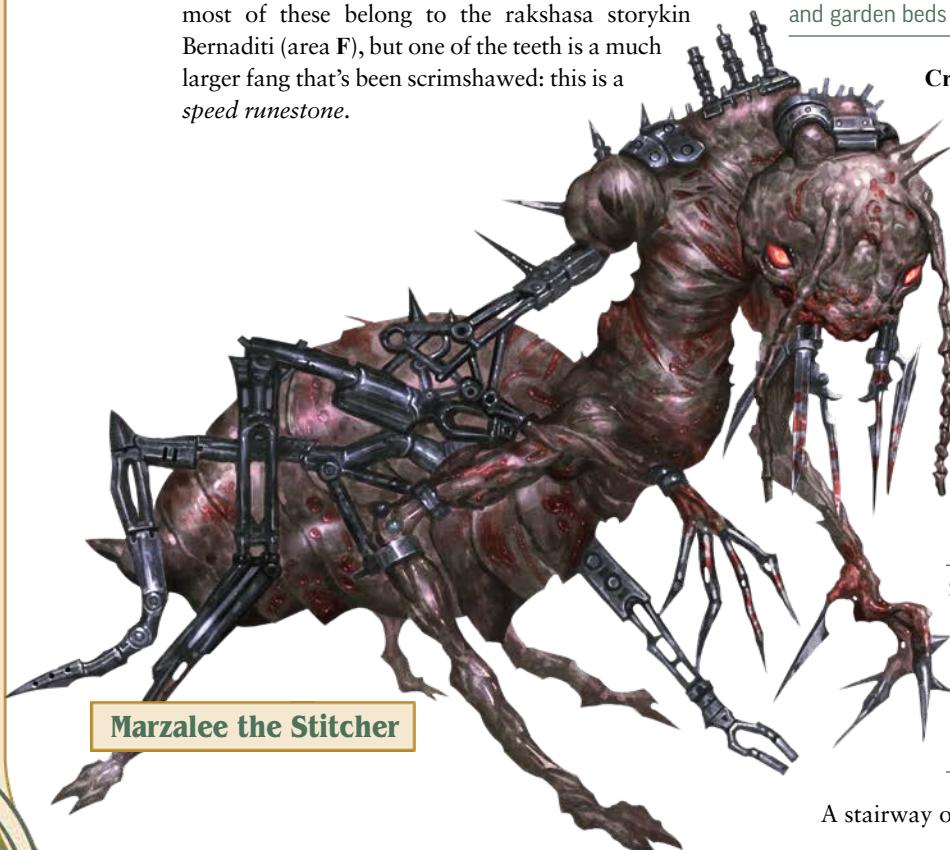
Pathfinder Bestiary 2 267

**Initiative** Perception +29

### L2. Chapel

Scattered on the floor are candles, scrolls, and broken sculptures. Most nooks in the wall are empty, although a few contain weird statuettes. In the room's center sits a cracked altar full of hollows that might once have held jewels.

A stairway of dusty stone spirals up to area L3.





### L3. Quarters

This dusty apartment contains tattered and tumbled furnishings of dark wood, black linen, and crimson leather. Books litter the floor. Among the tomes are jumbled bones in ragged crimson robes, a crushed miter adorning the loose skull.

The books have important-sounding religious titles, but they contain only scribbling or nonsense. One person's skeleton is tangled in the robes, which suggest an ecclesiastical vocation—an acolyte or cleric clearly resided here once.

**Treasure:** A symbol of Asmodeus made of gold and rubies, worth 500 gp, lies on the floor.

### L4. Kitchen

This enormous galley kitchen smells of baked clay. Heaps of simple furniture, utensils, and sculpted edibles are placed here and there. Much of the clay food is broken or cracked. Narrow windows let in weak light, revealing the motes of dust filtering through the stale air and covering all surfaces.

Almost any cooking or sculpting utensil can be found here, most of which are on the floor. A flight of stairs leads up to the hallway just east of area L2.

### L5. Ruins

This rounded chamber lacks a roof. Rubble, broken vats, and shattered wood—all weathered and stained—crowd the floor. A hole gapes near the rear wall.

The hole leads 20 feet down to area L6. A DC 30 Athletics check is required to climb the sheer walls.

### L6. Pit

Broken furniture crowds this reeking pit, with one small bed swathed in stained silks still intact. Water and earth leaks through the broken walls, pooling mud on one side.

This room is used as a prison; if the PCs are captured, they're kept in this awful, uncomfortable chamber. A hole in the ceiling provides access to area L5.

**Treasure:** Someone who tosses the mattress of the silk-covered bed or succeeds at a DC 35 Perception check while investigating finds several broken vials and one *greater potion of electricity resistance* and a *necklace of fireballs VI*.

### L7. Aetherium

Tarnished brass pipes poke through the walls in this immense chamber. In the center of the floor is a shallow

depression, once a ceremonial pool. Tattered silks cover some walls, and stained pillows are scattered about. Beyond a broken wall stands a complex helm with a cracked ship's wheel; behind it, windows reveal a bleak view of the Dearth. The room smells faintly of ozone.

PCs who succeed at a DC 30 Arcana, Crafting, or Engineering Lore check to Recall Knowledge can tell this room was once a power center. The depression in the center used to contain alchemical charging fluid that allowed the fortress to walk. The forward compartment was the vehicle's control center.

The side rooms (**L7a**) contain clockwork machinery for the fortress's legs. Both are wrecked, though the southern area holds more rubble and dirt. Similarly, debris blocks the southern stairwell up.

**Treasure:** Seven tiles of thin platinum worth 200 gp each line the bottom of the empty pool.

## L8. Torment Theater

**Severe 16**

The ceiling in this room towers eighty feet overhead. Tattered and torn tomes, scrolls, and papers cover much of the sloped wooden floor, along with broken glass, shattered furniture, and bizarre implements. A few books and documents remain on myriad shelves. In the center is a twisted heap of brassy metal that could once have been a telescope. Fused with the wreckage are huge, blackened bones, including a dragon's skull. Past this debris is an open archway with two massive doors broken on the floor before it.

This old library is 80 feet high. The crushed brass remains are those of the now-useless telescope, the *Outreaching Eye*.

**Creatures:** The latest ruler of the Harrowed Realm, Sonnoraе, has spent much of her time in this chamber, alternating between periods of morose introspection and fretful worry that a new disaster might strike at any time. She's largely left the Harrowed Realm to run on its own ever since the Prince of Wolves used the demiplane as a shortcut into Harrow Court, but she is quick to recognize the PCs as potentially linked to this disaster, attuned as she is to the harrow and those its themes have affected.

When she was reincarnated by velstracs, Sonnoraе came back as a unique precentor: a velstrac who serves as a historian or storyteller. Once human, her new form is that of a partially flayed woman whose skeleton is visible along portions of her arms, legs, and face. She wears a painful-looking harness of leather and iron, and has oversized fangs in her jaws. Her eyes grind like inverted gears of bone.

Upon noticing the PCs, Sonnoraе rises into the air to demand to know what they've done to her home, assuming they're part of the problem. If the PCs claim ignorance, she angrily informs them that she can "smell the stink of the harrow on your souls—have you come to my home to bring further ruin?" Her initial attitude is unfriendly, but she doesn't immediately attack; the PCs have long enough to try to adjust her attitude via Diplomacy or Intimidation. If the PCs carry at least one blood pear from area **J1**, she pauses to sniff the air and then demands the fruit as a gift. Giving her a blood pear automatically improves her attitude by one step as soon as she (messily and bloodily) consumes it.

If the PCs fail to make her at least indifferent before too long, she grows hostile and attacks. If she's made friendly or helpful, she'll believe the PCs had little to do with her fortress's destruction, and if she learns that the Prince of Wolves used her realm as a conduit to reach the PCs' similarly themed domain, she furiously demands the PCs slaughter the Prince to ensure he does no such thing again. Sonnoraе realizes that he'd need the *Deck of Harrowed Tales* to pull off such a feat, and while there's no way to use the Harrowed Realm to reverse engineer his invasion and mount a similar intrusion into his home, she does have the next best thing—the *Lens of the Outreaching Eye*. If she's friendly, she'll let the PCs use the lens to try to observe the Prince or to pinpoint the deck's location, but demands its return once they discover his location. If she's helpful, she lets the PCs keep the lens until they're finished with the Prince of Wolves.

If Sonnoraе learns about the *Deck of Destiny*, she suddenly understands the nature of the strange card that appeared in her possession and feels foolish for not discerning its true purpose on her own. If she'd indifferent or worse, she demands that the PCs hand over their cards to her, and attacks them if they refuse. If she's friendly, she promises *The Tyrant* to the PCs as a reward once the Prince of Wolves is dead, and if she's helpful, she'll give them the card immediately—on the condition they promise to destroy the one who brought ruin to her home.

Unless she's friendly or helpful, Sonnoraе furiously rejects any notion that she needs to be "fixed" or that the Harrowed Realm has become corrupted, and pursuing these topics are a sure way to ensure her wrath and an ensuing battle. If she's friendly or helpful, though, the topic swings her back toward one of her morose moods, and she admits she regrets creating the *Deck of Harrowed Tales* in the first place. If the PCs can recover this deck and return it to her, she says she will be able to undo the damage the velstracs caused. See Concluding the Adventure for more details.

# The Destiny War

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If Sonnoraе attacks the PCs, she raises her arms and calls out to the stories of the Harrowed Realm. The spirit of the dragon Zassrion erupts from his skull, along with other spirits, forming into an elite nemhaith that fights to defend the one they, in life, sought to ruin. Once combat begins, Sonnoraе fights to the death, only to be reborn again in her velstrac epitome from the Fleshworks in a month's time.

## SONNORAЕ

## CREATURE 18

**UNIQUE LE MEDIUM FIEND VELSTRAC**

Female velstrac precentor (*Pathfinder Adventure Path #147: Tomorrow Must Burn* 85)

**Perception** +31; darkvision, detect magic, painsight, true seeing

**Languages** Aklo, Common, Draconic, Goblin, Infernal, Jotun, Shadowtongue, Sylvan

**Skills** Acrobatics +32, Athletics +31, Deception +36, Diplomacy +34, Intimidation +36, Performance +34, Religion +31, Stealth +34, Torture Lore +32

**Str** +7, **Dex** +8, **Con** +5, **Int** +6, **Wis** +7, **Cha** +8

**Painsight** (divination, divine) As augur velstrac (see *Pathfinder Bestiary 2* 280).

**Items** Lens of the Outreaching Eye, The Tyrant

**AC** 42; **Fort** +27, **Ref** +32, **Will** +31; +1 status to all saves vs. magic

**HP** 335, regeneration 25 (deactivated by good or silver); **Immunities** cold;

**Weaknesses** good 20, silver 20

**Final Spite** **Trigger** Sonnoraе is reduced to 0 Hit Points; **Effect** Sonnoraе casts *wail of the banshee*, if it's available, before dying. Otherwise, she makes one Strike.

**Unnerving Gaze** (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it must succeed at a DC 37 Will save or become doomed 1.

**Speed** 30 feet, fly 30 feet (from fly)

**Melee** claw +34 (agile, finesse, reach 10 feet),

**Damage** 3d6+15 slashing plus 2d6 persistent bleed

**Divine Innate Spells** DC 40, attack +32; **9th** synesthesia, *wail of the banshee*; **8th** *mind blank*, *plane shift* (at will, to the Harrowed Realm, Material Plane, or Shadow Plane only), *spiritual*

epidemic; **7th** command, crushing despair, sound burst; **4th** invisibility (at will, self only); **Cantrips** (**9th**) *daze*, *sigil*; **Constant** (**8th**) *detect magic*, *fly*, *true seeing*

**Assemble Choir** Sonnoraе adds a creature that is affected by her Spirit-Flensing Touch and is within 100 feet to her choir of screams. Sonnoraе can have any number of creatures in her choir, although a creature no longer affected by Spirit-Flensing Touch leaves the choir immediately. Creatures in Sonnoraе's choir of screams are fascinated by each other and Sonnoraе, and they can't use hostile actions toward each other or Sonnoraе. If Sonnoraе uses a hostile action toward a creature in her choir, it immediately leaves the choir. When Sonnoraе casts an innate divine spell, she can cause the effect to originate from any member of her choir instead of herself, using her saving throw DC and attack bonus.

**Focus Gaze** (concentrate, divine, enchantment, mental, visual) Sonnoraе stares at a creature she can see within 30 feet. The target must attempt a Will save against Sonnoraе's unnerving gaze. In addition, if the creature was already doomed, on a failed save, it sees the skin of its body peel back, making it confused for as long as it remains doomed. After attempting this save, the creature is then temporarily immune until the start of Sonnoraе's next turn.

**Spirit-Flensing Touch** (divine, mental, necromancy) Sonnoraе touches a creature within 10 feet. The target's spirit tears through its organs and flesh and must attempt a DC 40 Will save.

**Critical Success** The creature is unaffected, and is temporarily immune for 24 hours.

**Success** The creature takes 4d6 slashing damage.

**Failure** The creature takes 9d6 damage and is sickened 1 and stupefied 1. As long as the creature remains sickened, it must use one action on its turn to scream in agony.

**Critical Failure** The creature takes 18d6 damage and is sickened 2 and stupefied 2. As long as the creature remains sickened, it must use two actions on its turn to scream in agony.

## REMNANTS

## CREATURE 16

Elite nemhaith (*Pathfinder Bestiary 3* 6, 185)

**Initiative** Perception +31

**XP Award:** Grant the PCs 60 XP for securing *The Tyrant*.





## Chapter 4: Wolves' Den

The Prince of Wolves has numerous faults, but his main failing is his pride. He assumes he's untouchable in his Abyssal home. Even after losing the Battle of Harrow Court and facing setbacks in Kho, he never expected the PCs to have the skill or bravery to confront him here. Against lesser adversaries and a kinder hand of fate, he might have been correct. Despite his arrogance, the Prince of Wolves is the lord of this domain. He might not respect the threat the characters represent, even with his losses at their hands, but he still has formidable defenses. One ward in particular bears the weight of his supreme confidence: anyone who attempts to enter his realm without his permission will find themselves instead in an Abyssal oubliette meant to detain, torment, and swiftly slay all intruders.

### Into The Den

Once the PCs gain the *Lens of the Outreaching Eye*, they'll be able to find the Prince of Wolves using the *Lens'* ability to cast *discern location* to discover the whereabouts of the *Deck of Harrowed Tales*. Using the *Lens'* other ability to scry upon the deck only shows the PCs the dark interior of the lacquered box where the Prince of Wolves stores the deck, which won't be particularly helpful. Once *discern location* is used on the *Deck* and the PCs learn that it's located in a realm called the Wolves' Den on a small island in the Abyss's Midnight Isles, the sudden knowledge has an unexpected side effect—the six arches in Harrowheart's great hall flicker and hum, then the smoke within the arches clears to show the same landscape in each—a

# The Destiny War

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barren realm of rocky bluffs under a midnight sky, atop which looms a squat stone fortification.

As the PCs observe this sight, they can also sense that somewhere beyond lie three more cards from the *Deck of Destiny*—*The Cyclone*, *The Keep*, and *The Waxworks*. Anyone who peers through the portal can attempt a DC 36 Perception check to notice a strange distortion and faint flickering in the image. With a successful DC 36 Arcana or Occultism check or a successful DC 34 Abyss Lore check, a character realizes that these distortions are an effect of something within the Abyss that's fighting against allowing a portal to manifest within this region—while the portal will still work, the character realizes that it's likely to deposit them somewhere dangerous.

Before the PCs step through the portal or otherwise travel to the Wolves' Den, All-Seeing Hajeck reminds them that the Prince of Wolves might still have a considerable force of demons under his command. She suggests the PCs treat their first trip into the Abyss as a scouting mission, then suggests contacting Usilket for reinforcements once they establish a beachhead on the other plane from which to stage their final attack.

The Prince of Wolves has been quite diligent in obscuring the location of his domain but never expected the *Lens of the Outreaching Eye* could see through his defenses. He has taken care to limit those who have actually met him, using proxies like the Shadow Prince (page 13) to carry out business with or to attack others, thus limiting the viability of spells like *discern location*, but by the time the PCs are 17th level, they'll have some significant resources of their own. If they use a different method to determine where the Prince is hiding, by all means allow that method to work, but keep in mind that if they aren't yet 17th level, the dangers they'll face in the Abyss might prove overwhelming.

## The Wolves' Den

The Wolves' Den is part of the Midnight Isles, an archipelago in the Abyssal ocean of Ishiar. Even before this realm was abandoned by its ruler Nocticula upon her ascension, the Prince of Wolves kept a low profile, and very few know of the small fortress he keeps on this barren, rocky islet on the archipelago's furthest outskirts.

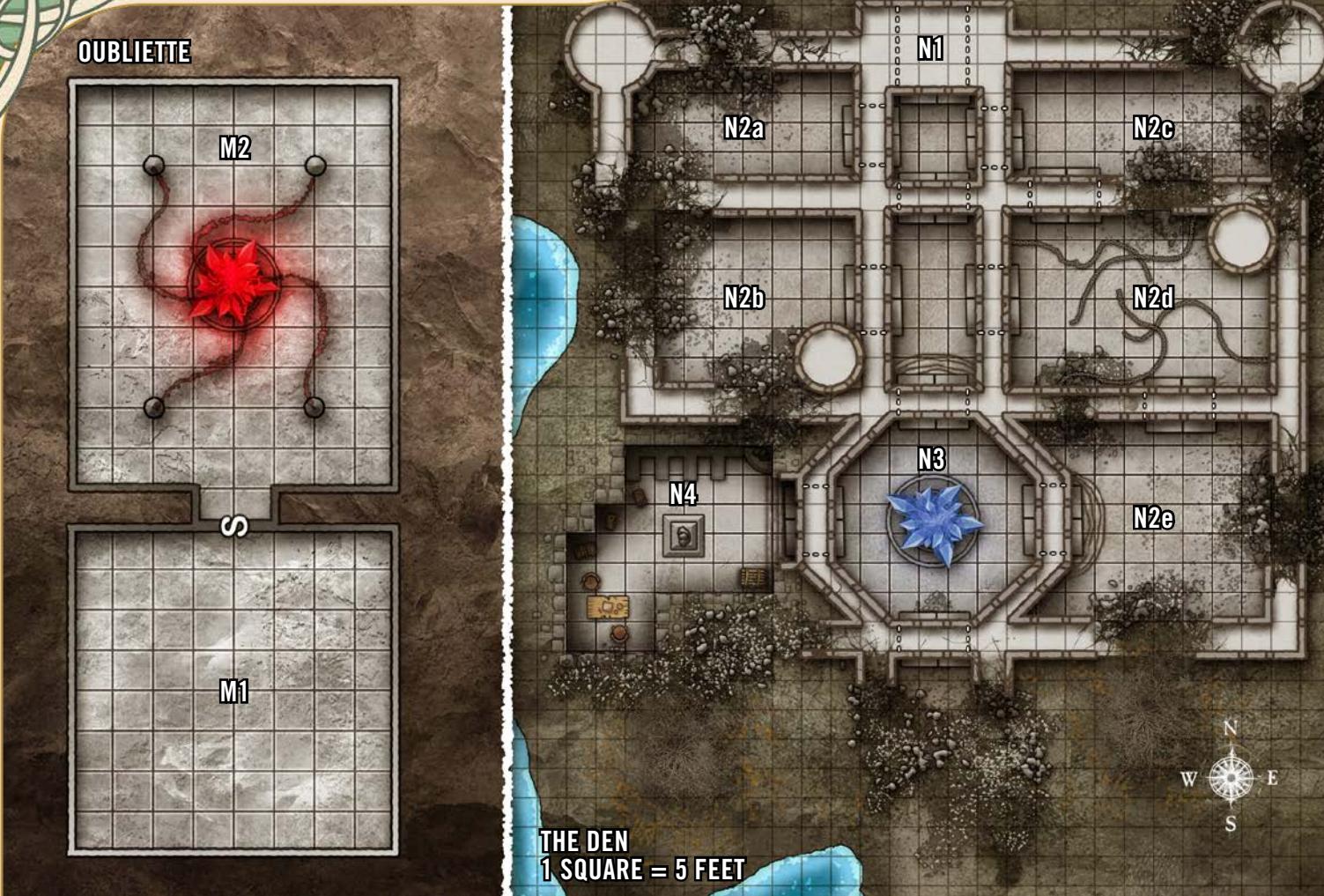
As the Midnight Isles (and thus the Wolves' Den) is located on the Abyss, the plane's chaos and evil naturally enhances chaotic and evil spells and impedes lawful and good spells (*Pathfinder Gamemastery Guide* 136). In addition, spells with the darkness or shadow trait are enhanced, while those with the light trait are impeded. The concept of "daytime" doesn't exist on the Midnight Isles, as the sky above is always night, with 8 hours lit by a full and unusually large "moon" and 8 hours lit only by strange, starlike points of light and pale, luminous ribbons that ripple in the sky. A "day" on the Midnight Isles consists of this 16 hour fluctuation between the moon's dim light and the stars' darkness.

### CRYSTAL STELES

Two immense magical crystal steles safeguard the Wolves' Den. One is located within the Prince's fortress and allows him to manifest his shadowy duplicates (area **N3**), while the other is nestled at the bottom of a deep shaft, bored into the island itself on the fortress's opposite side. It's this stèle (located at area **M2**) that redirects any attempt to travel to the Prince's lair via teleportation or planar travel, which places the PCs in dire peril once they use one of the arches to travel to the Abyss. Attempts to teleport or *plane*

## CHAPTER 4 SYNOPSIS

The PCs repay the Prince of Wolves by invading his realm on the Abyss, but to defeat their foe, the group must destroy the domain's Gatekeeper and a mystical gate. Then, it's all-out war in the Wolves' Den as the PCs confront their enemy in his own fortress. No retreat, no quarter, only victory or defeat remains.



*shift* to the isle result in the same redirection, causing the traveler to arrive instead at the bottom of a deep oublie in area **M1**. Physically traveling to the Wolves' Den bypasses this danger, but it's arguable that sailing a ship or even flying to the isle is even more dangerous, as the outer fringes of the Midnight Isles are no place for a casual visit. (If your PCs insist on taking such a route, feel free to have them face numerous deadly encounters with demons and other Abyssal perils along the way.)

Both of these crystal steles are difficult to destroy, as each has AC 43, Hardness 30, and 120 Hit Points (BT 60). A damaged stèle's Hit Points are automatically restored at a rate of 10 HP per round, but as long as a stèle is below its BT, it no longer functions (until it repairs itself to at least a point above its BT). The simplest way to destroy a stèle is to use the demongate heart that the PCs might have recovered in Chapter 1 to make a successful melee Strike against the stèle. Doing so causes a sudden resonance that tears through the crystal, then causes it to explode, dealing 20d6 piercing damage to all creatures within 30 feet (DC 36 basic Reflex save). A *dispel magic* can counteract a stèle for 10 minutes if successful (9th level, counteract DC 38).

**XP Award:** Grant the PCs 40 XP for destroying a crystal stèle.

### M1. OUBLIE

**LOW 17**

An overpowering stench of death and filth hangs in the scorching, sticky air. Dark metal sheets that appear to sweat blood line the walls, rising to heights lost in the darkness above, and below, the metal floor is covered by a hideous carpet of squirming, screeching maggots, each of which bears a humanoid face with fanged maws. Some maggots appear to be dead and serve the rest as meals, while others seem to constantly squeeze out of the rocks lining the walls above, as if burrowing free from thick mud to rain down into the pit below.

This oublie's walls are made of gray flagstone that "sweats" a slippery red oil, which almost looks like blood. A character can Climb these walls with a successful DC 40 Athletics check.

The PCs appear into this pit upon using planar travel or teleportation to invade the Wolves' Den, where they're immediately exposed to the pit's hazard.

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This pit's walls work to prevent attempts to escape via teleportation or planar travel and try to counteract any attempt to do so with a counteract modifier of +30. This effect ends if the crystal stele in area **M2** is broken or destroyed.

The ceiling of thisoubliette lies a staggering 200 feet overhead. Characters who make it to the top might initially think that there's no way out here as well, but with a successful DC 35 Perception check, a character finds the cleverly hidden secret door in the north wall, 20 feet from the ceiling, that leads to area **M2**.

**Hazard:** The maggots that writhe and seethe in this pit look similar to abyssal larvae, the wormlike petitioners that form from mortal souls consigned to the Abyss. While these ravenous maggots aren't human-sized, they're physical manifestations of the unending hunger of the Abyss and still quite dangerous.

## MAGGOT PIT

## HAZARD 18

**UNIQUE** **COMPLEX** **ENVIRONMENTAL**

**Stealth** +0 (the maggots are slow and impossible to miss)

**Description** Countless human-faced, fanged maggots wriggle and squirm in this chamber.

**Disable** Three DC 45 Religion checks within the room to utter prayers, which calm and quell the maggots with invocations to the gods

**AC** 39; **Fort** +27, **Ref** +33

**HP** 120 (BT 60); **Immunities** precision damage; **Weaknesses** area damage 15, good damage 15, splash damage 15;

**Resistances** bludgeoning 10, piercing 20, slashing 20

**Damning Swarm** ↳ (death, divine, necromancy) **Trigger** a creature appears in area **M1**; **Effect** The swarming maggots squirm into a biting frenzy, and all creatures on the ground in area **M1** must attempt a DC 40 Fortitude save. The hazard then rolls initiative.

**Critical Success** The creature is unaffected.

**Success** The creature takes 1d10+5 piercing damage, 3d6 poison damage, and is sickened 1.

**Failure** The creature takes 2d10+10 piercing damage, 6d6 poison damage, is sickened 1, and is enfeebled 1 by the maggots' bites.

**Critical Failure** The creature takes 4d10+20 piercing damage, 12d6 poison damage, is sickened 1, and is enfeebled 2 by the maggots' bites.

**Routine** (2 actions; death, divine, necromancy) On its initiative, the pit uses its first action to use Damning Swarm against any creature within 5 feet of the pit floor. It then takes its second action to form a long, thrashing tendril composed of thousands of maggots to lash at a single target within area **M1**.

**Melee** ↳ maggot tendril +35 (reach 200 feet); **Damage** 1d12+20 piercing and 2d12 poison (on a critical hit, the target is enfeebled 1; this has the poison trait)

## HARROWHEART'S ARCHES

When this chapter begins, the six arches in Harrowheart's great hall fill once more with shadows. Looking through the arches show what appears to be an endless ocean under a strange night sky, with a small island on the horizon. A character who succeeds at a DC 25 Religion or Abyss Lore check identifies the realm as the Abyss; with a critical success, they identify it as the Midnight Isles. The PCs can sense three more cards lie beyond: *The Cyclone*, *The Keep*, and *The Waxworks*. If the PCs step through the arches before the shadow stele (area **M2**) is deactivated or destroyed, they arrive in area **M1** of the oublieite. If they step through after the shadow stele is destroyed, they arrive on the promontory of rock near the oublieite's entrance, not far from the ruined keep that serves as the Prince of Wolves' Den.

**Reset** The pit functions continuously. If it's disabled or destroyed, it resets automatically after 24 hours if the crystal stele in area **M2** still functions, otherwise it doesn't reset.

**Treasure:** The maggots consume all organic material left in the pit, leaving behind treasures and other objects of value. These remnants are regularly gathered, but a few weeks have passed since the last time. Lying on the floor are 300 gp, 500 sp, 1,400 in various pieces of jewelry, a *viper's fang talisman*, a set of *bracers of armor type II*, a mithral scroll tube worth 500 gp that contains a *scroll of mind blank*, and a *belt of regeneration*.

## M2. BLOOD STELE

## LOW 17

The air in this chamber is humid and fetid. A colossal, six-foot tall crystal, flickering with blood-tinged light, thrums from atop a thirty-foot pedestal of dark stone and rusted iron. Its vibrations make limbs leaden and the air thick. Surrounding the crystal are four thirty-foot-tall metal poles that appear to siphon the crystal's light into the ground. The chamber has no ceiling, instead rising to a height of a few hundred feet before opening into the night. A low-hanging moon, much too large in the sky, illuminates the shaft with its light.

A character can Climb the metal-plated walls with a successful DC 30 Athletics check. The crystal stele here provides power to the oublieite, and if it's destroyed or deactivated, the hazard in area **M1** is destroyed as well, and teleportation effects from creatures attempting to travel to the Den function normally. The Prince of Wolves instantly notices the stele's deactivation when

it occurs, though, and prepares his defenses at once as detailed in The Den (below).

**Creatures:** The protector of this stele is a katpaskir named Ixerari. Bound to the service of the Prince of Wolves for another few hundred years, Ixerari chafes at their latest assignment here, seeing it as something more fit for guard dogs than a being of their vast intellect.

As soon as the PCs escape theoubliette and enter this room, the spindly demon steps toward them and, in a sonorous voice, politely informs them they aren't welcome and to "please return to theoubliette behind you until you expire and your souls can be used to feed your betters." They're surprised if the PCs comply, as they fully expect (and look forward to) a fight.

If reduced to fewer than 100 Hit Points, Ixerari calls for a truce and promises to help the PCs. If they agree, the demon truthfully tells them about how the Prince of Wolves took advantage of their intellect while invading the PCs' realm and can describe how both the crystal steles work. They emphasize that if the PCs destroy the shadow stele in area N3, the Prince will be weakened. They'll even describe the layout of the Prince's Den as well as all of its defenders. Despite providing this aid, Ixerari can't allow the PCs to leave this area—their hope is that if they aren't able to slay them, at least the information they give the PCs will allow the party to get vengeance on the Prince for binding them to his will. Once the PCs attempt to leave, Ixerari begins fighting again, this time to the death.

## IXERARI

Agender katpaskir (page 81)

**Initiative** Perception +31 or Stealth +31

**Items** greater breastplate of command

## CREATURE 18

### The Den

Once the PCs emerge from theoubliette, they get their first view of the Wolves' Den—a rocky, barren isle about two miles across. The aboveground portion of theoubliette is little more than a metallic rim around a hole in the ground, located atop a large promontory with a commanding view of the surrounding isle and the dark waters of the Abyssal sea all around.

### DEMON THRONGS

If the PCs charge down to attack the fortress on their own, they'll have to contend with the Prince's army of demons. These demonic hordes attack well before the PCs reach the fortress unless they use teleportation to travel to the structure—in which case, the hordes just attack them there. The first wave of demon throngs the PCs face consists of five wrath riots. Five rounds after

this fight begins, six throngs of elite demonic rabble and another two wrath riots arrive to attack. If the PCs teleport directly to the Den, they'll face both of these encounters simultaneously, in addition to any encounters in the fortress itself.

Wise PCs will heed All-Seeing Hajeck's advice and seek support from Usilket, rather than face these defenses all at once. Usilket is eager to help once the PCs contact them and suggests that the factions the PCs helped to secure agreements with in Kho can assist as well. If the PCs place the *witchwyrd beacon* the Pactmasters gave them in the Wolves' Den, the Pactmasters can orchestrate several transports to the Abyss via a combination of *plane shift* and *gate* spells, and these forces can then make an initial assault on the Wolves' Den.

In all, there are potentially six allied factions the PCs can call upon—the Pactmasters, Trexima Butoi, the radiant warden from the Obelisk Vault, the derhii, the morlocks, and the xorns. Each one of these groups who have allied with the PCs can attack three demonic throngs of the PCs' choice, leaving the remaining throngs for the PCs to face. Thus, if the PCs have at least five of these groups as allies, they'll face no demonic throngs at all. Once the throngs are defeated, the allies are expended and must retreat themselves. The Prince of Wolves can rebuild his armies in just a week's time, so the PCs must complete their final attack against him before then or they'll have to face the replenished throngs on their own.

During the clash, describe the fight between the demons and the PCs' allies while the PCs face their own dangers—be it the initial leftover waves of demonic throngs or the encounters in the den itself. You can use any map of a relatively open area to play out battles against demonic throngs—even the desert map from the inside front cover of this volume will do.

## DEMONIC RABBLE (6)

Page 82

**Initiative** Perception +23

## CREATURE 13

### WRATH RIOTS (7)

Page 83

**Initiative** Perception +28

## CREATURE 16

**XP Award:** Grant the PCs experience for any demonic throng defeated by allies as if they'd defeated them in combat, for a maximum award of 270 XP if all 13 troops are defeated in this way.

### DEN FEATURES

A ruined keep of dark, weathered stone stands on cliffs at the edge of a night-shrouded sea. From its center, a ray of

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shadowy radiance coils up from the broken top of a circular tower. The moon overhead illuminates the area but casts little light over the churning ocean. Waves roar ashore, sending spray high into the hot, damp breeze. The wind carries the scent of brine and death.

Up close, the Den appears to be in apparent disrepair, but this seemingly ruined state of the keep is largely cosmetic—a look that appeals to the Prince of Wolves, as this damage was inflicted when he stormed the fortress and took control of it from its previous ruler, the vavakia demon Mogaran. With the exception of area N4 (which is carved into a stony outcropping and is effectively underground), the areas within the Den are open to the air. A character can Climb the exterior walls by succeeding at a DC 30 Athletics check. Areas on the map with piles of rubble are treated as greater difficult terrain. The internal walls of the keep are color coded to show their height above the ground level as well as whether or not they're treated as difficult terrain—note that the light gray areas indicate the passage of arched tunnels through the wall to connect areas on the ground floor.

The Den is a relatively simple complex overall and isn't intended to serve as a room-by-room exploration with separate encounters. Instead, the PCs will face the Den's inhabitants in two distinct waves as they enter the complex. Specific areas within the Den are detailed in brief below, but battles here should be dynamic with lots of movement between areas or over the walls.

**N1. Gateway:** The only ground-level entrance to the Den (as a potential entrance at the opposite side is buried under rubble), this arched gateway is more for aesthetics since so many of the Prince's agents can fly or teleport.

**N2. Horde Pens:** The bulk of the demonic throngs that serve the Prince of Wolves are normally kept in these five areas, packed in tightly until they're needed. Most of these areas are empty if the PCs and their allies dispersed the demon throngs earlier, but otherwise, they'll face several of these mobs of demons here. Note that area N2d is unusual in that it features four immense chains—bindings once used to restrain the vavakia demon Mogaran before the Prince of Wolves broke his spirit.

**N3. Shadow Stele:** A shadowy version of the crystal stele the PCs encountered in area M2 stands here. This stele not only grants the Prince of Wolves the ability to project shadow duplicates of himself, but also bolsters his strength. As long as this crystal stele functions, the Prince of Wolves can't actually be slain—if reduced to 0 Hit Points, he rejuvenates from this crystal after 24 hours have passed.

**N4. Treasury:** Once Mogaran's treasure vault, this chamber now serves the Prince of Wolves as both treasury and home (although, lately, he has been using the *magnificent mansion* ability from *The Keep* as his actual place to rest and relax). White *continual flames* illuminate this room, and the chamber contains chests, a table covered in red cloth with two stools, and several niches with display pedestals. On display are myriad items related to harrow cards, all arranged around a recently constructed stone statue of the Prince of Wolves. Chests and other containers hold coins, jewels, and art objects worth a total of 25,000 gp. Leaning against one wall is a broken Huge-sized ranseur blade with the name "Mogaran" inscribed on it in Abyssal—a +3 greater striking anarchic greater corrosive ranseur once wielded by its namesake vavakia. While the weapon is too huge for the PCs to wield, its runes can be transferred as easily as any other. Thirteen elaborate and incredibly rare harrow decks of varying ages are stored here as well, each featured in an ornate carrying case with an antique harrow mat. The harrow collection is worth 32,500 gp in all, as among these sets are no fewer than a dozen rare harrow cards, including two copies of the Prince of Wolves. Ten oversized metal tiles with harrow images made of rare materials hang on the wall, each of which is worth 1,000 gp. One niche contains two *potions of undetectability*, while another has a particularly powerful *deck of illusions* (*Pathfinder Secrets of Magic* 182; except this is an 18th-level item with a price of 19,000 gp, and the *illusory creature* spell it casts when activated is heightened to 7th-level). A *circlet of persuasion* sits atop the crown of the statue. Anything the Prince of Wolves stole from the PCs is also here, including a lacquered black box on a pedestal that contains the *Deck of Harrowed Tales*.

## DEFENDERS OF THE DEN

## EXTREME 17

The demonic throngs aren't the primary defenders of the Den. The Prince of Wolves leads the defense of his fortress using yet another of his shadowy duplicates, but this projection of his power should hardly be a threat to the PCs at this point. Its allies, on the other hand, pose a significant danger. The Shadow Prince rides atop the Den's previous ruler, a saurian vavakia demon named Mogaran, who bears a black crystal implanted in his brow that resembles a wolf's head. This crystal is central to how the Prince of Wolves maintains control over Mogaran, who has atrophied from his previous grandeur. As long as the crystal remains intact, Mogaran fights the PCs to the death, but if the crystal is destroyed, the Prince's control over

the vavakia is disrupted. If at this point Mogaran has fewer than 100 Hit Points, he uses *dimension door* to flee to the far side of the island, then continues his escape by flying away, never to return to this locale. If Mogaran has at least 100 Hit Points when the crystal is destroyed, though, he remains behind, but his new target becomes the Prince of Wolves—he only continues to fight the PCs if they attack him or get in the way of his attempted revenge. Then, if reduced to fewer than 20 Hit Points and in control of his own actions, he opts to cast *earthquake* in a last-ditch spiteful attempt to break everything before he dies but otherwise doesn't use this innate spell in this combat.



A pair of nalfeshnee demons named Ornak and Xespardu round out the defenders—once toadies of Mogaran, they quickly switched allegiance to the Prince of Wolves when he overthrew the vavakia's rule, and even if their ex-commander is released, the nalfeshnee remain loyal to the Prince of Wolves.

Once the Shadow Prince is destroyed, or once the PCs defeat Mogaran, the Prince of Wolves realizes that he should step in to tend to the problem himself. He joins the battle, accompanied by a simpering glabrezu demon named Vazmorakil, an ambitious but cowardly creature who has served the Prince of Wolves as an advisor and valet for years. Vazmorakil can't grant Twisted Desires to the Prince of Wolves, as the Prince is no longer a "mortal humanoid" these days. The Prince of Wolves fights to the death, but if he's slain, the other demons immediately flee, wanting nothing further to do with a party capable of defeating such a powerful force.

Note that facing all of these threats simultaneously is an Extreme 17 encounter, but since the Prince of Wolves and his glabrezu don't enter the fight at the start, and as Mogaran could well be turned against his subjugator, the actual difficulty of this climactic battle might not quite reach that level of difficulty. Nevertheless, this encounter is the last one in The Destiny War, and it should feel dangerous and perilous to the PCs—especially if they don't plan ahead!

## MOGARAN

## CREATURE 17

**UNIQUE CE HUGE DEMON FIEND**

Male weakened vavakia (*Pathfinder* #156: *The Apocalypse Prophet* 79)

**Perception** +30; darkvision, true seeing

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Athletics +33, Deception +30, Intimidation +30, Religion +28, Stealth +28

**Str +8, Dex +3, Con +5, Int +3, Wis +5, Cha +5**

**AC** 38; **Fort** +30, **Ref** +26, **Will** +30; +1 status to all saves vs. magic

**HP** 325; **Weaknesses** cold iron 15, good 15

**Crystal Implant** (divine, enchantment, mental) The wolf-head shaped crystal implanted in Mogaran's brow pulses with shadowy energy at the start of each of his turns. Any PC who's legendary in Arcana, Occultism, or Religion and sees this can attempt a DC 36 check using one of those skills; on a success, they realize the crystal is manipulating Mogaran's actions in some way. If the crystal is destroyed or deactivated, Mogaran regains control of his actions

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(with repercussions as detailed on page 68). The crystal functions as a 19th-level magic item for the purposes of *dispel magic*, but it can also be destroyed by specifically targeting it (AC 40; Hardness 20; HP 90). Alternately, a character can pry the crystal from Mogaran's brow with a successful DC 36 Athletics check, which takes an Interact action, but only if Mogaran is immobilized.

**Frightful Presence** (aura, emotion, fear, mental)

60 feet, DC 35. This aura is suppressed as long as Mogaran's crystal implant is functioning.

**Restoration Vulnerability** Mogaran is repulsed by the restoration of souls. He takes 3d10+10 mental damage the first time each round a creature within 100 feet of him is restored to life or loses the doomed condition.

**Speed** 40 feet, fly 40 feet

**Melee** ♦ jaws +33 (magical, reach

15 feet), **Damage** 3d6+14 piercing plus 1d6 evil, 2d8 persistent bleed, and smoking wound

**Melee** ♦ claw +33 (agile, magical, reach 15 feet),

**Damage** 3d10+14 slashing plus 1d6 evil

**Melee** ♦ tail +33 (backswing, magical, reach 20 feet),

**Damage** 3d12+14 bludgeoning plus 1d6 evil and stunning tail

**Divine Innate Spells** DC 38; **9th** massacre, power word stun;

**8th** divine aura, divine wrath (at will), earthquake; **5th** dimension door, **4th** dimension door (at will); **Constant (9th)** true seeing

**Smoking Wound** A creature damaged by Mogaran's jaws is sickened 1 from the rank smell of vapors from the wound.

**Soulfire Breath** ♦ (death, divine, necromancy, negative)

Mogaran exhales ghostly green fire in a 60-foot cone. Living creatures in the area take 18d6 negative damage (DC 38 basic Reflex save). A good creature that fails this save becomes stupefied 2 for 1 minute (stupefied 4 on a critical failure). A creature slain by Soulfire Breath can't be resurrected except by powerful magic such as a wish spell. Mogaran can't use Soulfire Breath again for 1d4 rounds.

**Soulfire Inhalation** ♦ (divine, healing, necromancy)

**Requirements** Mogaran's last action was Soulfire Breath; **Effect** Mogaran inhales and regains 10 Hit Points for each creature damaged by his Soulfire Breath. Any excess healing is gained as temporary Hit Points, which remain for 1 minute.

**Stunning Tail** (incapacitation) If Mogaran critically hits with his tail Strike, the target must succeed at a DC 38

Fortitude save or be stunned for 1 round (1d4 rounds on a critical failure).

**Trample** ♦ Large or smaller, claw, DC 38

## THE SHADOW PRINCE

## CREATURE 11

Page 13

**Perception** +18; darkvision

## ORNAK AND XESPARDU

## CREATURE 14

Nalfeshnee demons (*Bestiary* 2 68)

**Initiative** Perception +25

## VAZMORAKIL

## CREATURE 13

Glabrezu demon (*Bestiary* 79)

**Initiative** Perception +27

## PRINCE OF WOLVES

## CREATURE 19

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**Initiative** Perception +31

**XP Award:** Grant the PCs

180 XP for recovering *The Cyclone*, *The Keep*, and *The Waxworks* from the Prince of Wolves.



Prince of Wolves

## Concluding the Adventure

With their victory in the Wolves' Den, the PCs move ever closer to fully recovering the *Deck of Destiny*, and chances are good that they now control two-thirds of the powerful artifact. But now, their actions can no longer be ignored by either the Harrowing Three or the last of the Unmatched. Soon, the PCs will be drawn into danger more overwhelming than anything they have yet faced!

The PCs are welcome in Kho and Katapesh and might have unfinished business to attend to in the lost city. In return for defeating the Prince of Wolves, the Pactmasters might even offer the PCs additional access to uncommon or rare magic items—all for purchase, of course!

In the Harrowed Realm and the erstwhile Wolves' Den, evil continues to fester unless the PCs recover the *Deck of Harrowed Tales* and return it to Sonnrae. With this act of compassion, Sonnrae sighs in relief and begins to transform back into her original form as she lived—regardless, her role to play in Stolen Fate isn't over yet. The storykin of the Harrowed Realm slowly recover and rebuild their home, seeking to keep the *Deck of Harrowed Tales* within the realm and deter further influence from beyond at bay.



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# Adventure Toolbox

## Feats

### AXUMA'S AWAKENING

**FEAT 11****RARE** **GENERAL****Prerequisites** Exposure to the Well of Axuma

Choose two cantrips from the arcane spells list. You can cast these cantrips at will as arcane innate spells. A cantrip is heightened to a spell level equal to half your level rounded up. Then, choose one 1st-level spell and one 2nd-level spell from the arcane spells list. You can cast each of these spells once per day as arcane innate spells. Spells gained from this feat must be common spells or spells to which you have access.

### AXUMA'S VIGOR

**FEAT 11****RARE** **GENERAL****Prerequisites** Exposure to the Well of Axuma

Your vigor grants anyone using Medicine checks to Administer First Aid to you, or use any of the Treat actions on you, a +2 circumstance bonus to their check. During the Long-Term Rest activity, you heal at twice the normal rate.

## Magic Items

### DECK OF HARROWED TALES

**ITEM 20****UNIQUE** **ARTIFACT** **CONJURATION** **MAGICAL****Usage** held in 2 hands; **Bulk L**

The *Deck of Harrowed Tales* is a unique deck connected to a unique demiplane known as the Harrowed Realm.

**Activate**  $\blacktriangleleft\blacktriangleright$  envision, Interact; **Frequency** Once per day; **Effect** If on a plane other than the Harrowed Realm, the deck creates a gate to the Harrowed Realm.

**Destruction** The *Deck of Harrowed Tales* can be destroyed by completing a mythical series of 54 quests tied to each of the cards within. Only then can the final 55th quest be revealed, upon the completion of which the deck vanishes.

### GUARDIAN ALUUM CHARM

**ITEM 13****RARE** **ENCHANTMENT** **INVESTED** **MAGICAL****Price** 2,800 gp**Usage** worn amulet; **Bulk** –

A *guardian aluum charm* grants control over powerful aluums—metal and stone constructs created by the Pactmasters to help maintain order in the city of Katapesh.

As long as you wear a guardian aluum's linked *guardian aluum charm*, that aluum follows your verbal commands.

**Activate**  $\blacktriangleleft\blacktriangleright$  command, envision; **Frequency** once per day; **Effect** The charm grants you control over an aluum you can see within 60 feet, as long as the target aluum is level 13 or less. This has the effect of *dominate* and allows a DC 28 Will save. If the aluum is currently under the control of someone wearing its linked charm, its saving throw is one degree higher than what is rolled. You can control only one aluum at a time with this activation, and controlling a new aluum ends the effect for one you had previously affected.

### THE LENS OF THE OUTREACHING EYE

**ITEM 20****UNIQUE** **ARTIFACT** **DIVINATION** **INVESTED** **MAGICAL** **SCRYING****Usage** worn necklace; **Bulk L**

As long as you have the *Lens of the Outreaching Eye* invested, the Harrowed Realm's impediments to magic don't apply to you, and you gain a +3 item bonus on all checks made to resolve divination effects.

**Activate** 10 minutes (command, envision, Interact); **Frequency** once per day; **Effect** By peering through the *Lens of the Outreaching Eye*, for one hour you can treat the *Deck of Harrowed Tales* as the source of your hearing and vision, no matter the deck's location in the multiverse. You can see in all directions from the deck and hear from it as if using your normal visual senses. You can Dismiss the activation.

**Activate** 10 minutes (command, envision, Interact); **Frequency** once per day; **Effect** The *Lens of the Outreaching Eye* casts *discern location* on the *Deck of Harrowed Tales*.

**Destruction** The *Lens of the Outreaching Eye* is destroyed if the *Deck of Harrowed Tales* is destroyed.

### WITCHWYRD BEACON

**ITEM 17****RARE** **CONJURATION** **MAGICAL****Price** 15,000 gp**Usage** held in 2 hands; **Bulk 3**

Made of djerez, orichalcum, and luminous, resonant crystal, a *witchwyrd beacon* looks like a series of concentric rings mounted on rods that allow the rings to rotate independently of each other. These potent items are used

by the Pactmasters of Katapesh to facilitate swift travel and are only rarely entrusted to others.

**Activate** 10 minutes (command, envision, Interact); **Effect**

By touching the *witchwyrd beacon* and focusing on it for 10 minutes, you attune yourself to it. Up to four creatures can be attuned to a single *witchwyrd beacon* at any one time—to attune another creature, one of the previous four must become unattuned. You can break your attunement to a *witchwyrd beacon* by Dismissing the effect. The attunement automatically ends if the attuned creature dies or if the attuned creature attunes themselves to a different *witchwyrd beacon*. The effect can also be dispelled normally. You can sense whenever the *witchwyrd beacon* you are attuned to is activated in any way.

**Activate** 10 minutes (command, Interact); **Frequency** once per day; **Requirement** you are attuned to the *witchwyrd beacon*; **Effect** You place the *witchwyrd beacon* on a flat, stable, and immobile surface, then adjust its rings to link it to the site. Once linked, any creature can use a teleportation effect to target the *witchwyrd beacon* directly, regardless of line of sight. You can *dimension door* or *gate* to the beacon as if you could see its location, and if you travel to it via an effect like *plane shift*, the beacon eliminates the imprecision of the spell. The beacon doesn't change the range of effects, only their accuracy. Once the beacon is used in this manner, it loses its link and must be reactivated again to grant this benefit to attuned creatures.

## DECK OF DESTINY

The following 18 cards from the *Deck of Destiny* are present in this adventure.

## THE BEAR

## ITEM 20

**UNIQUE** **ARTIFACT** **INVESTED** **MAGICAL** **TRANSMUTATION**

**Usage** carried; **Bulk** –

**Suit** Hammers (Str); **Alignment** neutral

The *Bear* represents brute force applied to solve unusual problems. As long as you have *The Bear* invested, you can use Athletics checks to *Tumble Through* or *Squeeze*.

**Activate** ♦ Interact; **Frequency** once per minute;

**Requirement** Your last action was a successful melee Strike; **Effect** You attempt to Grapple, Shove, or Trip the creature you hit with the successful Strike, even if you have no hand free. You gain a +2 status bonus

to your check. If you Grapple using a weapon, you can Strike with the weapon only if it has the grapple trait and you Strike the grabbed target, or if you cease Grabbing with the weapon. After the effect of the initial Grapple ends, you can't keep a target grabbed with a weapon that lacks the grapple trait. The status bonus increases to +3 if you're at least 17th level.

**Epitome** A forested courtyard appears in Harrowheart, and an unusually intelligent and curious bear moves in. The bear enjoys philosophical conversations about the balance between the natural world and the urban world (the bear is annoyed at the use of the phrase "civilized world" and often points out that people in cities are more self-destructive than any group of wild animals). They also know several magical rituals and can teach the following rituals to the PCs if they wish: *awaken animal*, *commune with nature*, and *primal call*. While the bear can't serve as a primary or secondary caster for these rituals, its presence grants a +2 item bonus to any skill checks made to cast these rituals here.

## THE BEATING

## ITEM 20

**UNIQUE** **ARTIFACT** **INVESTED** **MAGICAL** **NECROMANCY**

**Usage** carried; **Bulk** –

**Suit** Hammers (Str); **Alignment** neutral evil

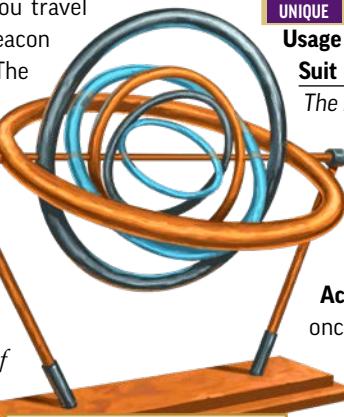
*The Beating* symbolizes attack from all sides.

If you have *The Beating* invested, whenever you and an ally are flanking a foe, your melee Strikes gain a +2 item bonus to damage. This increases to a +3 item bonus at 17th level.

**Activate** ♦ envision, Interact; **Frequency**

once per day; **Effect** You wave the card to conjure up dozens of violent ghostly figures; you cast *pernicious poltergeist* (*Pathfinder Secrets of Magic* 121), and the area of the spell is treated as difficult terrain in addition to its normal effects. The level of the spell is one-half your level, rounded down (minimum 6th level), and the save DC is your class DC.

**Epitome** A small group of soldiers set up training grounds in the village surrounding Harrowheart. A PC who spends Downtime training here can Retrain feats, skills, and class features, provided the new feat, skill, or class feature is combat-themed. Feats and skill increases retrained here take only 5 days. Class features retrained here take only 3 weeks.



**Witchwyrd Beacon**

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## THE CYCLONE

### ITEM 20

UNIQUE ARTIFACT EVOCATION INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Hammers (Str); **Alignment** chaotic evil

*The Cyclone* represents tumultuous evil plots. As long as it is invested, *The Cyclone* bolsters you with helpful winds that grant you a +2 item bonus to Athletics checks made to Climb, High Jump, Long Jump, and Disarm. This increases to a +3 item bonus if you are at least 17th level.

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

**Effect** You cast *whirlwind* (*Pathfinder Secrets of Magic* 141). You do not treat the squares in the whirlwind as difficult terrain, but all other creatures do. The level of the spell is one-half your level, rounded down (minimum 8th level), and the save DC is your class DC.

**Epitome** When you epitomize *The Cyclone*, assign it to a point of interest in the mountains. This marks the location of a peak that is constantly assailed by blustery winds. Leering, sinister faces made of roiling vapor constantly form and melt away in these winds, and the feeling of the gusts tugging at clothing and flesh feels eerily like the clutching of long-fingered claws. A perpetual cyclone is visible at the mountain's peak. Nonetheless, any PC who visits this location feels a strong urge to attempt an ascent of the wind-wracked mountain. A PC who wishes to attempt the dangerous climb must spend 8 hours of downtime, then attempt a DC 35 Athletics check to Climb.

**Critical Success** The PC reaches the mountain's peak! The PC gains the ability to cast a spell as a primal innate spell, choosing from *fly* (once per day), *gust of wind* (at will), *wall of wind* (three times per day), or *wind walk* (once per day). In order to choose a spell, the spell's level must be equal to or less than half the PC's level (rounded up). The spell is automatically heightened to half the PC's level, rounded up, and uses the PC's class DC if needed. A PC can change the innate spell they gain by successfully climbing the mountain again.

**Success** The PC makes progress, but hasn't quite reached the peak. The PC becomes fatigued. The PC can either abandon the attempt and end their eight hours back at the mountain's base, or they can continue the ascent either by sheltering in place for eight hours or attempting another eight hour activity at a Climb check to reach the peak. Successfully sheltering in place requires a DC 35 Survival check—success removes the fatigued condition, but failure does not, and also makes the PC enfeebled 1 (or increases the value of a current enfeebled condition by 1, to a maximum of enfeebled 5). A character who fails 3 Survival checks when attempting to shelter fails the attempt to ascend the mountain and is forced to retreat to the mountain's base (see Failure, below).

**Failure** The PC falls, taking 10d10 bludgeoning damage from falls and pummeling wind. The PC is fatigued.

**Critical Failure** As failure, but the PC also suffers a fall near the end of their descent, taking an additional 50 points of falling damage along the way.

## THE DEMON'S LANTERN

### ITEM 20

UNIQUE ARTIFACT EVOCATION INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Keys (Dex); **Alignment** chaotic evil

*The Demon's Lantern* represents trickery and feats of legerdemain. As long as you have *The Demon's Lantern* invested, you gain a +2 item bonus to checks made to Conceal an Object, Palm an Object, or Steal. This increases to a +3 item bonus if you are at least 17th level.

**Activate** ♡ envision; **Frequency** once per day; **Trigger** A creature hits you with a melee attack; **Effect** You release a flash of lights and attempt a Reflex saving throw. If your saving throw is higher than the attack roll for the triggering attack, it misses. If the attack misses, the attacker is dazzled until the end of your next turn.



**The Bear**

**Epitome** When you epitomize *The Demon's Lantern*, assign it to a point of interest in the swamp. This indicates a region that has become infested with will-o'-wisps. A PC who travels here must wait until nightfall for the wisps to come out. At this point, they can spend 8 hours of the night pursuing the will-o'-wisps through the overgrown swamp by attempting a DC 35 Acrobatics check, after which no one may chase the wisps again for 1 week.

**Critical Success** You catch up to the will-o'-wisps. The wisps are startled and vanish in a panic, leaving behind a treasure for you to claim. Choose from among the following: *antimagic armor rune*, *greater shock weapon rune*, a *wand of continuation* (*blink*, heightened to 6th level), or a *wand of regenerate*. At the GM's discretion, other 15th-level permanent magic items could be included in this list. The wisps now know that you can catch them and avoid you—you can never attempt this activity again.

**Success** You come close enough to a wisp to hear its delighted giggles at being chased but fail to catch up to it. The next time you perform this activity, you gain a +4 circumstance check on your Acrobatics check.

**Failure** You fail to catch up to the wisps.

**Critical Failure** You become entangled. The wisps descend upon you and drain away some of your health before they flit away, giggling cruelly as they go. You become clumsy 3 for 1 week or until the condition is removed via an effect like *restoration*.

## THE DESERT

## ITEM 20

UNIQUE ARTIFACT EVOCATION INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Shields (Con); **Alignment** chaotic good

*The Desert* signifies enduring passage through trying circumstances. As long as *The Desert* is invested, you are immune to the effects of temperatures ranging from extreme cold to extreme heat, and can hold your breath and go without food and water for twice as long as normal.

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

**Effect** You wave the card in the air to create desert winds that blast sand so scouring it strips flesh from bone. The sand created by this effect vanishes an instant later, but the effects on those caught in the area linger. Creatures in a 60-foot cone take 7d6 piercing damage and 7d6 fire damage (with a basic Fortitude save equal to your class DC). A creature who fails this save also becomes fatigued and enfeebled for 1 minute, and a creature who critically fails this save becomes enfeebled 2 for 1 minute and fatigued until they get a night's rest (or the fatigue is removed by other means). The damage increases to 8d6 piercing and 8d6 fire if you're at least 15th level, to 9d6 piercing and 9d6 fire if you're at least 17th level, and to 10d6 piercing and 10d6 fire if you're at least 19th level.

**Epitome** When you epitomize *The Desert*, assign it to a point of interest in the desert. A strange magic in this region allows a willing character to turn themselves over to the desert to have their body be consumed and then reborn into something new. This eight hour period of meditation and introspection is dangerous—the PC must attempt a DC 35 Fortitude saving throw.

**Critical Success** Your body transforms into a new adult body of an ancestry of your choice, subject to GM approval. Replace your ancestry Hit Points, size, Speeds, ability boosts, ability flaws, traits, and special abilities with those of the new ancestry. You lose your heritage and ancestry feats, and must select replacements from the new ancestry. Your background, class features, and known languages remain unaltered. You can never again benefit from *The Desert* in this way.

**Success** As critical success, except the process leaves you feeling awkward in your new body, leaving you clumsy 2, drained 2, and enfeebled 2 for 1 week; these conditions can't be removed or reduced by any means until the week has passed.

**Failure** You fail to be remade and instead are fatigued.

**Critical Failure** Not only do you fail to be remade, you become fatigued and drained 3. You cannot attempt to be remade in the desert again for 1 month.

## THE FORGE

## ITEM 20

UNIQUE ARTIFACT INVESTED MAGICAL TRANSMUTATION

**Usage** carried; **Bulk** –

**Suit** Hammers (Str); **Alignment** lawful neutral

*The Forge* denotes strength through diversity. As long as you have *The Forge* invested, you can carry more than normal—increase your maximum and encumbered Bulk limits by 2.

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

**Effect** You pass the card over an adjacent broken (but not destroyed) object (magical or otherwise) of up to 4 Bulk, and restore the object to its full Hit Point total, removing the broken condition in the process.

**Epitome** One of Harrowheart's workshops transforms into a forge. The quality of the tools now found here increase that workshop's item bonus to Crafting checks made within to a +2. When *The Forge* is first epitomized, 10,000 gp of raw materials suitable for use in crafting metal items manifests in the workshop. These raw materials can be used to create items or even simply harvested and sold for a profit, as they do not vanish if taken out of the Harrow Court. Once these raw materials are used or sold, they do not replenish.

However, additional materials do manifest periodically within the workshop. Their appearances are linked to the party's level, manifesting as soon as *The Forge* is epitomized or (if *The Forge* is already epitomized) as soon as the PCs attain the respective level.

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**Adventure**  
**Toolbox**

- 17th-level:** 13,500 gp of cold iron
- 18th-level:** 18,000 gp of mithral
- 19th-level:** 18,000 gp of adamantine
- 20th-level:** 30,000 gp of orichalcum

## THE HIDDEN TRUTH

### ITEM 20

UNIQUE ABJURATION ARTIFACT INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Books (Int); **Alignment** lawful good

*The Hidden Truth* represents the act of observing something beyond the obvious to gain obscure lore. As long as this card is invested, you gain a +2 item bonus to Lore checks made to Recall Knowledge, and to all checks made to Research while using the Research subsystem from the *Gamemastery Guide*. This increases to a +3 bonus if you are at least 17th level.

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

**Effect** You cast *true seeing*. The level of the spell is one-half your level, rounded down (minimum 6th level). If you're at least 17th-level, you can affect up to three adjacent willing targets with this spell at the same time as you cast it.

**Epitome** A group of mysterious scholars establishes libraries and study halls in the village surrounding Harrowheart. A PC who spends Downtime training with these scholars can Retrain feats, skills, and class features, provided the new feat, skill, or class feature is magic-themed. Feats and skill increases retrained here take only 5 days, while class features retrained here take only 3 weeks.

## THE KEEP

### ITEM 20

UNIQUE ARTIFACT CONJURATION INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Hammers (Str); **Alignment** neutral good

*The Keep* represents steadfastness and being unshakable to threats. As long as *The Keep* is invested, you gain a +2 item bonus to saving throws against fear effects. Whenever you become frightened, reduce the condition value by 1 (to a minimum of 0). If you are 20th level, the item bonus increases to +3.

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

**Effect** You cast *magnificent mansion*. The level of the spell is one-half your level, rounded down (minimum 7th level), and the interior of the mansion appears to be the inside of a resplendent keep made of stone.

**Epitome** When you epitomize *The Keep*, assign it to a point of interest in the farmland. A small, fortified keep springs up here. Its interior is a complex maze of locked rooms and barricaded hallways—exploring this keep can be an exhausting ordeal, but a character who does so can be rewarded by discovering a hidden armory. A character who wishes to seek out this armory must spend 8 hours

forcing open doors, portcullises, and barricades with a DC 35 Athletics check, after which no one may search for the armory again for 1 week.

**Critical Success** You make it to one of the armories and discover a suit of +2 greater resilient armor. The type of armor is up to you, but it must be a common type of armor. For you, *The Keep's* armories are now forever empty, and you can never attempt this activity again.

**Success** You spend time pushing your way through the maze but don't quite reach your goal. The next time you perform this activity, you gain a +4 circumstance check to your Stealth check.

**Failure** You fail to reach the hidden armory.

**Critical Failure** You fail to reach the hidden armory and strain your muscles in an attempt to wrench open a



**The Hidden Truth**

barrier. You become clumsy 3 for 1 week, or until the condition is removed via an effect like restoration.

## THE LOST

## ITEM 20

**UNIQUE** **ABJURATION** **ARTIFACT** **INVESTED** **MAGICAL**

**Usage** carried; **Bulk** –

**Suit** Stars (Wis); **Alignment** chaotic evil

*The Lost* symbolizes loss of identity and a life filled with emptiness. As long as *The Lost* is invested, you gain resistance to mental damage equal to your level.

**Activate** **envision**; **Frequency** once per day; **Trigger** you fail a saving throw against a mental effect; **Effect** You reflexively flood your mind with emptiness, stripping away any element of identity that the mental effect might be trying to affect. Increase the result of your failed saving throw by one degree of success.

**Epitome** Some areas in Harrowheart's village become strangely quiet and deserted looking. A character can spend eight hours in Downtime here to focus on this loss and emptiness, taking those realities into themselves to emerge changed, with entirely new memories—be they old memories recovered for the first time or newly created memories. At the end of these eight hours, the PC can instantly Retrain a single feat, skill, or class feature, as if they had spent the normal amount of time required for that downtime activity. All the other normal restrictions for retraining apply. A PC can only use *The Lost* to retrain in this way once per level.

## THE MARRIAGE

## ITEM 20

**UNIQUE** **ARTIFACT** **DIVINATION** **INVESTED** **MAGICAL**

**Usage** carried; **Bulk** –

**Suit** Crowns (Cha); **Alignment** lawful neutral

*The Marriage* symbolizes a union of body, mind, spirit, or any of the three. When *The Marriage* is invested, you gain a +2 item bonus to attempts made to Request. This increases to a +3 item bonus at 17th level.

**Activate** **envision**, **Interact**; **Frequency** once per day; **Effect** Choose one adjacent willing creature. By brushing *The Marriage* against their body, you form a magical bond with that creature that persists until you activate *The Marriage* again to form a bond with a different creature. While the bond persists, you and the other creature can communicate via telepathy to a distance of 120 feet. As long as you and the target are on the same plane of existence and are both alive, you each remain aware of the other's state—you know the other's direction from you, distance from you, and any conditions affecting them. If your bonded target becomes blinded, confused, controlled, fascinated, frightened, slowed, or stunned, you can use a reaction to attempt to counter the condition affecting the target, which also ends the bond between you and the target. The modifier on this

counter check is equal to your class DC – 10. If you fail to counter the condition, that condition also afflicts you, and the bond with the other still ends.

**Epitome** When you epitomize *The Marriage*, a chapel appears in the village surrounding Harrowheart, run by a pleasant priest who pays homage to all of the faiths the PCs follow. The priest knows the *atone* and *heartbond* rituals (*Advanced Player's Guide* 242), and can teach them to the PCs. Skill checks attempted at the chapel to perform either of these rituals gain a +2 item bonus.

## THE MIDWIFE

## ITEM 20

**UNIQUE** **ARTIFACT** **INVESTED** **MAGICAL** **NECROMANCY**

**Usage** carried; **Bulk** –

**Suit** Stars (Wis); **Alignment** neutral good

*The Midwife* represents the arrival of new life or new information, particularly via the aid of another. As long as you have *The Midwife* invested, it grants a +2 item bonus to Medicine checks. This increases to a +3 bonus if you are at least 17th level.

**Activate** **command**; **Frequency** once per day; **Trigger** A creature you can sense within 60 feet would die or be destroyed; **Effect** You prevent the target from dying or being destroyed and restore to the target  $6d8+24$  Hit Points. This effect can prevent a death effect or *disintegrate* from slaying a target. The amount of healing granted increases to  $7d8+28$  if you're at least 15th level,  $8d8+32$  if you're at least 17th level, and  $9d8+36$  if you're at least 19th level.

**Epitome** A pleasant and very skilled healer moves into Harrowheart. Their presence bolsters the effect of long-term rest. When a PC uses this downtime activity in Harrowheart, they recover Hit Points equal to their Constitution modifier (minimum 1) multiplied by three times their level. They can also reduce the value of one condition of their choice from the following list: clumsy, drained, enfeebled, or stupefied, and gain a +2 item bonus to any saving throws they attempt against diseases they are currently afflicted by.

## THE OWL

## ITEM 20

**UNIQUE** **ARTIFACT** **DIVINATION** **INVESTED** **MAGICAL**

**Usage** carried; **Bulk** –

**Suit** Stars (Wis); **Alignment** neutral

*The Owl* represents the wisdom of nature and the natural order. As long as you have *The Owl* invested, it grants a +2 item bonus to Perception checks made to Sense Motive, Survival checks to Subsist in the wild, and Nature checks made when you activate this card. This increases to a +3 bonus if you are at least 17th level.

**Activate** 1 hour (command, envision, Interact); **Frequency** once per day; **Effect** After spending an hour meditating, you can ask one question of the region's spirits, as if

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you had just performed a *commune with nature* ritual. Attempt a DC 30 Nature check to determine the result, as detailed in the *Core Rulebook* on page 410.

**Epitome** When you epitomize *The Owl*, assign it to a point of interest in the forest. This region becomes the home of an unusually large owl. A PC who travels to this region can spend 8 hours observing the owl and pondering the many worlds it has gazed upon by attempting a DC 30 Nature check. With a success, the owl hoots in delight, and the woodlands in the region shift and change to match those of a woodland or jungle that the PC is familiar with. From this point on, the PCs can use the Enter the Harrow Court activity here to open a one-way portal to that forest or jungle, arriving at a location of import or particular familiarity within the region as determined by the GM. Switching to a new woodland requires another DC 30 Nature check and familiarity with that region. A PC who Enters the Harrow Court can now choose to arrive in the demiplane at this point of interest rather than in Harrowheart's great hall.

## THE SICKNESS

### ITEM 20

UNIQUE ARTIFACT INVESTED MAGICAL NECROMANCY

**Usage** carried; **Bulk** –

**Suit Shields (Con); Alignment** neutral evil

*The Sickness* represents disease of the body or soul. As long as *The Sickness* is invested, it grants you a +2 item bonus to saving throws against disease. If you roll a success on a save against a disease, you get a critical success instead. If you are 20th-level, the item bonus increases to +3.

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

**Effect** You flick a corner of the card, as if casting aside a tiny pest or fleck of filth from its surface; you cast *Abyssal plague*. If you are at least 15th-level, you can instead choose to cast *spiritual epidemic*. Regardless of which spell you cast, the level of the spell is half your level, rounded down (minimum 6th level), and the save DC is equal to your class DC.

**Epitome** When you epitomize *The Sickness*, a sprawling cemetery manifests near Harrowheart. A sickly, unpleasant caretaker tends to this cemetery. This caretaker knows the *blight*, *call spirit*, and *create undead* rituals, and can teach them to the PCs. Skill checks attempted at the cemetery to perform any of these rituals gain a +2 item bonus.

## THE SURVIVOR

### ITEM 20

UNIQUE ARTIFACT HEALING INVESTED MAGICAL NECROMANCY

**Usage** carried; **Bulk** –

**Suit Shields (Con); Alignment** neutral good

*The Survivor* represents rebirth through ordeal. When you have *The Survivor* invested, you gain Diehard as a bonus feat (*Core Rulebook* 260). If you already possess this feat,

you gain a +2 item bonus to all recovery checks. This item bonus increases to +3 if you are at least 17th-level.

**Activate** ♦ envision; **Frequency** once per day; **Trigger** you are reduced to 0 Hit Points; **Effect** You somehow manage to survive what could have been a fatal blow. Instead of being reduced to 0 Hit Points, you drop to 1 Hit Point instead and immediately restore an additional 4d8+16 Hit Points. The amount of Hit Point restored increases to 5d8+20 if you are at least 15th level, 6d8+24 if you're at least 17th level, and 7d8+28 if you're at least 19th level.

**Epitome** When you epitomize *The Survivor*, assign it to a point of interest in the lake, where a small island manifests. This island features a small hovel and a rickety wooden pier, beside which leans wooden post with a blank wooden sign. The island is inhabited by a single hermit who's taken a vow of silence. A PC can spend 8 hours describing to



**The Midwife**

the hermit any coastal settlement of level 6 or lower or any noteworthy coastal fortress or landmark on Golarion by attempting a DC 30 Society check. With a success, the hermit nods eagerly at the end of the discussion and carves the name of that location onto the blank sign. From this point on, the PCs can use the Enter the Harrow Court activity here to open a one-way portal to that location. Switching to a new location requires another DC 30 Society check and familiarity with that location. A PC

who Enters the Harrow Court can now choose to arrive in the demiplane at this point of interest rather than in Harrowheart's great hall.

## THE TANGLED BRIAR

**ITEM 20**

**UNIQUE** **ARTIFACT** **CONJURATION** **INVESTED** **MAGICAL**

**Usage** carried; **Bulk** –

**Suit** Shields (Con); **Alignment** lawful evil

The *Tangled Briar* signifies the return of ancient triumphs. As long as you have *The Tangled Briar* invested, you gain Toughness as a bonus feat (*Core Rulebook* 268). If you already possess this feat, increase your maximum Hit Points by twice your level.

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

**Effect** You raise the card up above your head and invoke the thorns and briars of the tangled parts of the world; you cast *wall of thorns*. The level of the spell is half your level, rounded down (minimum 6th level). The brambles within this particular *wall of thorns* are treated as greater difficult terrain.

**Epitome** When you epitomize *The Tangled Briar*, small patches of tangled undergrowth spring up throughout the Harrow Court—blackberries and thistles in the farmlands, stinging nettles in the forests and swamps, spiky leafless shrubs in the desert and mountains, and strange spiny seaweed in the lake. These tangles serve as spiritual conduits for ancient spirits associated with the harrow to influence the Harrow Court. These spirits help to guide souls through the realm, and as a result, all skill checks made to resolve the casting of *astral projection* (*Advanced Player's Guide* 240), *call spirit*, *reincarnate* (*Advanced Player's Guide* 242), and *resurrection* gain a +2 item bonus. The presence of the spirits helps to lessen the cost involved when casting *reincarnate* and *resurrection* as well, halving the final gp cost of performing the ritual as long as it takes place in the Harrow Court.

## THE TYRANT

**ITEM 20**

**UNIQUE** **ARTIFACT** **INVESTED** **MAGICAL** **TRANSMUTATION**

**Usage** carried; **Bulk** –

**Suit** Crowns (Cha); **Alignment** lawful evil

As long as you have *The Tyrant* invested, you gain a +2 item bonus to Intimidation checks made to Demoralize. This bonus increases to +3 if you are at least 17th level.

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

**Effect** You hold the card up to your lips and exhale onto it; you cast *dragon form*. The level of the spell is half your level, rounded down (minimum 6th level).

**Epitome** When *The Tyrant* is epitomized, an immense blue dragon manifests in the Harrow Court. The dragon has no name, but gracefully accepts any the PCs offer them.

**The Tyrant**

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The blue dragon is not hostile to the PCs, but their personality is tinged with arrogance and condescension. As with the other partially real simulacra of the Harrow Court, the dragon has no agency of their own and cannot take part in encounter mode play, but they can be called upon to aid with their skills or to cast (or teach) spells. Treat the dragon as a typical spellcasting ancient blue dragon for the purposes of its skill modifiers and what spells they can cast or teach, but one that also knows the *legend lore* ritual. A PC who impresses the dragon with their own imperious attitude (with a successful DC 35 Intimidation check) can convince the dragon to carry them to any location in the Harrow Court, once per successful check. The dragon keeps a lair in a large cavern below Harrowheart, where they spend their time counting their (illusory) hoard, sleeping, or plotting nefarious schemes they will never actually enact.

## THE UPRISING

## ITEM 20

**UNIQUE** **ARTIFACT** **CONJURATION** **INVESTED** **MAGICAL**

**Usage** carried; **Bulk** –

**Suit** Hammers (Str); **Alignment** chaotic neutral

When you have *The Uprising* invested, you gain a +2 item bonus to all saving throws against affects that attempt to control you or restrain you. This item bonus increases to +3 if you are 20th level.

**Activate** command, envision; **Frequency** once per day; **Effect** The card calls forth a mob of shadowy figures who batter and hinder your enemies. Target a 20-foot burst at any point on solid ground with 120 feet, and the mob of figures rises up from the ground, persisting for 1 minute. Make an unarmed Strike against the Fortitude DC of any number of creatures in this burst (you can choose to not attack some creatures in the area if you wish). Any creature you succeed against is grabbed and takes 3d6 bludgeoning damage. Whenever a creature ends its turn in the area, the figures attempt to Grab that creature if they haven't already, and they deal 1d6 bludgeoning damage to any creature already grabbed. The mob's Escape DC is equal to your class DC. A creature can attack a figure in an attempt to release its grip. Its AC is equal to your class DC, and it's destroyed if it takes 12 or more damage. Even if destroyed, additional figures continue to rise up in the area until the effect's duration ends. You can Dismiss this effect. If you are at least 15th level, you can use a two-action activity, which has the concentrate trait, to move the burst up to 30 feet, which causes any currently grabbed creatures to be released and left behind. If part of the burst appears or moves into an area that can't support it on the ground, that portion of the burst disappears until it is supported.

**Epitome** A guild of thieves sets up secret hideouts in the village surrounding Harrowheart. These thieves do not prey upon the PCs or the citizens of the Harrow Court, preferring instead to focus on self-improvement. A PC who spends Downtime training with these thieves can Retrain feats, skills, and class features, provided the new feat, skill, or class feature is neither combat- nor magic-themed. Feats and skill increases retrained here take only 5 days, while class features retrained here take only 3 weeks.

## THE WAXWORKS

## ITEM 20

**UNIQUE** **ARTIFACT** **INVESTED** **MAGICAL** **NECROMANCY**

**Usage** carried; **Bulk** –

**Suit** Shields (Con); **Alignment** chaotic evil

The Waxworks represents helplessness and entropy. As long as you have this card invested, you gain a +2 item bonus to saving throws against effects that render you clumsy, doomed, drained, enfeebled, or fatigued. The item bonus increases to +3 if you are 20th level.

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

**Effect** You cause two 30-foot lines of hot wax to extend out of the card as you present it. The two lines must both start at you and extend in different directions. If you are at least 15th level, you can create a third line, and if you're at least 19th level you can create a fourth line. All creatures in the area must attempt a Fortitude save against your class DC.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d6 persistent fire damage and 2d6 persistent mental damage. An affected creature or adjacent ally can reduce both of these values by 1d6 by spending an Interact action to scrape off the goo. Until the damage is reduced to 1d6 per type, the affected creature is also confused (this is an emotion and mental effect).

**Failure** As success, but 4d6 persistent fire damage and 4d6 persistent mental damage.

**Critical Failure** As success, but 6d6 persistent fire damage and 6d6 persistent mental damage, and the creature's speed is slowed 1 until the damage is reduced to 1d6 per type.

**Epitome** When *The Waxworks* is epitomized, an unsettling laboratory comes into being in the dungeons below Harrowheart. Here, bubbling cauldrons of wax sputter and smoke, while metal molds containing the likenesses of the PCs and significant NPCs from their past stand unnervingly along the walls. The laboratory is attended by a sallow-complexioned tiefling who is always way too excited and polite to visiting PCs. This tiefling knows the rituals for *clone* (*Advanced Player's Guide* 240) and *simulacrum* (*Advanced Player's Guide* 244), and can teach them to the PCs. Skill checks attempted in the laboratory to perform either of these rituals gain a +2 item bonus.



## DEMON THRALLS

Ghalzarokhs are bullies who prefer numerous thralls to allies. These demons loathe owing any other being a favor and serve stronger creatures only with the expectation of rich reward. A ghalzarokh can rarely be found without a fiendish entourage or army (such as a demon throng). They prefer “pacts” with “lesser” demons, usually offering only a feeble guarantee to allow the weaker fiend’s continued existence.



# Demon, Ghalzarokh

Ghalzarokh demons, also known as tyranny demons, form from the souls of cruel autocrats. These demons subjugate weaker fiends. After amassing an army, a ghalzarokh begins a chaotic spree of bloody conquest.

## GHALZAROKH

UNCOMMON CE LARGE DEMON FIEND

**Perception** +28; darkvision, scient (imprecise) 60 feet, see *invisibility*

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Acrobatics +26, Athletics+ 27, Intimidation +30, Religion +28, Stealth +24

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

**AC** 36; **Fort** +29, **Ref** +24, **Will** +26; +1 status to all saves vs. magic

**HP** 330; **Weaknesses** cold iron 15, good 15

**Defiance Vulnerability** Defiance causes a ghalzarokh anguish. If a creature scores a critical success on a saving throw to resist the ghalzarokh’s *charm*, *command*, *dominate*, or *suggestion* spells or Project Blame, the demon takes 4d6 mental damage. The demon takes the same damage if it rolls a critical failure on an Intimidation check.

**Project Blame** (divine, emotion, enchantment, mental) **Trigger** A creature succeeds or critically succeeds at a saving throw against one of the ghalzarokh’s spells or Abyssal Spew, or the ghalzarokh misses a creature with a melee Strike; **Effect** The creature must attempt a DC 36 Will saving throw.

**Critical Success** The creature is temporarily immune to Project Blame for 24 hours, and the ghalzarokh suffers from its defiance vulnerability.

**Success** The creature’s stupefied condition increases by 1 (if they succeeded on a saving throw) or its clumsy condition increases by 1 (if the demon missed them with a Strike). This increase in value lasts until the end of the creature’s next turn but can’t increase either condition beyond a value of 3.

**Failure** As success, but the duration changes to 1 minute. A creature can attempt a DC 36 Will save at the end of its turn to remove the effect early.

**Critical Failure** As failure, but for 24 hours.

**Speed** 25 feet, fly 40 feet

**Melee** jaws +30 (evil, magical, reach 10 feet), **Damage** 3d12+14 piercing plus 1d6 evil

**Melee** claw +30 (agile, evil, magical, reach 10 feet), **Damage** 3d8+14 slashing plus 1d6 evil

**Divine Innate Spells** DC 36; **8th** *fireball*, *suggestion*; **6th** *dominate*; **5th** *command* (at will); **4th** *charm* (at will); **Constant** (**8th**) see *invisibility*

**Rituals** DC 36; *Abyssal pact*

**Abyssal Spew** (acid, divine, evocation, fire) The ghalzarokh spews corrosive flame that deals 8d6 acid damage and 8d6 fire damage in a 40-foot cone (DC 36 basic Reflex save). The ghalzarokh can’t use Abyssal Spew again for 1d4 rounds.

**Rend** claw

# Demon, Katpaskir

Born of the souls of doomsayers and cult leaders who sought to undermine and unravel reality, katpaskirs are demons of nihilism and unmaking.

## KATPASKIR

UNCOMMON CE MEDIUM DEMON FIEND

**Perception** +31; darkvision, see invisibility, warp sense

**Languages** Abyssal, Aklo, Celestial, Common, Draconic; telepathy 100 feet

**Skills** Acrobatics +31, Arcana +35, Deception +31, Occultism +33, Religion +32, Stealth +31, Thievery +31

**Str +6, Dex +5, Con +9, Int +7, Wis +6, Cha +5**

**AC** 41; **Fort** +35, **Ref** +29, **Will** +30; +1 status to all saves vs. magic

**HP** 415; **Immunities** poison; **Weaknesses** cold iron 15, good 15

**Breach Planar Wards** ♦ **Trigger** An effect (save only for those of items with the artifact trait) attempts to prevent the katpaskir from using a teleportation effect or from casting *summon fiend*; **Effect** The katpaskir attempts to counteract the triggering effect (counteract modifier of +29).

**Distortion Field** (aura) 30 feet. Reality bends and warps on the level of all senses without displacing the katpaskir's actual location.

Creatures of the katpaskir's choice who start their turn in the aura must succeed at a DC 37 Will save or treat the area as greater difficult terrain and uneven ground (DC 20). A creature who succeeds still treats the area as difficult terrain. For such creatures, the distance through the aura is doubled for determining range penalty.

**Mirrored Summons** ♦ **Trigger** A creature within 30 feet that the katpaskir is aware of uses magic to summon or otherwise conjure a good-aligned creature; **Effect** The katpaskir casts *summon fiend*, regaining the daily ability to do so if needed. This effect is automatically sustained as long as the triggering summoning is sustained, for up to 1 minute.

**Warp Sense** The katpaskir senses changes in the planar fabric within 1 mile, including any teleportation effect, sensing the direction and distance to the disturbance. If it senses such a disturbance within 500 feet, the katpaskir can cast *prying eye* to observe the area without needing line of sight to the location.

**Speed** 35 feet, burrow 15 feet, fly 35 feet

**Melee** ♦ claw +34 (evil, magical), **Damage** 3d12+14 slashing plus 1d6 evil

**Melee** ♦ talon +34 (agile, evil, magical), **Damage** 3d8+14 slashing plus 1d6 evil

**Divine Innate Spells** DC 40, attack +32; **9th** *summon fiend* (demons only); **8th** *banishment* (x3) *blink*, *disintegrate*; **7th** *plane shift*, *teleport*; **5th** *dimension door* (at will), *prying eye* (at will); **4th** *dimensional anchor* (at will); **Constant** (**9th**) *freedom of movement*, see *invisibility*

**Rituals** DC 40; *Abyssal pact*

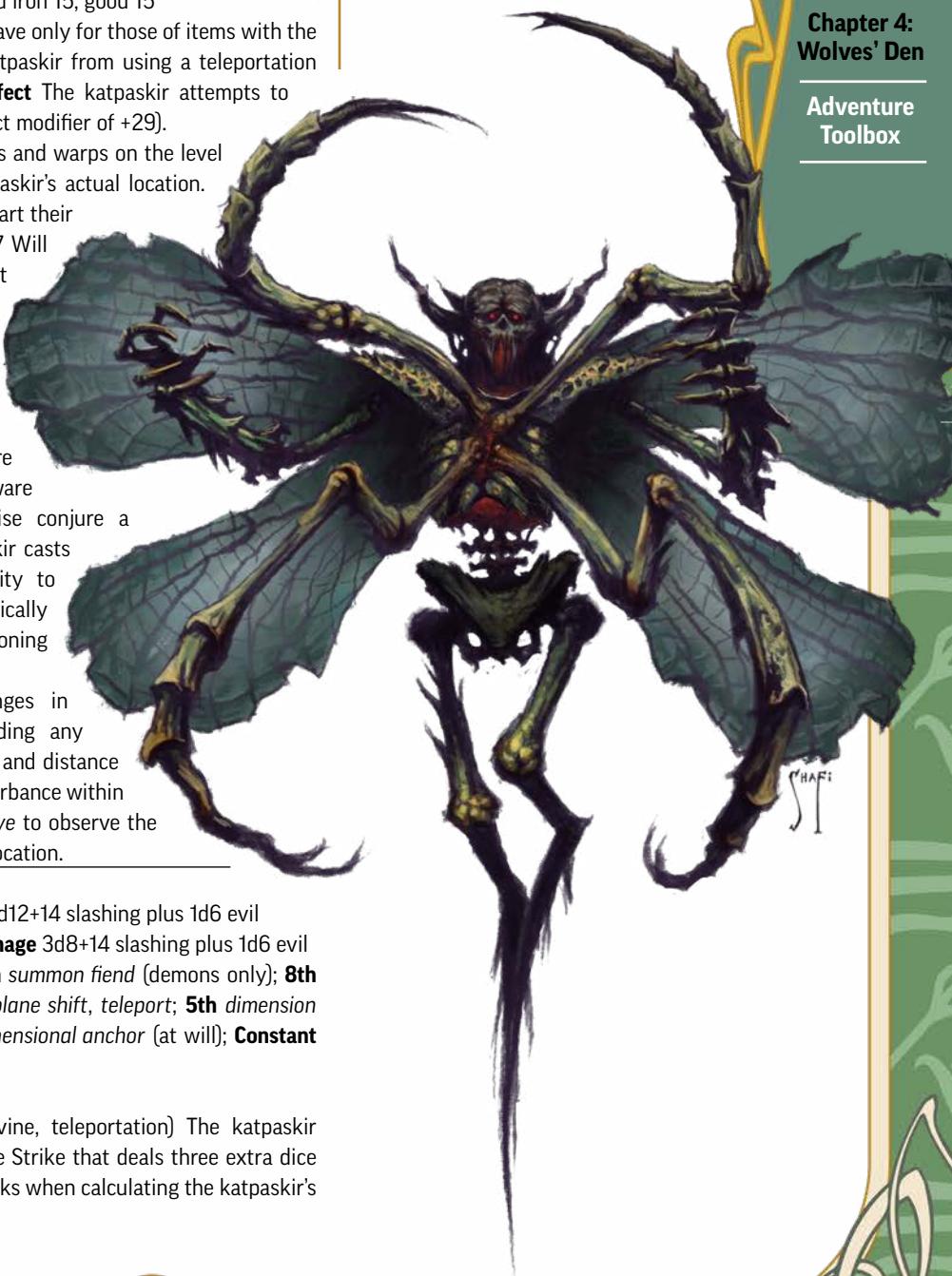
**Dimensional Ambush** ♦ (conjuration, divine, teleportation) The katpaskir casts *dimension door*, then makes a melee Strike that deals three extra dice of damage. This Strike counts as two attacks when calculating the katpaskir's multiple attack penalty.

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### RIFT MAKERS

Katpaskirs sense weaknesses in planar fabric. These demons worm their way into spaces between dimensions and break down the barriers. They leave holes aimed at causing chaos and dissolution. In this way, katpaskirs gnaw at reality, hoping to one day unravel it.



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## THRONG ABILITIES

Demon throngs are troops, as defined in *Pathfinder Bestiary 3*. They have the Troop Defenses, Troop Movement, and Form-Up abilities. They also have the demonic tide ability, which allows them to occupy the same space as other creatures, which is unusual for troops, and Serenity Vulnerability—a result of the troop's demonic nature.

# Demon Throng

Demons are legion. Countless examples crowd the Abyss, many of which have yet to be categorized by mortal scholars. In the Abyss, might very much makes right, and so despite their chaotic nature, weaker demons often gather together to enjoy safety in numbers.

## DEMONIC RABBLE

The typical demon throng consists of a chaotic mix of less powerful demons—typically abrikandilus, dretches, and quasits, with a few brimoraks, babaus or other, more powerful demons swept up in the mayhem. This tangled mess of different creatures makes coordinated tactics untenable but, while individual demons in the throng might not be able to fully utilize their abilities, the throng itself makes up for these deficiencies with dangerous options of its own.

### DEMONIC RABBLE

RARE CE GARGANTUAN DEMON FIEND TROOP

**Perception** +23; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Athletics +25, Intimidation +25

**Str** +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +4, **Cha** +4

**AC** 33; **Fort** +25, **Ref** +21, **Will** +21; +1 status to all saves vs. magic

**HP** 260 (16 squares); **Thresholds** 173 (12 squares), 87 (8 squares);

**Weaknesses** area damage 15, cold iron 10, good 10, splash damage 10

**Frightful Presence** (aura, emotion, fear, mental) 30 feet, DC 30

**Serenity Vulnerability** A demonic rabble thrives on mayhem, and when members of the throng find themselves facing moments of calm, however brief or temporary, the throng suffers. Whenever the demonic rabble fails a saving throw against an affect that would normally fascinate, fatigue, paralyze, restrain, or slow at least four creatures, the troop takes 3d6 mental damage.

**Troop Defenses** (*Pathfinder Bestiary 3* 306)

**Speed** 25 feet

**Claws, Fangs, and Horns** ♦ to ♢♦ Frequency once per round; **Effect** The throng rips and tears at each enemy within its squares and within 5 feet (DC 33 Reflex save). Damage depends on the number of actions.

♦ **Damage** 1d10+12 slashing plus 1d6 evil

♦♦ **Damage** 2d10+12 slashing plus 1d6 evil

♦♦♦ **Damage** 3d10+12 slashing plus 1d6 evil

**Demonic Tide** A demonic rabble is less organized and more vicious than most troops. They can move into other creatures' spaces, and other creatures can move into their spaces. Their spaces are difficult terrain to non-demon creatures. The first time during a turn that a creature hostile to the throng willingly moves into their space, that creature is subjected to the one-action version of Claws, Fangs, and Horns.

**Form Up** ♦ (*Pathfinder Bestiary 3* 305)

**Hurl Debris** ♦ to ♢♦ Frequency once per round; **Effect** The throng hurls debris, creating a 10-foot burst within 30 feet (DC 25 basic Reflex save). When the throng is reduced to 8 or fewer squares, this area decreases to a 5-foot burst. Damage depends on the number of actions.

Demonic Rabble

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♦ Damage 2d10 bludgeoning

♦♦ Damage 4d10 bludgeoning

♦♦♦ Damage 6d10 bludgeoning

**Troop Movement** Whenever the rabble Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed.

### WRATH RIOT

Wrath demons are among the most well-known and feared of the Abyss's fiends, but sometimes a wrath demon becomes stunted in size as the result of too many failed rampages, a punishment inflicted by an angry demonic commander or simple ill fortune. These smaller wrath demons, not much larger than humans, are typically slaughtered quickly by their larger kin, but rarely a group of undersized vrocks can gather in numbers large enough to form a wrath riot.

### WRATH RIOT

### CREATURE 16

RARE	CE	GARGANTUAN	DEMON	FIEND	TROOP
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**Perception** +28; darkvision

**Languages** Abyssal, Celestial, Draconic; telepathy 100 feet

**Skills** Acrobatics +29, Intimidation +30

**Str** +8, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +6

**AC** 39; **Fort** +30, **Ref** +27, **Will** +26; +1 status to all saves vs. magic

**HP** 300; **Thresholds** 200 (12 squares), 100 (8 squares); **Resistances** electricity 15; **Weaknesses** area damage 20, cold iron 15, good 15, splash damage 15

**Frightful Presence** (aura, emotion, fear, mental) 30 feet, DC 34

**Serenity Vulnerability** As demonic rabble, but 3d6+10 mental damage.

**Spores of Wrath** (aura, disease, poison) 5 feet. Non-demons that start their turn in the aura take 4d8 poison damage. Each creature damaged this way must succeed at a DC 34 Fortitude save or take 2d8 persistent piercing damage as the spores penetrate its skin and grow into thick, green vines. The vines cease growing after 10 rounds, and they wither away in 1d4 days if not shaved off before then. The vines can be destroyed if the creature is affected by a good spell or if holy water is applied to the vines (with an Interact action).

**Troop Defenses** (*Pathfinder Bestiary 3* 306)

**Speed** 25 feet, fly 35 feet

**Beaks, Claws, and Talons** ♦ to ♦♦♦ **Frequency** once per round; **Effect** The throng furiously tears at each enemy within its squares and within 5 feet (DC 37 Reflex save). Damage depends on the number of actions.

♦ Damage 1d12+14 slashing plus 1d6 evil

♦♦ Damage 2d12+14 slashing plus 1d6 evil

♦♦♦ Damage 3d12+14 slashing plus 1d6 evil

**Demonic Tide** As demonic rabble, but with Beaks, Claws, and Talons.

**Festival of Ruin** ♦ to ♦♦♦ **Frequency** once per round; **Effect** Each non-demon creature in the throng or within a 20-foot emanation from it takes damage based on the number of actions used (DC 37 basic Reflex save). Damage depends on the number of actions.

♦ Damage 4d6 electricity

♦♦ Damage 8d6 electricity

♦♦♦ Damage 12d6 electricity

**Form Up** ♦ (*Pathfinder Bestiary 3* 305)

**Troop Movement** As demonic rabble.

### OTHER THRONGS

Wrath riots form because vrocks have an intrinsic quality of cooperation in their dance of ruin, but other types of demons might form into throngs as well. The more notorious forms of demon throngs found in the various tales and historical records include demonic press gangs of babaus, who abduct hapless victims to serve on nightmarish ships, and firestorms of brimoraks, who caper and swoop above eldritch volcanoes.



## DERHII ARTISTRY

Derhiis have little use for money, but they're talented crafters. Their goods are practical, beautiful and, when needed, deadly. Shory influences can still be seen in derhii art, including crystalline designs, beadwork, and geometric patterns that hint at the arcane. Derhii leatherwork and metalwork is also top notch, owing to their desire for functional, durable armaments.

# Derhii

Legend suggests that Shory mages might have created derhiis as soldiers. Although folklore can be in error, little doubt exists that these flying apes make excellent warriors. History is also clear that derhiis fought countless battles for the Shory Empire, honing their tactical skills and martial traditions. Regardless of whether Shory magic was responsible for the birth of the first derhiis, lore passed down from those times shows the Shory Empire honored their soldiers and treated them as valued allies rather than mere servants.

Derhiis are scarce even in the Mwangi Expanse, where the last of the Shory flying cities, such as Kho and Ulduvai, fell. Still, some dwell among the spires that tower above Shory ruins; these derhiis are often quite a bit more powerful than the one detailed below. Other derhiis have spread from the remains of the fallen Shory empire to populate remote highlands and old-growth forests.

Derhiis form small filial groups called troops, centered on one elder derhii and their relations. Several troops might gather into a larger society with a council of troop leaders under one dominant elder.

Derhiis are omnivores who favor meat, unlike the terrestrial and largely herbivorous gorillas they resemble.

It's possible that this habit developed due to a derhii need for substantial amounts of food coupled with their soldierly ways.

## DERHII

## CREATURE 5

UNCOMMON N LARGE HUMANOID

**Perception** +12; darkvision, scent (imprecise) 30 feet

**Languages** Auran, Common

**Skills** Acrobatics +11, Athletics +13, Survival +11

**Str** +5, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

**Items** falchion, javelin (6), studded leather

**AC** 21; **Fort** +13, **Ref** +11, **Will** +11

**HP** 80

**Speed** 25 feet, climb 25 feet, fly 35 feet

**Melee** ♦ falchion +14 (forceful, reach 10 feet, sweep), **Damage**

1d10+7 slashing

**Melee** ♦ fist +14 (agile, reach 10 feet), **Damage** 2d6+7 bludgeoning

**Ranged** ♦ javelin +14 (thrown 30 feet), **Damage** 1d6+8 piercing

**Booming Voice** (auditory, evocation, primal) A derhii can use its voice as a signal.

The sound can be heard up to 12 miles away as a thrumming in the air that conveys 20 words of information over the course of 5 minutes.

**Critical Knockdown** When a derhii scores a critical hit with a melee Strike, the target also falls prone.

**Power Dive** ♦♦ The derhii Strides twice while flying, then makes a Strike with a manufactured weapon. If the derhii moved at least 20 feet from their starting position, the Strike's damage is increases by one die, such as increasing falchion damage to 2d10+7. With a melee attack, the derhii can forgo the extra damage to force the target to fall prone.

# The Destiny War

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## Hadi

Daemons, including leukodaemons, once ruled over part of the fallen city of Kho. While they did, they created the first hadis.

Hadis look more fiendish and sinister than typical ratfolk. In hadi society, those who foster and cultivate blights and sickness are alchemists known as “tafens”. Others, known as “rajwans,” focus their training on brutal combat and barbarian rages.

Individually, most hadis are no match for a high level group, but when confronted in their lair, they can gather together into a dangerous mob.

### HADI MOB

RARE NE GARGANTUAN HUMANOID RATFOLK TROOP

**Perception** +25; darkvision

**Languages** Common, Daemonic; ratspeak

**Skills** Athletics +27 (+29 to Climb or Swim), Stealth +29

**Str** +6, **Dex** +8, **Con** +6, **Int** +4, **Wis** +4, **Cha** +2

**Ratspeak** A hadi mob can communicate with rodents.

**AC** 37; **Fort** +27, **Ref** +29, **Will** +23

**HP** 270 (16 squares); **Thresholds** 180 (12 squares), 90 (8 squares); **Weaknesses**

area damage 15, splash damage 10

**Troop Defenses** (*Pathfinder Bestiary 3* 306)

**Speed** 25 feet, climb 10 feet

**Gnaw and Chew** ♦ to ♦♦ Frequency once per round; **Effect** the hadi mob bites and tears into the flesh of each enemy adjacent to the troop (DC 33 basic Reflex save). The damage depends on the number of actions.

♦ 2d8+8 slashing damage plus hadi pestilence

♦♦ 4d8+12 slashing damage plus hadi pestilence

♦♦♦ 6d8+12 slashing damage plus hadi pestilence

**Hadi Pestilence** (disease, divine, evil, necromancy) This daemonic disease turns the victim into a hadi. **Saving Throw** DC 19 Fortitude; **Stage 1** carrier (1 day); **Stage 2** sickened 1 (1 day); **Stage 3** drained 1 (1 day); **Stage 4** drained 2 (1 day); **Stage 5** drained 3 (1 week); **Stage 6** transform into a hadi (1 year). For a PC, the best way to model this is to replace ancestry Hit Points, size, Speeds, ability boosts, ability flaws, traits, and special abilities with those of the ratfolk ancestry (*Pathfinder Advanced Player's Guide* 21). The character loses previous ancestry feats, selecting replacements from the ratfolk ancestry.

**Form Up** ♦ (Pathfinder Bestiary 3305)

**Troop Movement** Whenever the hadi mob Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

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#### HADI EVIL

Although the original hadis created by daemons in ages past were ascended from rats infused with fiendish qualities that tempered their sapience with an engineered evil, over the generations the hadi people have formed their own society. They cling to evil ways largely out of tradition or fear, but there are an increasing number of hadis who admire Kho's derhiis and seek their own paths. Others, particularly those who have traveled far from Kho, have come to understand the plight of their folk under the weight of a fiendish past. Non-evil hadi thus exist, but they are viewed by those in positions of power in Kho as dangers to the social order. These hadi do not carry the pestilence their more sinister kin do and many actively work to suppress the spread of illnesses.





## EPHIALTES PREY

When they catch enough quarry, an ephialtes velstrac returns to the Shadow Plane, bringing victims for other velstracs to use for training or raw material. Velstracs respect ephialtes for their "generosity" in guiding and providing for others of their kind, yet are always wary about making assumptions about the limits of this generosity.

# Velstrac, Ephialtes

Ephialtes velstracs are consummate and fearless hunters of the doomed and the damned.

## EPHIALTES

**UNCOMMON LE HUGE FIEND VELSTRAC**

**Perception** +30; greater darkvision, painsight, true seeing

**Languages** Common, Infernal, Shadowtongue

**Skills** Athletics +31, Deception +30, Intimidation +32, Medicine +30, Religion +30, Survival +28, Torture Lore +29

**Str** +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +6

**Painsight** (divination, divine) As augur velstrac (*Pathfinder Bestiary 2* 280).

**AC** 39; **Fort** +30, **Ref** +25, **Will** +28; +1 status to all saves vs. magic

**HP** 299, regeneration 20 (deactivated by good or silver); **Immunities** cold, fear;

**Weaknesses** good 15, silver 15

**Nowhere to Run** (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it feels a powerful sensation of hopelessness. The creature must succeed at a DC 34 Will save or become slowed 1 (slowed 2 on a critical failure) for 1 round.

**Speed** 25 feet, fly 25 feet

**Melee** ♦ jaws +33 (evil, magical, reach 15 feet), **Damage** 3d6+13 piercing plus 2d6 persistent bleed

**Melee** ♦ chain +33 (disarm, evil, magical, reach 15 feet, trip), **Damage** 3d6+13 piercing plus 2d6 persistent bleed and Grab

**Divine Innate Spells** DC 37; **8th** chilling darkness, discern location, shadow walk; **7th** blur, plane shift (self only), silence (3/day); **6th** darkness, dimensional anchor (at will); **Constant (8th)** true seeing

**Constrict** ♦ 2d4+13 slashing, DC 37

**Exhale Chains** ♦♦ (conjunction, divine) The ephialtes exhales a tangle of barbed chains. All creatures in a 50-foot cone must attempt a DC 37 Reflex save. The ephialtes can't Exhale Chains for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** It takes 8d6 piercing damage.

**Failure** It takes 15d6 piercing damage, 2d6 persistent bleed damage, and is flat-footed for 1 round.

**Critical Failure** As failure, but 30d6 piercing damage, 2d6 persistent bleed damage, and is restrained until they escape [DC 37].

**Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual) The ephialtes stares at a creature they can see within 30 feet. The creature must attempt a Will save against the nowhere to run aura. If it was already slowed, on a failed save its speed is reduced by 10 feet until the end of its next turn. After attempting this save, the targeted creature is then temporarily immune to Focus Gaze until the start of the ephialtes's next turn.

## CREATURE 16



# Velstrac, Vincuvicar

Prison keepers among velstracs, vincuvicar velstracs thrive on depriving others of freedom.

## VINCUVICAR

**UNCOMMON LE MEDIUM FIEND VELSTRAC**

**Perception** +32; greater darkvision, painsight, true seeing

**Languages** Common, Infernal, Shadowtongue; telepathy 100 feet

**Skills** Acrobatics +31, Athletics +35, Crafting +29, Deception +32, Intimidation +34, Medicine +32, Religion +30, Stealth +31, Survival +30, Torture Lore +31

**Str +9, Dex +6, Con +6, Int +5, Wis +6, Cha +6**

**Painsight** (divination, divine) As augur velstrac (*Pathfinder Bestiary 2* 280).

**Items** +2 greater striking war flail, +2 greater resilient full plate, 6 manacles

**AC 42; Fort +32, Ref +28, Will +30; +1 status to all saves vs. magic**

**HP** 333, regeneration 25 (deactivated by good or silver); **Immunities** cold, fear; **Weaknesses** good 20, silver 20

**Alone and Forgotten** (aura, divine, enchantment, fear, mental) 30 feet. When a creature ends its turn in the aura, it feels imprisoned and must succeed at a DC 37 Will save or become enfeebled 1 and slowed 1 for 1 round.

### Attack of Opportunity ↳

**Institutionalized** A vincuvicar forms a bond with an institution that holds prisoners. This takes 1 day and ends any previous bond the vincuvicar had. While within the area of the prison, the vincuvicar gains a +2 status bonus to skill checks and Perception checks.

**Speed** 25 feet

**Melee** ♦ war flail +35 (disarm, sweep, trip), **Damage** 3d10+17 bludgeoning plus 2d6 persistent bleed

**Ranged** ♦ animated manacles +32 (magic, range increment 20 feet), **Damage** 3d8+8 piercing plus 2d6 persistent bleed

**Divine Innate Spells** DC 40; **9th** darkness (at will), divine wrath

(lawful), prying eye; **8th** command, mind blank, mind probe, teleport; **Cantrips (9th)** daze, sigil;

**Constant (9th)** discern lies, true seeing

**Divine Rituals** DC 40; imprisonment

**Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual) The vincuvicar stares at a creature they can see within 30 feet. The creature must attempt a Will save against the alone and forgotten aura. If the creature was already enfeebled and slowed, on a failed save, its hopelessness causes it to be enfeebled 2 and unable to take the Escape action as long as they remain enfeebled. After attempting this save, the creature is then temporarily immune until the start of the vincuvicar's next turn.

**Shackle** ↳ **Trigger** A creature within 60 feet is damaged by the vincuvicar's animated manacles Strike; **Effect** The creature must attempt a DC 40 Reflex save.

**Critical Success** The creature avoids being manacled.

**Success** The manacles distract the creature, causing it to become flat-footed until the end of its next turn.

**Failure** The manacles fuse in place and bind the creature's legs and arms (*Core Rulebook* 290) until it Escapes (DC 40) or the manacles are destroyed.

**Critical Failure** As failure, but the creature is also restrained.

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### VINCUVICAR THRONES

Each vincuvicar possesses a personal, spiked iron throne—a symbol of authority. This iron throne is an object with Hardness 20 and 500 Hit Points. If a vincuvicar's throne is destroyed, the velstrac must return to the Shadow Plane to acquire or construct a replacement.



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# All-Seeing Hajeck

*Reincarnated Visionary Charlatan*

In her previous life, All-Seeing Hajeck was a small-time charlatan, but soon after she joined a traveling show called the Umbra Carnival she inherited a powerful magical artifact: the *Deck of Harrowed Tales*. Much like the *Deck of Destiny*, the *Deck of Harrowed Tales* links to a demiplane—one known as the Harrowed Realm. Soon after she inherited the *Deck of Harrowed Tales*, Hajeck fell under the influence of a powerful dragon named Zassrion who had been trapped within the Harrowed Realm for untold ages. The dragon used Hajeck as a pawn to lure victims from the real world into the Harrowed Realm, where he attempted to use their bodies as a catalyst to empower his escape. When the dragon was ultimately defeated, Hajeck escaped his magical control.

Ashamed and humiliated by her time spent under the dragon's control, Hajeck left the Umbra Carnival and relocated, in time, to the city of Absalom, where she hoped to bury her past and start a new life, only to become embroiled with an even more powerful harrow-themed artifact: the *Deck of Destiny*. And this time, she wasn't so lucky—this time, she paid with her life (see the start of the previous adventure, "The Choosing," for more details).

## Campaign Use

All-Seeing Hajeck is reincarnated at the start of this adventure by the *Deck of Destiny*. While she comes back as a more powerful entity—a lamia matriarch—she realizes her new incarnation is as much an insult as anything else, for she has become a living embodiment of the harrow card known as The Liar. She first appears in the Harrowed Realm and eventually learns she cannot leave this demiplane. Her interactions with the PCs can either redeem her for her life of lies or see her embrace deception and, potentially, become a conspirator against the PCs, as detailed in the adventure itself. As long as she remains their ally, however, All-Seeing Hajeck can draw upon the power of the Harrowed Realm to bolster their destinies by performing Harrowing Visions for them.

### ALL-SEEING HAJECK

UNIQUE CN LARGE BEAST

Variant lamia matriarch (*Pathfinder Bestiary 217*)

**Perception** +22; darkvision

### CREATURE 12

**Languages** Common, Varisian

**Skills** Arcana +21, Deception +25, Diplomacy +23, Fortune-Telling Lore +25, Occultism +23, Performance +23, Society +21, Thievery +21

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

**Items** harrow deck

**AC** 31; **Fort** +21, **Ref** +23, **Will** +22; +1 status to all saves vs. magic

**HP** 215; **Immunities** controlled; **Resistances** mental 10

**Harrowbound** Hajeck can only exist in the Harrow Court. If she leaves the plane, either willingly or by succumbing to an effect that forces her into a different plane, she instead immediately reappears somewhere in Harrowheart and becomes drained 2.

**Speed** 30 feet, climb 30 feet, swim 30 feet

**Melee** ♦ claw +22 (agile), **Damage** 3d8+10 slashing

**Occult Innate Spells DC** 32; **4th** charm (x3), suggestion (x3); **3rd** glibness, sleep; **2nd** illusory disguise (at will), illusory object (at will), mirror image; **1st** ventriloquism (at will)

**Change Shape** ♦ (concentrate, occult, polymorph, transmutation) All-Seeing Hajeck can take on the appearance of a Varisian woman—her appearance from her previous life. This doesn't change her Speed or her attack and damage modifiers, but does prevent her from using Hajeck's Caress.

**Hajeck's Caress** ♦♦ (curse, enchantment, mental, occult)

Hajeck touches a creature, who must succeed at a DC 32 Will save or become stupefied 1 (stupefied 2 on a critical failure). If the target fails additional saves against this ability, the condition value increases by 2 (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

**Harrowing Vision** (concentration, divination, fortune, occult) Hajeck can use any harrow deck to perform a potent divination that taps into the surrounding magic provided by the *Deck of Destiny*'s otherworldly creation. A Harrowing Vision takes an hour to perform, but most of that time consists of Hajeck and her chosen subject meditating and clearing their minds in a secluded area, culminating in an intense harrow reading that itself takes only a few minutes to complete. The target of a Harrowing Vision must remain adjacent to Hajeck for the entire hour, after which Hajeck shuffles her harrow deck and lays out seven cards, face down—one in the center

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(the future), two to either side (the present), and four more at the top, bottom, left, and right surrounding the central three (the past).

When the harrowing takes place, the target flips over the four cards from the past, followed by the two present cards, and then finally the central card. This method of harrowing symbolizes how the choices a person made in their past often present them with an either/or decision in the now, and that their decision on that subject will lock in a future result. When All-Seeing Hajeck performs this reading for a PC, try to interpret the four cards from the past as representing events from that character's history—be it their background or references to events that took place during the Stolen Fate Adventure Path. For the two cards representing the present, try to interpret them as symbols of questions, events, or mysteries the PC is currently facing.

Only the card representing the future has an actual game effect. When this central, final card is revealed, all of the PCs' potential futures suddenly flash in their mind in an overwhelming, chaotic vision. The PC must attempt a DC 32 Will save (note that as a PC grows more powerful and their Will save increases, they're more likely to achieve a better result from a Harrowing Vision, since they're that much closer to their ultimate destiny and are bolstered by the weight of their previous choices and decisions). If the suit of the card revealed for the PCs' future matches the PC's key ability from their class, they gain a +1 status bonus on this Will save. If the alignment of the card revealed matches the PC's alignment, they gain a +2 status bonus to this will save. If both match, these bonuses stack to a +3 status bonus, and the actual result of the save is improved by one degree of success. If neither the suit or alignment match the PC, they reduce the actual result of the save by one degree of success. Regardless of the result, that character cannot receive another Harrowing Vision until they gain a level, at which point any lingering effects from the Harrowing Vision end.

**Critical Success** The character experiences a vision of a specific future success, only to forget it an instant later. Once only as long as this effect persists when the character is affected by a critical failure for any roll they make or a critical success with any roll a foe makes, the character can change that roll into a Success or a Failure, as they see fit. In addition, the character gains the Success benefit detailed below.

**Success** The character experiences several overlapping potential successes

in their future. As long as this effect persists (typically until the character gains a level), the maximum size of their hand for investing cards from the *Deck of Destiny* increases by 1 to six cards.

**Failure** The vision is confusing and frightening, but has no lasting effect.

**Critical Failure** Not only is the vision confusing and frightening, but the character becomes obsessed with worst-case scenarios, becomes doomed 1, and becomes cursed—they can no longer gain the benefit of their best possible futures. As long as this curse persists, the character treats all critical successes as regular successes. This is a misfortune effect.



# The Prince of Wolves

## Abyssal Crime Lord

The Prince of Wolves was once no more than a midlevel beastkin crime lord named Khaaroz, a conniving conspirator who'd spent nearly two decades building up a criminal network in the Abyssal city of Alushinyrra. His plans crumbled to ashes when the ruler of the city, Nocticula, left the Midnight Isles to ascend from demon lord to goddess. Khaaroz fled Alushinyrra as it fell into chaos, hijacking a warship from the city harbor. After securing command over the crew by killing their previous captain, Khaaroz made his way to a relatively tiny island on the outskirts of the Midnight Isles, where he led his crew on a raid that resulted in the capture of the isle's previous ruler—a vavakia tyrant named Mogaran.

In the treasury of the fallen ruler's keep, Khaaroz discovered a collection of harrow cards, including ancient Varisian versions of several lost cards. He became fascinated and obsessed, particularly with a rare card called the Prince of Wolves—a card he felt symbolized him to perfection. Khaaroz learned more about the history of the cards, and he sent agents beyond the Abyss into Golarion to acquire them if possible. To many of his minions, Khaaroz was known only as the Prince of Wolves, a name he took from that intriguing harrow card he found among Mogaran's treasures.

From his fixation on the harrow, Khaaroz became convinced that a great transformation awaited him in the future. At first, he suspected this transformation was an ascension from his mortal form into that of a full-fledged demon. After ensuring his new island home, now called "The Den," was secure, Khaaroz left the Abyss to travel to Golarion in search of this great change.

Not long after, he was contacted by a man named Drustan. Khaaroz thought Drustan something of a fool but was intrigued by his offer to join a group who sought to use the harrow to remake reality. Soon enough, as the Prince of Wolves, Khaaroz became one of the three leaders of the Unmatched. In the Varisian harrower Raven, Khaaroz found all the wisdom and intellect he sought, and while outwardly he appeared to work with the others, his true goal was always to seize the *Deck of Destiny* for himself and to use it to unlock his true potential.

When the Scattering spread the *Deck of Destiny* throughout the world, Khaaroz only just managed to resist attacking the other Unmatched in a fit of frustration. Once again, he faced what he felt was an unfair disruption to his plans, similar to what had occurred years before with Nocticula's abandoning of Alushinyrra. Yet, he hid his anger and set off on his own to gather up as many of the cards as he could, reasoning that he'd be able to take those gathered by Raven and Drustan when the time came.

### CAMPAIGN ROLE

The Prince of Wolves has already gathered some cards from the *Deck of Destiny* when this adventure begins. While he loans three of these to his agents in the first part of the adventure in order to aid their invasion of the Harrow Court, he retains three others (in addition to, potentially, any that may have slipped through the PCs' fingers over the course of the Adventure Path). He is this adventure's primary antagonist and unlikely to survive the events of "The Destiny War." If he does, he can continue to vex the PCs into the next adventure, potentially joining up with Raven to help her finish her plans.

### THE PRINCE OF WOLVES

### CREATURE 19

UNIQUE	CE	MEDIUM	BEAST	BEASTKIN	HUMAN	HUMANOID
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Male beastkin ranger (*Lost Omens Ancestry Guide* 78)

**Perception** +32; low-light vision, scent (imprecise) 30 feet

**Languages** Abyssal, Celestial, Common, Draconic, Necril, Varisian

**Skills** Arcana +33, Athletics +36 (+39 to Climb, High Jump, Long Jump, or Disarm), Deception +33, Intimidation +36, Occultism +33, Performance +33, Religion +32, Society +30

**Str** +9, **Dex** +5, **Con** +6, **Int** +3, **Wis** +5, **Cha** +6

**Items** +2 greater resilient full plate, +2 greater striking wounding morningstar, +2 greater striking gloom blade, *The Cyclone* (page 73), *The Keep* (page 75), *The Waxworks* (page 79)

**AC** 42; **Fort** +35, **Ref** +30, **Will** +32; +1 to all saves vs. magic, +2 item to saves vs. fear and effects that render him clumsy, doomed, drained, enfeebled, or fatigued

**HP** 400

**Rejuvenation** (divine, necromancy) When the Prince of Wolves dies, his soul immediately travels to the

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crystalline shadow stele in his Den (see page 63). His body rejuvenates over 24 hours, emerging fully formed from the shadow stele. He can be permanently slain only if the shadow stele is destroyed.

**Speed** 25 feet

**Melee** ♦ morningstar +36 (magical, versatile P), **Damage**

3d6+15 bludgeoning plus 1d6 persistent bleed

**Melee** ♦ gloom blade +36 (agile,

finesse, magical, versatile S),

**Damage** 3d6+13 piercing

**Melee** ♦ jaws +33 (agile, finesse),

**Damage** 3d6+13 piercing

**Occult Innate Spells** DC 38, attack +30;

**9th** phantasmal killer; **8th** dimension door, suggestion, teleport; **7th** fly, paralyze; **6th** true seeing; **Cantrips (9th)** shield, telekinetic projectile

**Change Shape** ♦ (concentrate, polymorph, primal, transmutation) The Prince changes into his humanoid shape, hybrid shape, or wolf shape. While in hybrid shape, he gains a jaws Strike. While in animal shape, he gains the effects of a 5th-level casting of *animal form* to become a canine. He prefers fighting in hybrid shape.

**Hunt Prey** ♦ (concentrate) The Prince designates one or two targets he can see or hear as his prey. He gains a +2 circumstance bonus to Perception checks to Seek and Track his prey. If he uses Hunt Prey against a third creature when he already has two designated, a prior creature of his choice loses the designation. His designation lasts until his next daily preparations.

**Pack Tactics** If an enemy is within reach of the Prince and at least two of his allies, that enemy is flat footed against him.

**Skirmish Strike** ♦ The Prince either Steps and then Strikes, or Strikes and then Steps.

**Sneak Attack** The Prince deals an extra 4d6 precision damage to flat-footed creatures.

**Tear Fate** ♦ (curse, enchantment, mental, misfortune, occult) **Requirement** The Prince of Wolves' previous action was a successful melee Strike; **Effect** The Prince of Wolves twists his weapon in the wounds inflicted on the creature he just struck, then rips the weapon free. As he does so, he tears free fragments of that creature's fate, leaving them with ill fortune. The creature takes 12d6 mental damage (DC 38 basic Will save); on a failure, the creature also becomes doomed 1 (doomed 2 on a critical failure). The creature is thereafter immune to Tear Fate.

**Twin Parry** ♦ **Requirement** The Prince is wielding two melee weapons, each in a different hand; **Effect** The Prince gains a +1 circumstance bonus to AC until the start of his next turn, as long as he continues to meet this ability's requirement.

**Twin Takedown** ♦ **Frequency** once per round; **Requirement**

The Prince is wielding two melee weapons, each in a different hand; **Effect** The Prince makes two Strikes against his hunted prey, one with each of the required weapons. If both hit the same hunted prey, combine their damage for the purpose of its resistances and weaknesses. Apply his multiple attack penalty to each Strike normally.



# Usilket

*Friendly Pactmaster Agent*

An elite representative of the Pactmasters of Katapesh, Usilket is a child of Pactmaster Krimiltuk. Usilket expressed a genderfluid identity long before their training as an agent of the Katapeshi witchwyrd consortium began. They took their current name, with its feminine and masculine connotations, at the onset of their education. Their elastic identity proved to be an asset for developing expertise in empathy, impersonation, and understanding, especially in social circles outside Katapesh's witchwyrd culture. Instruction honed these talents, supplementing them with impressive unarmed skills. Usilket has become an ideal diplomat, speaker, spy, trader and, when needed, warrior.

In Katapeshi society, Usilket holds great authority. Their filial position is the equivalent of a high-ranking aristocrat, but following tradition, Usilket sought opportunities to distinguish themself and improve their position. Usilket serves the government of Katapesh. However, they've also set up successful trade relationships involving exploration, diplomacy, and acquiring goods from unusual sources. Establishing relations with Uomotos and a foothold in Kho was, as fate has it, Usilket's idea.

The Pactmasters agreed and gave Usilket dispensation to visit the Uomoto people and Kho to establish relations and assess threats and potential value. Soon thereafter, the Scattering occurred, and while a few cards ended up in the possession of the Pactmasters (including *The Owl*, which appeared amid Usilket's belongings), even more manifested in Kho. The Pactmasters were immediately interested in finding out more about the cards, but when their research drew the attention of the Prince of Wolves, they decided to pause until this new threat could be assessed and dealt with.

## CAMPAIN ROLE

Usilket works as a facilitator. Although they might seem generous, all Usilket does is to fulfill the Pactmasters' goals of thwarting the Unmatched with as little risk to their consortium as possible. While Usilket isn't quite as powerful as the PCs, (particularly toward the end of this adventure), they can be used as an agent to facilitate a desperate rescue—particularly during the

largest portion of this adventure, which takes place in the ruins of Kho. Take care not to fall back on this role too often, though—you don't want the PCs to overly rely on the witchwyrd and grow careless.

## USILKET

## CREATURE 13

**UNIQUE** **LG** **MEDIUM** **HUMANOID**

Genderfluid witchwyrd monk (*Pathfinder Bestiary 2* 294)

**Perception** +24; darkvision

**Languages** Common, Draconic, Gnoll, Kelish, Mwangi, Osiriani, Vudrani; tongues

**Skills** Acrobatics +24, Athletics +22, Diplomacy +25, Katapesh Lore +26, Medicine +24, Mercantile Lore +24, Performance +23, Society +26

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

**Items** +1 striking handwraps of mighty blows, guardian aluum charm (page 71), greater hat of disguise

**AC** 34; **Fort** +20, **Ref** +24, **Will** +24

**HP** 238; **Resistances** force 10

**Absorb Force** ♦ (arcane, evocation, force) **Frequency** once per round; **Trigger** A magic missile is fired at Usilket, and they are aware of it and have a free hand; **Effect** Usilket "catches" the missile, absorbing it and causing that hand to glow while it holds this energy. A hand that's holding energy can only be used for Force Bolt. The energy lasts for 6 rounds or until it is released.

### Attack of Opportunity ♦

**Speed** 25 feet

**Melee** ♦ fist +25 [agile, finesse, magical, nonlethal, unarmed], **Damage** 3d10+9 bludgeoning plus Grab

**Arcane Innate Spells** DC 33; **7th** dispel magic, resist energy ×2; **6th** resilient sphere, suggestion; **5th** dimension door, mirror image; **1st** floating disk (at will), unseen servant (at will); **Cantrips** (7th) detect magic; **Constant** (7th) tongues

**Monk Focus Spells** DC 32, attack +25, (3 Focus Points); **7th** abundant step, ki blast, ki rush, ki strike, wholeness of body, wind jump

**Flurry of Blows** ♦ (flourish) Usilket makes two Strikes with their fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

**Force Bolt** ♦ to ♦♦ (arcane, evocation, force) Usilket fires two magic missiles per action spent, dealing 1d4+1 force damage each. They can't spend more actions on this ability than they have free hands. If they use a hand

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that has Absorbed Force, that hand hurls three missiles instead of two, expending the held energy.

**Meditative Therapy** (healing, necromancy) **Frequency** once per day; **Effect** One of Usilket's most unusual abilities is a technique they learned during a long visit to Jalmeray. Usilket enters a trancelike state for 10 minutes, during which they can attempt to remove a disease or one of the following conditions: clumsy, drained, enfeebled, or stupefied. To remove the disease or condition, Usilket must counteract the disease or condition with a Medicine check. Usilket can attempt to counteract a disease or condition present in another creature, as long as that creature remains adjacent to the witchwyrd during the entire meditation.

**Powerful Fists** Usilket's fist Strikes are treated as cold iron and silver and don't take penalties when making lethal attacks.

## GUARDIAN ALUUM

Aluums are metal and stone constructs created by the Pactmasters to aid in maintaining order in Katapesh. Each alum can be controlled by a magical alum charm, including the more powerful aluums that serve the favored agents of the Pactmasters as guardians. One such alum attends Usilket at all times, unless he passes his *guardian alum charm* to a PC to allow them the protection the construct affords.

## GUARDIAN ALUUM

### CREATURE 13

UNCOMMON N LARGE CONSTRUCT MINDLESS

Variant alum (Pathfinder Adventure Path #149:

Against the Scarlet Triad 82)

**Perception** +22; darkvision

**Skills** Athletics +26

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

**AC** 34; **Fort** +25, **Ref** +24, **Will** +21

**HP** 210; **Immunities** bleed, disease, death effects, doomed, drained, fatigued, magic (see below), mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** 10 physical (except adamantine)

**Alum Antimagic** Guardian aluums are immune to spells and magical abilities, with two exceptions. A negative spell or magical ability grants an alum the quickened condition until the end of its next turn instead of its normal effects. A positive spell or ability makes an alum slowed 1 until the end of its next turn instead of its normal effects.

#### Attack of Opportunity

**Speed** 25 feet

**Melee** ♦ fist +26 (magical), **Damage** 3d12+13

bludgeoning plus paralyzing force

#### Paralyzing Force

(arcane, incapacitation, necromancy)  
A creature damaged by the alum's fist Strike must succeed at a DC 33 Fortitude save or become paralyzed for 1 round. On a critical failure, the creature is paralyzed for 1d4 minutes and falls prone.

#### Soul Shriek

(arcane, auditory, evocation, mental, sonic)  
The alum emits a keening wail in a 15-foot cone that deals 12d6 sonic damage (DC 33 basic Fortitude save). A creature that fails its save is stunned 1, or stunned 3 on a critical failure. The alum can't use Soul Shriek again for 1d4 rounds.



## Next Month

### WORST OF ALL POSSIBLE WORLDS

by Luis Loza

The defeat of the Prince of Wolves seems to leave the heroes of fate unopposed in their quest to gather the final 18 cards of the *Deck of Destiny*, yet as they near the culmination of their quest, fate itself has one more surprise in store. Faced with an unexpected and almost overwhelming disaster, the heroes must seek out the creators of the magical artifact to seek their advice—or to stop them from setting all futures in stone themselves!

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At the end of Stolen Fate, the heroes have a great power in their hands. How will they use this power to protect, shape, or destroy destiny itself?

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The Stolen Fate Adventure Path concludes! This volume's toolbox contains rules for powerful artifacts and equally powerful monsters to face a high level party. Don't miss out on a single Adventure Path volume—visit [paizo.com/pathfinder](http://paizo.com/pathfinder) and subscribe today!

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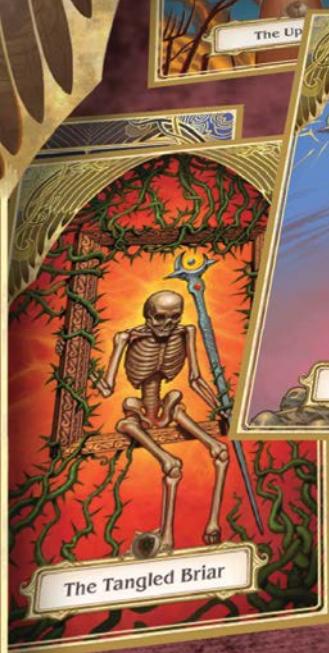


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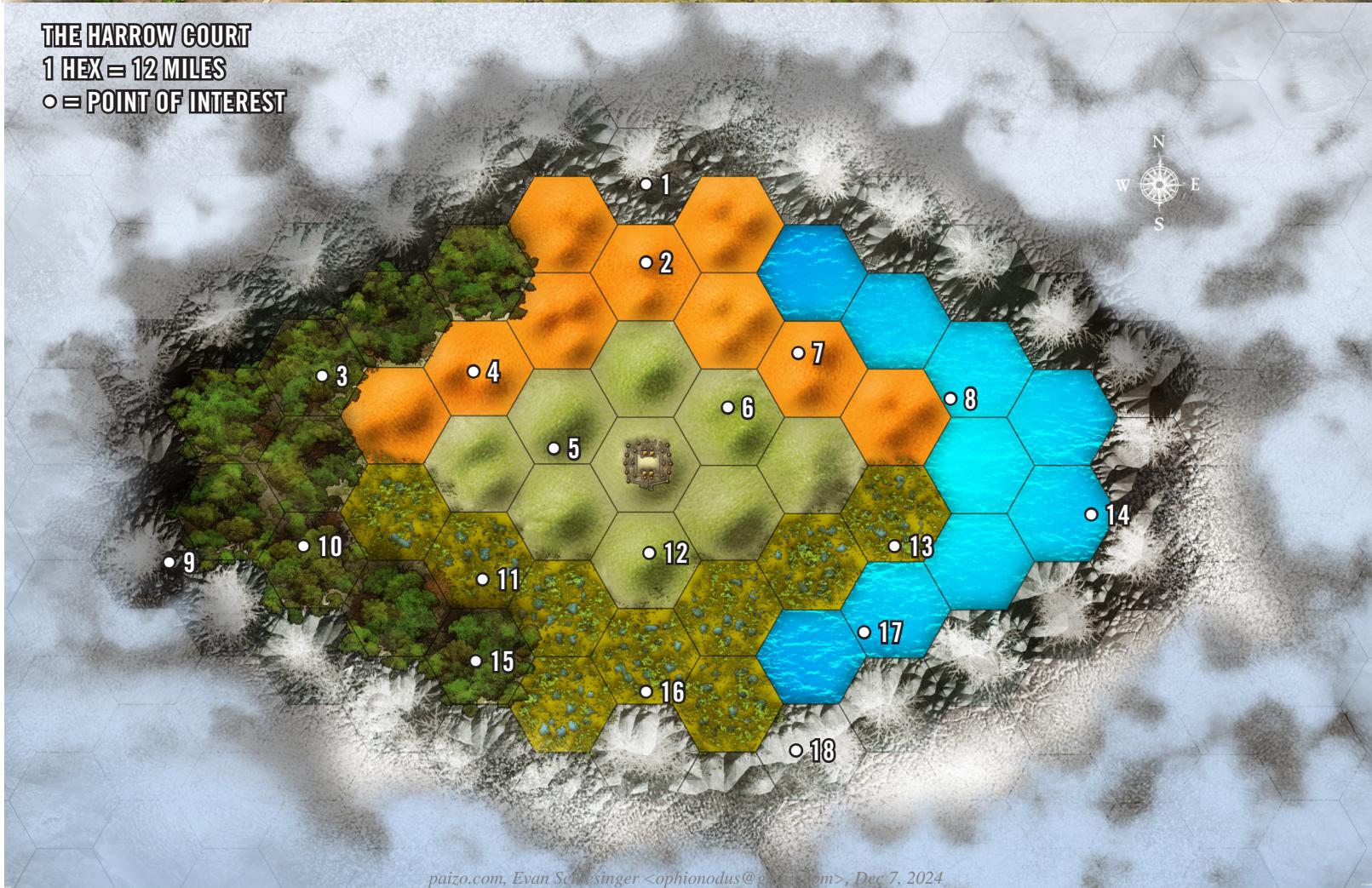
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### THE HARROW COURT

1 HEX = 12 MILES

○ = POINT OF INTEREST



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