

PATHFINDER®



Stolen Fate

ADVENTURE PATH

WORST OF ALL POSSIBLE WORLDS

By Luis Loza



WORST OF ALL POSSIBLE WORLDS: SIGNIFICANT LOCATIONS

THE HARROW COURT

1 HEX = 12 MILES

○ = POINT OF INTEREST





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ADVENTURE PATH

ADVENTURE PATH 3 OF 3

Worst of All Possible Worlds

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- Chapter 1: All is Lost 4
- Chapter 2: In the Land of Norns 32
- Chapter 3: Reclaiming Fate 54

Beyond the Campaign

by Luis Loza

Adventure Toolbox

by James Jacobs, Luis Loza, and Jason Tondro

Player Rules	69
Magic Items	69
Deck of Destiny	70
Creatures	
Daemon, Obcisidaemon	80
Daemon, Phasmadaemon	81
Harrowkin	82
Nornhound	84
Suvarden	85
NPCs	
The Harrowing Three	86
Raven Nicoletta	88
Zellara Esmeranda	90



Worst of All Possible Worlds

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**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

Chapter 1: All Is Lost.....4

After the PCs encounter a mysterious figure connected to the *Deck of Destiny*, they learn the true danger of the artifact, as well as the location of the deck's remaining cards. They travel across Golarion collecting what's left of the deck and face a number of perilous and sometimes bizarre challenges.

Chapter 2: In the Land of Norns.....32

The player characters have most of the cards stolen from them and receive an invitation from the Harrowing Three, the norns who created the *Deck of Destiny*. After traveling to Irrisen, they visit the norns' home within the Tree of Answers. Here, they must convince the Harrowing Three to reveal the secrets to destroying the *Deck of Destiny*.

Chapter 3: Reclaiming Fate54

The characters learn that the stolen cards are held by Raven Nicoletta, a powerful harrower intent on using the *Deck of Destiny* for her own machinations. They journey to Varisia, the birthplace of the harrow, and locate the former home of a familiar, legendary figure. The characters need to reach Raven and put an end to her harrow reading ritual that could change the entire fate of Golarion!

CARD RECOVERY XP

In the previous adventures, the PCs earned 60 XP each time they recovered a card from the *Deck of Destiny*, and these rewards were often linked to finishing a significant set of encounters. In this adventure, with the cards all but throwing themselves at the party once they transform into harrowkin, the focus for XP awards shifts to completing the encounters, rather than simply for recovering the cards, and the XP reward per card has been reduced to 30 XP. If your PCs need more experience points in order to reach 19th level by the end of the first chapter, though, feel free to boost the card XP back up!

ADVANCEMENT TRACK

“Worst of All Possible Worlds” is designed for four characters.

18 The PCs begin this adventure at 18th level.

19 The PCs should become 19th level after completing four or five of the complex encounters in Chapter 1, before Raven sends her daemons to attack them at the chapter’s end.

20 The PCs should reach 20th level before starting Chapter 3.



Chapter 1: All Is Lost

The harrow holds mysterious power running back to the days before Earthfall. The earliest harrow cards weren't intended for divination or games, but instead served as a means of chronicling history. Varisian families shared countless tales of powerful heroes, wicked villains, and notable events that served both as fables meant to impart lessons and as oral histories. The various tales spawned icons, symbols, archetypes, and mythical figures that varied in importance from family to family. When Azlanti travelers led by King Zin arrived on Avistan's shores, these early Varisians learned of their neighbors' various pastimes, including playing cards. Varisians adopted playing cards into their own hobbies, and over time began to personalize them. They

incorporated their own symbols and icons, and thus created the first harrow cards.

Varisians traded these early cards with each other as a way to share tales and traditions with other clans—or even, as the rulers of Thassilon fell to sin and cruelty, as a way to send hidden messages. As cards passed between generations, specific archetypes gained reputations among various families, leading to a shared history and mythology among the Varisian people. Some cards became associated with specific themes or events, such as *The Keep* representing personal strength or *The Avalanche*'s association with disasters. People began to believe the cards had a power of their own, manipulating fate and influencing the physical world in subtle yet understandable ways.

Varisian diviners began using harrow cards as a way to read the future, becoming the first harrowers.

Whether those original cards actually had their own power, or all associations were simply coincidence, harrow cards gained influence through the shared belief of the early Varisian clans. The harrow eventually became a device of great and mysterious power. Harrowers were able to accurately read fortunes with the cards, and reports of the harrow's magical abilities exist throughout all of history. These abilities have manifested in myriad ways over the past millennia.

Today, many harrow decks are simply mundane cards meant to aid with telling fortunes or games of chance, but some possess magical abilities. Many of these abilities are simply extensions of the harrower who uses the cards. Some harrowers can infuse their cards with additional magical energies or use them as a focus during their spellcasting and rituals. In some cases, however, the cards themselves become innately magical. Harrow decks created by magical crafters or in the possession of powerful diviners can gain their own magical abilities, though these tend to be minor quirks like the ability to shuffle themselves or a resistance to general wear. The rarest among these produce manifestations of the cards themselves, which can take the form of illusions or even actual entities known as harrowkin.

These magical constructs have the ability to tap into the harrow's connection to fate and divination. While harrowkin are often simple creatures, the most powerful of them are the living embodiments of specific cards, taking on the appearance of the cards' figures and even believing themselves to be the icons incarnate. The creation of harrowkin is a rare event; it's more likely to occur when a harrow deck is either exposed to great magical power or contains great power itself.

Of all the harrow decks to exist in recent history, the *Deck of Destiny* is surely the most powerful. There wasn't enough time for it to manifest a harrowkin because the Harrowing Three's Scattering took place within hours of its creation. As the player characters have slowly collected its scattered cards and rebuilt the deck over the past adventures, the *Deck of Destiny* has regained some of its former power. Now with more than half of the deck in hand, the remaining cards of the *Deck of Destiny* have begun to manifest in the world as harrowkin. While these manifestations make it easier to track down the cards, they also create powerful creatures and dangerous environments that make reclaiming the cards themselves all the more difficult.

Getting Started

This adventure begins in the aftermath of the attack on the Harrow Court and assault on the Prince of Wolves' headquarters in "The Destiny War." Give the player characters some downtime to rest, purchase new equipment, craft items, or retrain—either at the Harrow Court or any location on Golarion they wish. The PCs might want to continue their search for the remaining cards of the *Deck of Destiny*, but they've hit a roadblock for the moment. With the defeat of the Prince of Wolves and the recovery of his cards, the six arches in Harrowheart fill with smoke, unable to create links to the next set of cards. Likewise, any attempts to locate any of the remaining 18 cards with spells or rituals like *locate*, *discern location*, or *legend lore* turns up nothing, as these cards now manifest as creatures and not objects. For now, the PCs have to wait for the cards themselves to reach out.

CHAPTER 1 SYNOPSIS

As the PCs rebuild the *Deck of Destiny*, the artifact's renewing power starts to manifest creatures known as harrowkin into the world. One of these, the Trader, guides the PCs on a journey across Golarion to locate the remaining cards. Just as they gather the final cards, Raven Nicoletta arrives to steal them away, leaving the PCs in a desperate situation.

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

THE TRADER'S ARRIVAL

Once you're ready to plunge the PCs back into adventure, they receive a visitor. This can occur once the PCs have completed all of their downtime tasks or even interrupt this period of downtime. Regardless of where the PCs are, the Trader manifests physically in their vicinity, be that in the Harrow Court, on the Material Plane, or elsewhere, drawn by the magical pull of the dozens of *Deck of Destiny* cards they've already gathered. If asked about how he managed to arrive, he simply shrugs enigmatically and notes "I just appeared where I was needed, I suppose."

A pleasant chime echoes as a magical doorway appears from nowhere. The doorway is made of pure light and draped with a colorful beaded curtain that parts with a pleasant clatter as the beads jostle against each other. An elegant boot steps through the doorway, followed by the rest of the figure: an elven man clad in a patterned skirt, a short leather coat, and a turban decorated with a fine, golden emblem. Several items hang from his belt including bottles, instruments, and other talismans. A large satchel hangs from one shoulder while a small gray monkey perches on the other, watching attentively. With a small bow he introduces himself. "Good day to you all. I am but a humble merchant from distant lands, but I believe I have just the thing that you're looking for today."

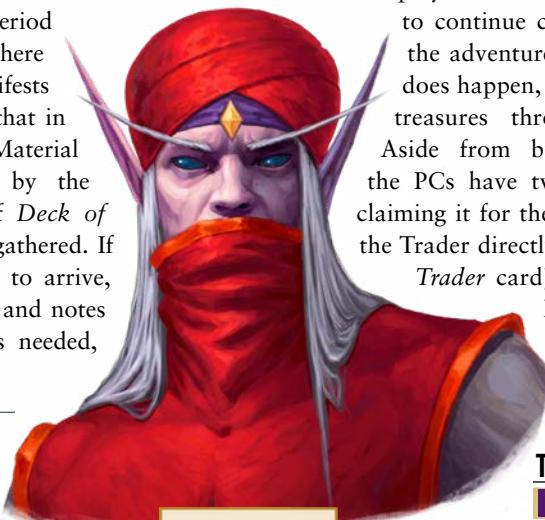
Creature: The mysterious visitor is the Trader, one of the cards from the *Deck of Destiny* transformed into a fabled harrowkin (page 83). Sensing that the PCs held the lion's share of the *Deck of Destiny* and recognizing the deck's importance to his very existence, he chose to make his first appearance in the world to the PCs themselves.

After the Trader's introduction (and assuming the PCs don't immediately attack him), he proceeds with his sales pitch. He presents an elegant scroll, which he unfurls to reveal a map of Golarion, proceeding to explain the nature of the map. The Trader isn't the only harrowkin born of the *Deck of Destiny*, and this map presents the location of the others. He's happy, even proud, to share the knowledge of these locations and the map with the PCs—for the right price. He offers to sell the map and his information for 100,000 gp.

The PCs are unlikely to have the funds they need to purchase the map, at least in immediately

accessible coins. If they happen to have enough or quickly gather the funds for the map, buying the map is certainly one solution. Note that this could leave the player characters lacking funds they need to continue comfortably for the rest of the adventure. (In the unlikely case this does happen, consider doling out greater treasures throughout this adventure.)

Aside from buying the map outright, the PCs have two immediate options for claiming it for themselves: they could attack the Trader directly, taking the map (and *The Trader* card) from him after defeating him; alternatively, they could attempt to negotiate a better price on the map, as noted below.



The Trader

THE TRADER CREATURE 17

UNIQUE N MEDIUM CONSTRUCT

Variant fabled harrowkin (page 83)

Initiative Perception +29

Items strange map of Golarion

Harrowkin Suit Books

Check the Stock (concentrate, conjuration, teleport) The Trader travels into an extradimensional storeroom which houses a nearly unlimited stock of merchandise for sale. He spends 1 minute within the storeroom and emerges with a single item in hand. The storeroom typically has all common items of 15th level or lower available, which he can sell at a normal price. Given enough time—usually 1 week—he can find any common item of up to 20th level to add to his storeroom, or an uncommon item of up to 12th level, at the GM's discretion. The Trader is the only creature able to enter his storeroom; all attempts by other creatures to travel there automatically fail.

Occult Innate Spells Add *plane shift* (self only) and 8th-level *teleport* (self only) to spells known.

NEGOTIATING WITH THE TRADER

True to the nature of *The Trader* card, the Trader harrowkin has a desire to engage in business, particularly haggling. He recognizes that the price for his map is outrageous and hopes that his asking price will encourage the PCs to counter. If they show interest in negotiating the price, he immediately perks up and asks them to explain why he should do so.

The PCs can use a number of arguments to reduce the price of the map. This takes the form of a series of checks to earn Negotiation Points, which use the Victory Point system, earning 1 VP for a success, 2 for a critical success, and losing 1 for a critical failure (*Pathfinder Gamemastery Guide* 148).

**Chapter 1:
All Is Lost****Chapter 2:
In the Land
of Norns****Chapter 3:
Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

The PCs begin with a total of 5 Negotiation Points, representing the Trader's eagerness to engage in some haggling. The party can attempt two checks per person to help negotiate with the Trader; some PCs might not feel that they can properly help with the negotiations and can ask a different PC to haggle on their behalf. Once all the checks have been made, the Trader provides his final price as noted below. If the PCs ever drop to 0 Negotiation Points, the Trader is disgusted at their disappointing haggling efforts and immediately ends negotiations. At this point, he declares he's not budging on his price, leaving the PCs to purchase the map at full price or figure out a different way to claim it.

The following skills represent the most likely ways the PCs can negotiate with the Trader. At your discretion, a PC can attempt to haggle with a different skill not listed here. The DC for all checks is 38.

Crafting: A PC can ask to examine the map and use Crafting to assess the map's quality and accuracy. Successful PCs note that the map is made of relatively shoddy material and is inaccurate enough to make its use difficult.

Deception: A PC can use Deception to spin up a tragic yarn about having had their funds taken in a diabolical contract, stolen by a nalfeshnee, or any other number of dramatic but imaginary sob stories to soften the Trader's heart. They might also suggest a payment plan they have no intention of honoring.

Diplomacy: Making use of Diplomacy, a PC could attempt legitimate haggling, expressing a lack of funds but a desire to purchase the map while appealing to the Trader's sense of duty or goodwill, or honestly propose paying the full cost in installments.

Intimidation: Particularly aggressive PCs can use Intimidation to browbeat the Trader into lowering his price, making a scene of the exorbitant cost and expressing outrage in hopes of getting their way.

Mercantile Lore: A PC with a strong sense of economics can use Mercantile Lore to crunch the numbers on the Trader's profits, analyzing his overhead costs and fully assessing how narrowly he can maintain his profit margins.

Occultism: PCs with a strong understanding of the harrow deck can make use of Occultism to analyze the Trader's motives. With a successful check, a PC realizes that haggling is in the Trader's nature or recalls legends associated with the card, and knows how to play the part of the cunning buyer featured in stories.

Perception: Some PCs might be suspicious of the Trader and can use Perception to Sense Motive. With a success, they can determine that the Trader doesn't truly expect anyone to pay the full price on the map

and even realize that he's more interested in the act of haggling than the money itself.

The Final Price

Once the PCs have each had their chance to haggle with the Trader, he takes a few minutes to consider their arguments before declaring his final price. This final price is based on the party's total number of Negotiation Points.

1–4 Points: The Trader is mostly disappointed with the experience but reluctantly offers a minor discount. He reduces the map's price to 90,000 gp.

5–8 Points: The Trader is mildly satisfied with the experience. He offers a moderate discount, reducing the map's price to 75,000 gp.

9–12 Points: The Trader is content with the experience and the PCs' haggling skills. He offers a significant discount, reducing the map's price to 50,000 gp.

13–16 Points: The Trader is genuinely pleased after some serious haggling. He offers an enormous discount due to his enjoyment of the process. He reduces the map's price to 10,000 gp.

17–20 Points: The Trader is excited, thanking the PCs for their efforts. He offers to give the map to them for free as thanks for the experience.

21+ Points: The Trader is absolutely elated. Not only does he offer the map to the PCs for free, he declares them his favorite customers and promises them access to his finest wares. When the Trader or the PCs make use of the Check the Stock ability, the Trader can provide common items of up to 20th level and uncommon items of up to 15th level within 1 minute, or uncommon items of up to 18th level within 1 week.

TREASURES OF THE TRADER

Ultimately, the PCs need the Trader's map to guide them toward the remaining cards from the *Deck of Destiny*. It's up to the PCs to determine exactly how they want to claim this map, be it through negotiations, force, or some other means. This adventure assumes that the PCs haggle with the Trader to earn the map and his services.

The Trader: With negotiations done, the Trader demands his payment (if any) immediately. Once the PCs make their payment and the Trader hands them the map, he reverts into a harrow card and the PCs are free to collect *The Trader*. Once they incarnate the card, the Trader becomes a part of Harrow Court.

Map: The Trader's map is magical in nature, as it's made from the same power that created the Trader harrowkin. It radiates 5th-level divination magic, but is ultimately a physical manifestation of a *locate*

spell focused on the remaining harrowkin, with no other inherent abilities. The map itself is rough, with simple lines and a general depiction of Golarion. Several markings dot the map, each glowing with a pale red light. A PC who checks the map regularly notices that some of these markings move, suggesting that they track harrowkin in real time. Additionally, when a player character holds their finger to one of the markers, the map changes what it depicts, showing a more detailed version of the marker's immediate surroundings. This helps to narrow down the location of the harrowkin it represents.

While the map alone is enough for the PCs to track down the remaining cards of the *Deck of Destiny*, doing so is more difficult without help. The PCs need to determine the exact location of these markings, which requires checks to Recall Knowledge as noted in the individual sites in *The Hunt for the Harrow*, below. If the PCs didn't slay the Trader, he shares the results of these checks with them and can even offer greater insights on the remaining cards to help the PCs plan their approach.

XP Award: Award the PCs 30 XP for claiming the Trader's map, regardless of their methods. If the PCs did so through negotiation, increase this reward to 80 XP and provide an additional 30 XP as if they defeated the Trader in combat.

Whether the PCs earn the card by defeating the harrowkin or by securing the card through negotiation, grant them 30 XP for gaining *The Trader*.

The Hunt for the Harrow

Much like *The Trader*, the remaining cards of the *Deck of Destiny* have transformed into harrowkin. While the creation of a harrowkin is typically a rare occurrence, the artifact's tremendous power has resulted in an unusually large surge of them. In fact, this development is the direct result of the PCs themselves. As they've recovered the cards, they've also been reconstituting the deck itself and returning it closer to full power.

The deck isn't an intelligent item, but its magic is still powerful enough to give it something resembling instincts. This instinct developed as the PCs collected more cards, and the partially complete deck eventually had enough power to act on its urges. Recognizing it was incomplete, the *Deck of Destiny* used its power to convert the remaining scattered cards into harrowkin in hopes that they could reunite themselves as animated creatures. Unfortunately, that isn't how things played out.

Now that they're "living" creatures with actual intelligence and agency, the harrowkin have been free

to act as they wished. Additionally, because each of the harrowkin manifested many of the personality traits of their respective cards, many of them believe themselves to be the actual figures from the myths and legends associated with said cards. The harrowkin began to act as their archetypes did in the stories rather than following the will of the deck. The deck's "orders" simply manifested as an innate urge to group up with other harrowkin, but this wasn't powerful enough to fully compel the harrowkin into seek each other out.

The harrowkin have begun living out their lives as the story figures they embody. Regardless of their form, each harrowkin began drawing upon the power of the *Deck of Destiny* in some capacity. Some have taken to traveling Golarion. Others created a suitable home to match themselves. Others still are simply playing out their card's story, unleashing their abilities in a rote manner and acting more akin to natural phenomena than an actual creature.

If the PCs are to complete the *Deck of Destiny*, they must track down each of these scattered harrowkin with the help of the Trader's map. The remainder of this chapter focuses on the PCs' search and can play out in a number of different ways; the adventure doesn't assume any specific or "correct" order to this process.

There's no time limit to this hunt. The PCs can rest between encounters for as long as they need, using downtime to complete any tasks as they see fit. The other figures at play during this adventure, namely the Harrowing Three and Raven Nicoletta, also bide their time for the moment. The norns know they can simply wait at their home in the Tree of Answers until the PCs come to them. Raven, having recently met her harrowkin counterpart, is plotting her next steps and preparing the Nexus of Fate for her ultimate plan (see Chapter 3 for more information). As such, she is too preoccupied to interfere with the PCs' plans... for now.

While there is no ticking clock at play, feel free to nudge the PCs along if you feel they're not keeping their search for the harrowkin a priority. If he wasn't destroyed, the Trader could reappear before the PCs, asking them if they're going to make use of his information or his map. If they seem unwilling, he offers to buy the map back and sell it to someone who won't simply "treat the cards as something to leave on a shelf." Alternatively, the PCs' collected cards might provide an empathic feeling while invested. This feeling can take the form of a desire to track down the other cards that keeps nagging the PCs subconsciously. Ultimately, how long the PCs take is a matter of preference. So long as they remain intent on reclaiming the remaining cards, they should be free to take as long as they need.

**Chapter 1:
All Is Lost****Chapter 2:
In the Land
of Norns****Chapter 3:
Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

HARROWKIN LOCATIONS

Region	Encounter	Specific Location	Harrowkin Present
Central Avistan	A	Droskar's Crag	The Avalanche
Southwest Arcadia	B	Dragonbound Archipelago	The Crows, the Peacock, the Winged Serpent
Central Casmaron	C	Desert of Storms	The Cricket, the Inquisitor, the Teamster, the Wanderer
Azlan	D	A remote isle	The Eclipse
Northern Garund	E	Near Lake Ocata	The Courtesan, the Queen Mother, the Unicorn
Western Tian Xia	F	Goka	The Dance, the Fool, the Joke, the Twin

TRAVEL PLANS

The harrowkin are located throughout Golarion, but unlike before, the PCs can't make use of Harrowheart's six arches to swiftly travel to the next location—the cards' transformation into harrowkin prevents this link from forming. Fortunately, high-level PCs have access to a number of resources to aid with long-distance travel. These are likely not enough to cover the great distances required for this adventure, however, and the PCs can probably get better results by making use of uncommon options for their search.

Luckily for the PCs, they can speak with the Trader or travel to a bustling city like Absalom or Katapesh to secure most any necessary uncommon resource. Absalom is a 20th-level settlement and most uncommon items are available within the city, while Katapesh is close behind and may have the advantage of existing alliances forged with the Pactmasters in the previous adventure. This allows PCs to acquire the means to learn spells like *shadow walk*, *wind walk*, or *teleport* to help cover great distances. The PCs can also pay powerful spellcasters to provide this sort of transportation. Further, as they've incarnated cards, the PCs should have gained the ability to generate portals to various cities (via *The Juggler*), forests (via *The Owl*), and shorelines or islands (via *The Survivor*); recovering *The Avalanche* will add mountain ranges to this list. If they still possess a *witchwyrd beacon* from the previous adventure, they can attune it to locations to help make teleportation effects more accurate.

The point here is to let the PCs revel in their powerful abilities to swiftly travel from place to place rather than feel like they always need help of Harrowheart's arches. If you prefer to continue using this contrivance, though, it's easy enough to just allow the six arches to locate and create links to harrowkin, just as they did to the cards themselves in previous adventures. This method can help focus the PCs by guiding and narrowing their choices, and might be the best bet if your group is indecisive.

READING THE MAP

When the PCs acquire the Trader's map and have a chance to study it in detail, they'll note that there are

six locations where harrowkin seem to have gathered. The six general sites are summarized on the Harrowkin Locations table above; the order in which the player characters pursue these is up to them. When the PCs wish to examine one of the six sites, they won't initially know exactly where the harrowkin are located, nor what cards have gathered there—see the individual encounters A through F for further details.

A. TRIAL OF THE AVALANCHE

SEVERE 18

When *The Avalanche* transformed into a harrowkin, it took on an abstract shape instead of a humanoid form, becoming a living gemstone the size of a human head. This gem holds the entire might of all the greatest earthquakes and landslides in Golarion's history, natural disasters that leveled entire civilizations and became the stuff of tragic legend. In this form, the harrowkin need only touch the ground and will move natural disasters into being with the power of the *Deck of Destiny*.

Once awakened, the Avalanche immediately manifested in the Five Kings Mountains and hid among the region's peaks. Drawn by memories of the Rending—the time that Droskar's Crag erupted and destroyed a major portion of the region—the Avalanche felt right at home. It began unleashing the occasional tremors and landslides, much in the way that a child idly tosses a toy around. While these events haven't yet resulted in any major harm, it's only a matter of time before the Avalanche finally unleashes a major disaster that could doom the entire region.

Locating the Avalanche

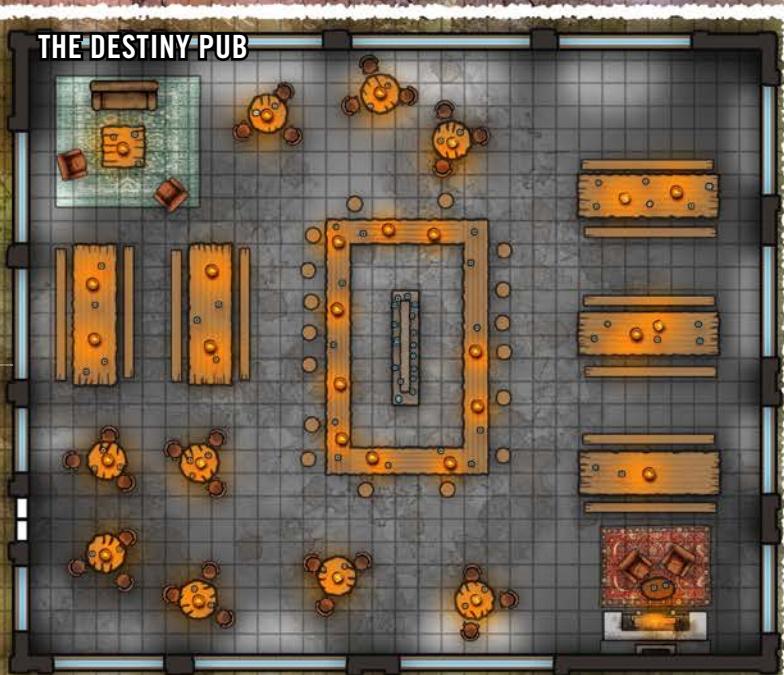
The Avalanche is located in the Five Kings Mountains, on the eastern slope of Droskar's Crag. A PC can narrow down the exact location with a successful DC 30 Nature or Society check. If the Trader helps the PCs, he gives them the exact site to visit and cautions that the site is home to the Avalanche. He notes that it's likely that they'll need to scale mountains without the use of flight, as he senses that the Avalanche uses its influence to oppose nearby air travel. He also warns the PCs to prepare for the possibility of landslides or other natural disasters.



TRIAL OF THE AVALANCHE



KINGDOM OF THE SKY



THE DESTINY PUB



SHADOWS OF EARTHFALL



QUEEN MOTHER'S COURT



THE HARROW TROUPE

Chapter 1:
All Is Lost

 Chapter 2:
In the Land of Norns

 Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

If you wish, you can use the approach to Droskar's Crag as an additional opportunity to challenge the PCs with a dangerous climb, hazardous weather, or powerful monsters in the region, especially if they haven't reached 18th level yet. Once the PCs enter the immediate region where the Avalanche is located, it notices them and teleports itself nearby, as depicted on the Trial of the Avalanche map on page 10. Much like a child playing with its toys, the Avalanche seeks to "play" with the PCs and hopes to challenge them to survive its various disasters. After teleporting, the Avalanche uses its power to reshape the land around the PCs into an arena of sorts. This arena places the PCs in a valley surrounded by cliffs—they begin the encounter anywhere along the eastern edge of the map. The Avalanche itself sits atop a ten-foot-square stone pedestal in the northwestern corner of the area.

Area Features: The Avalanche's magic imposes a powerful anti-flight effect. Creatures who attempt to Fly must succeed at a DC 15 flat check each time. On a failure, the creature is unable to take off or is suddenly brought down to the ground, taking 1d6 bludgeoning damage in the process but otherwise remaining standing.

A large pit rests at the bottom of the encounter area. The pit is 40 feet deep, and its walls require a successful DC 30 Athletics check to Climb. Scaling any of the surrounding cliff walls requires a successful DC 35 Athletics check to Climb; the height of each cliff is indicated on the map.

Creatures: Once the Avalanche begins its challenge, it compels a sturzstromer it's been influencing to attack the PCs. This immense swarm of cobble mites immediately intercedes between the PCs and the Avalanche's pedestal. It does its best to swarm as many PCs as possible and fights to the death.

STURZSTROMER

Pathfinder Bestiary 3 52

Initiative Perception +33

CREATURE 19

The Avalanche: Resting at the top of the cliffs is the Avalanche in its gem form atop a stone pedestal. From here, it unleashes a variety of disasters against the PCs while they deal with the sturzstromer. If the PCs manage to get up to the pedestal and claim the gem by simply picking it up, the Avalanche immediately surrenders. The gem's magical nature resists all magical means of claiming it, such as using *mage hand*. While the Avalanche hampered flight, it didn't think to hamper teleportation or other effects like earth glide—if the PCs use these to reach it, the Avalanche is frustrated but cedes the challenge to them nonetheless (although the sturzstromer continues to attack regardless, as long as it lives).

THE AVALANCHE

HAZARD 19

UNIQUE COMPLEX ENVIRONMENTAL

Stealth +37 (master)

Description The Avalanche rests as a gem on a stone pedestal, continually unleashing natural disasters in the nearby area.

Disable Two DC 41 Athletics or DC 43 Survival checks to approach the pedestal, resisting the quaking earth and other hazards and eventually holding strong enough to take the gem from the pedestal; a creature who can approach the pedestal without touching the ground, such as by jumping or flying, can simply snatch the gem and end the Avalanche's assault

Shuddering Boom ↗ (earth, evocation, incapacitation)

Trigger The PCs reach the area depicted on the Trial of the Avalanche map; **Effect** The Avalanche shudders, causing a thunderous boom to fill the area. All creatures without the Earth trait in the area must succeed at a DC 39 Fortitude save or become stunned 1 (stunned 3 on a critical failure). The Avalanche then rolls initiative.

Routine (1 action) The Avalanche releases its fury at a point within 120 feet, affecting all creatures within its area. Each creature must attempt a DC 41 Reflex save to hold their ground or avoid the incoming danger. The amount and type of damage dealt are based on the nature of the natural disaster the Avalanche unleashes, and certain types of disasters impose additional effects. The Avalanche can't unleash the same type of disaster twice in a row. The sturzstromer is immune to these effects.

Earthquake The ground in a 20-foot burst violently shakes and launches rubble in the area, dealing $3d12+20$ bludgeoning damage. On a failure, the creature also stumbles back 5 feet, away from the Avalanche. On a critical failure, the creature stumbles back 10 feet and is knocked prone.

Fire Rain A hail of burning rock rains down in a 20-foot-burst, dealing $3d12+20$ fire damage. Creatures that fail their save catch on fire and take 2d6 persistent fire damage (double on a critical failure).

Landslide A mass of rubble falls in a 10-foot-burst, dealing 9d8 bludgeoning damage. Creatures that critically fail their save become trapped under this rubble as if it were an avalanche (Core Rulebook 518), except a creature can attempt to Escape from beneath the rubble (DC 40).

Lava Channel A burst of molten rock violently spews forth in a 30-foot-long and 10-foot-wide line, dealing 9d8 fire damage. Creatures that fail their Reflex save are swept 15 feet away by the lava (30 feet on a critical failure). The lava cools almost instantly, allowing creatures to walk over its path immediately after resolving the effects of the disaster.

Powerful Winds A massive burst of wind travels in a 60-foot line, kicking up dust and dealing $3d12+20$ slashing damage. Creatures that fail their Reflex save become dazzled for 1 round and also fall prone on a critical failure.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Claiming the Avalanche: Once the PCs are able to best the Avalanche's challenge, it furiously acquiesces and returns the surrounding area to its normal state. Any PCs trapped under rubble or within a pit are liberated. The gem reverts into *The Avalanche*.

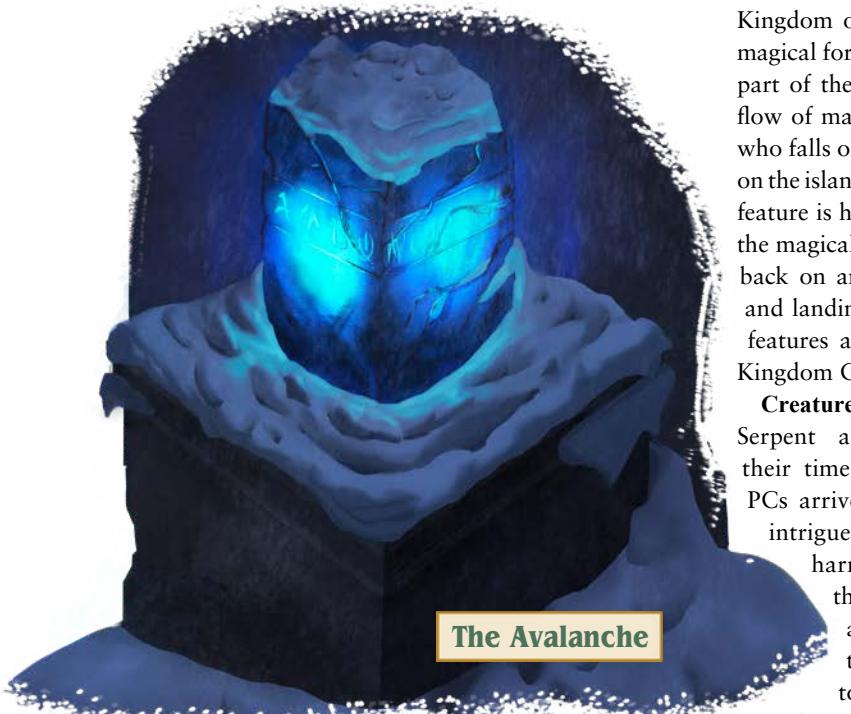
Treasure: As part of the process of reverting into a card, the Avalanche's gem form shatters into multiple pieces. The remaining gem fragments are highly valuable, worth 5,000 gp in total. Most notable, though, is the pedestal the gem rested upon. As the Avalanche's challenge was focused on raw strength, the remainder of its magic transforms the pedestal into a representation of the ideal of strength. The stone of the pedestal crumbles away, revealing a pair of golden bracers which are in fact *bracers of the hammer* (page 69).

XP Award: Grant the PCs 30 XP for *The Avalanche*.

B. KINGDOM OF THE SKY

MODERATE 18

When the Crows, Peacock, and Winged Serpent awoke as harrowkin, they were swiftly drawn to



each other. The three enjoy their domain in the sky and thus chose to stay together and find a place to call home. After flying for some time, they eventually reached the southwestern shores of Arcadia. This part of the continent, called the Arcane Empires among local Arcadians, contains areas of particularly high magical activity.

The region that drew the harrowkin is an area named the Dragonbound Archipelago, an enormous chain of floating islands, some of which are homes to dragons. The region itself was large enough for the harrowkin to find their own set of isolated islands hundreds of feet in the air. With their home established, the harrowkin spend most of their time enjoying the freedom to fly around their personal domain, which they call the Kingdom of the Sky.

Locating the Kingdom of the Sky

When the PCs study the map, they see a marker along the western edge of Arcadia. A PC can recognize the marker's location within the Dragonbound Archipelago with a successful DC 35 Arcana check or a DC 40 Society check. If they ask the Trader about the region, he specifically notes that they'll need to be able to fly to maneuver through the area. He also mentions that the magical nature of the islands sometimes produces magical winds that aid flight, but also contain magical hazards that can make flying difficult.

Area Features: The islands that make up the Kingdom of the Sky are held in the air by a potent magical force that keeps them together, preventing any part of the kingdom from drifting away. A constant flow of magical wind surrounds each island. Anyone who falls off is caught by these winds and placed back on the island from which they fell. While this life-saving feature is helpful, it's not perfect. Creatures caught by the magical wind get knocked about as they're placed back on an island, taking $2d6$ bludgeoning damage and landing prone in the process. The kingdom also features a number of magical hazards, as noted in Kingdom Chase.

Creatures: The Crows, Peacock, and Winged Serpent are enjoying their kingdom, spending their time playing games and relaxing. When the PCs arrive, the harrowkin are both surprised and intrigued. If the PCs attack immediately, the

harrowkin defend themselves and fight to the death, but it's more likely that the PCs attempt to talk to the harrowkin first. If the PCs suggest that the harrowkin need to return to their card form or join the PCs, the Crows and the Peacock begin to protest,

Worst of
All Possible
Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land
of Norns

Chapter 3:
Reclaiming
Fate

Beyond the
Campaign

Adventure
Toolbox

but the Winged Serpent quickly steps in and gently quiets them. It recognizes the PCs and the nature of the situation. Hoping to avoid a fight, it offers a suggestion: the harrowkin all want to enjoy their final moments in the Kingdom of the Sky before their “death” and so would like the PCs to help them with one final great game. If the PCs agree, they can play the Kingdom Chase.

The Crows take the form of a trio of crows (though they remain a single creature), each wearing masks. One crow has a silver domino mask, while the other two wear the dark masks of bandits. The three continually climb over each other to get in words edgewise or a better view of goings-on. The Peacock resembles a cockatrice (*Pathfinder Bestiary* 66) but with the beautiful tail plumage of its eponymous bird. It constantly moves its head and neck about, observing fine details in its surroundings. The Winged Serpent takes the form of a quetz couatl (*Pathfinder Bestiary 2* 54) with resplendent, multicolored wings. Its movements are slow and deliberate. In addition to their unique abilities, if in combat, the harrowkin will make use of Athletics checks to Shove player characters off the island.

THE CROWS

CREATURE 17

UNIQUE **N** **MEDIUM** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Keys

Rowdy Tussle ➔ The Crows begin to roughhouse and knock about all creatures around them. They attempt a single Athletics check to Shove all adjacent creatures. The result of this roll is determined against the creatures' Fortitude DCs.

THE PEACOCK

CREATURE 17

UNIQUE **N** **SMALL** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Keys

Color-Draining Plumage Display

➔ (enchantment, occult) The Peacock opens its plumage in an attempt to drain the color and mobility from others. Creatures within 30 feet of the Peacock must attempt a DC 36 Will save. On a failure, creatures become slowed 1 for 1 round (slowed 2 on a critical failure) as color drains from their bodies and they endure the sensation of being slowly petrified.

THE WINGED SERPENT

CREATURE 17

UNIQUE **N** **LARGE** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Stars

Interpose Tail ➔ **Trigger** A creature within 15 feet uses a move action or leaves a square during a move action it's using; **Effect** The Winged Serpent uses its tail to attempt to Trip the triggering creature. On a success, the triggering movement is disrupted and the creature is Tripped as normal.

Kingdom Chase

Recognizing that their kingdom's days are at an end, the harrowkin hope to enjoy one final game before returning to their card forms. After a moment of deliberation, the harrowkin declare the game to be “Kingdom Chase,” the greatest game in the Kingdom of the Sky. The Winged Serpent explains the game rules.

“To play Kingdom Chase, one of you must tour the Kingdom of the Sky, starting at its heart and then traveling southeast, then north, and then back over the heart and



then to the southwest, then to the north again, and then back to the heart. While your traveler races, one of us will play the defender of the kingdom and attempt to stop you from finishing. It will be great fun!"

The harrowkin are eager to start the game, but if the PCs need further clarifications on the rules, they'll (somewhat impatiently) answer questions as best they can. The route the PC must take to navigate the islands is shown on the map on page 10 as a dotted line, with arrows indicating the direction. A few of these islands have additional hazards that could affect the PCs, though clever PCs can turn these hazards against the harrowkin.

The harrowkin give the party three chances to complete a playthrough of Kingdom Chase. Only one PC can participate during a given attempt, and each PC gets only one attempt to complete a playthrough (unless the group has fewer than three PCs, in which case the harrowkin make an exception and allow repeat attempts). One of the three harrowkin plays during any given attempt. The Crows play first. If the PCs fail to win their first attempt, the Peacock plays second, and the Winged Serpent plays the third and final attempt. The PC attempting the chase starts in the central island at the location where the "**B1**" tag on the map is located, and the only restrictions on movement between islands is "no teleportation allowed!"

To play Kingdom Chase, the participating PC (the "invader") and the participating harrowkin (the "defender") take their positions at the center of area **B1**, with the invader hovering in the air just above the defender, who must begin in contact with the ground. In order to win, the invader must move to the five islands in the order indicated, pausing at areas **B2–B4** to spend an action while on the ground of each island to "visit" it (this requires a single Interact action made while standing on the isle), and then return to their starting point in 6 rounds or fewer. Each time the PCs fail, the harrowkin take pity and give them an advantage—with their second attempt they have 8 rounds to finish the race, and on their third attempt they'll have a full 10 rounds to finish the race.

A Kingdom Chase plays out in Encounter Mode. The invader always goes first in the round, during which they have their normal three actions to move around and interact with their surroundings. As they proceed, the defender pursues the invader and attempts to delay their progress. The invader also has to deal with obstacles on each of the smaller islands (as detailed below) while they move from one to the other, taking time on each of the four smaller islands to Interact with the ground to "visit" it.

Any actions are allowed by the invader and defender, but certain actions result in immediate disqualification—inflicting Hit Point damage, using a teleportation effect, or inflicting one of the following conditions on the other player: clumsy, confused, drained, enfeebled, persistent damage, or stupefied.

The PCs are allowed to fly if they are able, otherwise they'll need to make some perilous and time-consuming jumps along the smaller islands floating between the five larger masses.

On the defender's turn, they fly after the PCs and attempt to use their specific abilities (see page 13) to delay the invader's progress. If a defender can get close enough, they attempt to cast *uncontrollable dance* on the invader to further limit their actions each round. Otherwise, they'll simply attempt to Grapple the PCs to try to hold them back.

If a PC completes the circuit within the time limit on the first attempt, the Crows and Peacock immediately protest, claiming the PCs must have cheated in some way, but the Winged Serpent recognizes the win. It offers the PCs the chance to play the remaining two attempts for greater prizes (but in light of their victory, won't increase the number of rounds they are granted to complete these bonus games), though the PCs are under no obligation to do so.

If the PCs fail on all three attempts, the harrowkin are equal parts delighted and disappointed about the outcome, and propose an "all or nothing" final attempt. In this round, all the players and all the harrowkin get to play at the same time, and as long as one of the PCs manages to make it through the course by the end of 10 rounds, they'll win. If the PCs lose again, the harrowkin claim they're done playing and ask the PCs to leave their kingdom. At this point, the PCs' only option for reclaiming the cards is to slay the harrowkin.

While the central island (area **B1**) is an idyllic open field of grass with no particularly noteworthy features, the other four islands have complicating terrain or features that PCs playing Kingdom Chase need to navigate. If the PCs observe these four islands while the harrowkin explain the rules for the game, they'll have a better idea of what they'll be facing!

Area B2: This island features a thirty-foot-tall sapient oak tree whose reflexively antagonistic roots extend throughout the grass atop the isle. Whenever a PC takes a move action while standing on the ground here, or an Interact action to "visit" the island, the tree's roots twist out of the soil and try to upend the character, who must attempt a DC 35 Reflex save to avoid being pulled down to the ground and becoming prone (on a critical failure, the character is also restrained). A PC can turn the tree roots against the

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land of Norns**

**Chapter 3:
Reclaiming Fate**

Beyond the Campaign

Adventure Toolbox

harrowkin by attempting to convince the tree to help them. This requires a single action and a successful DC 35 Nature check. On a success, the tree no longer targets PCs, but instead targets harrowkin.

Area B3: This island features a pile of boulders that try to hold the PCs in place. When a PC lands on the island, the rocks immediately animate, growing stony arms to grasp any PC who comes within 10 feet of one of the rocks shown on the map. The PC must attempt a DC 35 Reflex save or become grappled. The PC can Escape against the same DC. A PC can also use an action to attempt a DC 35 Arcana check to confuse the rocks' animating magic and turn it against harrowkin. On a success, the rocks instead attempt to seize any harrowkin who approach too closely.

Area B4: A stone statue of a human head is located on this island. It begins to blow a powerful wind against any PC as soon as they pass over the island. The PC can resist the wind with a DC 35 Fortitude save. On a failure, a PC standing on the ground is knocked prone while a flying PC is blown back 20 feet toward area **B1** (on a critical failure, a PC on the ground is also blown back 20 feet toward area **B1**, while a flying PC is blown back 40 feet toward area **B1**). A PC can spend an action to be particularly vexing during their approach to the island by attempting a DC 35 Acrobatics check. On a success, the stone head grows frustrated and spends its time during this game sputtering and cursing in Auran, and no longer blows wind. Alternatively, a PC can attempt a DC 35 Diplomacy check to convince the stone head to blow wind at harrowkin instead.

Area B5: The surface of this island is particularly unstable. A PC who lands on the island or attempts to "visit" it with an Interact action must immediately attempt a DC 35 Reflex save as the ground crumbles beneath them. On a failure, a PC standing on the ground falls, while a PC attempting to "visit" the island with an Interact action wastes that action and must try again. The island restores itself between attempts.

Claiming the Cards: If the PCs win the Kingdom Chase, the harrowkin revert to their card forms after playing out any remaining attempts. Alternatively, the harrowkin revert to their cards once destroyed in combat. Either way, the hazards in the area vanish once the harrowkin are gone, though the islands and magical winds remain.

Treasure: The game of Kingdom Chase and the Kingdom of the Sky

itself were both focused on the dexterous abilities of the PCs and harrowkin. Once the PCs claim the cards, they witness a magical breeze solidify into a cloak on the central island. This is a *cowl of the keys* (page 70).

The PCs might receive additional rewards from the harrowkin if they managed to win multiple games of Kingdom Chase. For winning two games, the breeze also produces a *broom of flying* and one pair of *winged boots*. For winning three games, the PCs also receive a *greater cloak of the bat*, *greater potion of flying*, and a *wand of fly* (7th level). If the PCs search around the islands, they find a small hoard stashed underneath the tree on the southeast island. This hoard once belonged to a younger dragon who lived here but has since abandoned the area for a new lair. The hoard contains an *oathbow*, a *scroll of mind blank*, a *stone bullet*, and 1,786 gp in assorted coins and gems.

XP Award: If the PCs win Kingdom Chase, grant them 90 XP. Grant them a further 90 XP for claiming *The Crows*, *The Peacock*, and *The Winged Serpent*.



C. FOUR TRAVELERS

SEVERE 18

The Cricket, Inquisitor, Teamster, and Wanderer awoke as harrowkin in immediate proximity of each other. What started as a tense standoff soon eased into unexpected camaraderie. The unlikely friends began to adventure together, enjoying the wonders of their new lives and exploring the world around them. This initial reverence for their existence soon devolved into a hedonistic spiral, trying out almost any experience and partaking in whatever diversions they could find.

The group's debauchery led them into the deserts of Casmaron after listening to a drunken merchant's story in Qadira. From her tale, the four believed they would be able to reach enlightenment by traveling through the vast deserts of the Kelesh Empire. Unfortunately for the group, the merchant had mixed up her stories (confusing the quest for enlightenment with one of the many drunken nights of her youth) and the harrowkin couldn't keep track of the particulars themselves. This has resulted in the harrowkin developing their own unique ritual out of confused details and their own desires. Now the four wander the deserts as they seek the perfect spot to kick off a "Test of Destiny."

Locating the Four Travelers

The marker on the Trader's map representing the Four Travelers flickers at the edge of the Desert of Storms in Casmaron. A PC who succeeds at a DC 30 Survival check or DC 35 Society check has heard tales of the desert and its rigors (a character who hails from Casmaron reduces the DCs of these checks by 10). The desert's name stems from the potent magical storms that plague the land. These rarely produce great rainfall, and are more likely to bring supernatural weather like ice storms, rains of fire, lightning, and even stranger phenomena. Yet no matter how often it storms, the place remains arid and barren.

The Trader describes the desert to the PCs, detailing its unusual weather patterns and warning them that anyone exploring the desert should prepare for sudden and dangerous conditions. He suggests purchasing cold or hot weather outfits or preparing spells like *endure elements*.

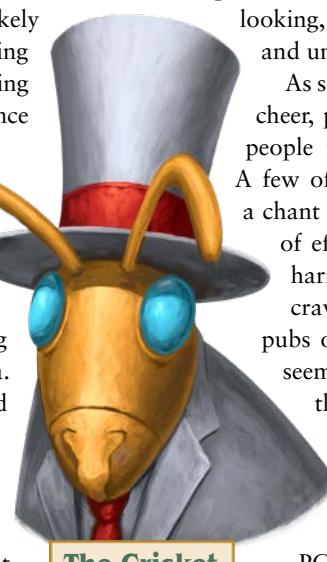
Creatures: As the PCs arrive, the harrowkin are drawn to them and the remaining cards of the *Deck of Destiny*, regardless of where the PCs actually enter the

region. This causes an unexpected teleportation effect that places the four harrowkin within a few dozen feet of the PCs shortly after they reach the desert, but also places the harrowkin somewhere the PCs weren't looking, making their appearance feel sudden and unexpected.

As soon as they see the PCs, the harrowkin cheer, proclaiming they finally have enough people to undertake the "Test of Destiny." A few of the harrowkin even break out into a chant of "Des-ti-ny!" repeatedly. With a bit of effort, the PCs can work out that the harrowkin are looking to complete a pub crawl of sorts. The fact that there are no pubs or taverns anywhere close by doesn't seem to faze the harrowkin. They note they have plenty of drink prepared.

The harrowkin invite the PCs to join them on their grand test. If the PCs refuse, the harrowkin grow insistent, noting that they can give the PCs money for a trip back home as well as extra goodies for being good sports. They even offer to pay for all of the PCs' drinks along the way. If the PCs join the harrowkin, you can proceed to the Test of Destiny on page 17. If the PCs continue to refuse, the harrowkin grow frustrated and pushy. After three refusals, one of the harrowkin grows angry and attacks the PCs, with the remaining harrowkin joining in to defend their friend. If violence breaks out, the harrowkin fight until destroyed.

The Cricket stands on his hind legs in a bipedal fashion. He wears a dapper vest and top hat. The Inquisitor is clad in black robes and a sash with strange runic patterns. He keeps his hood down to reveal a gaunt and somewhat gnarled face. The Teamster, a blue-haired gnome wearing a gaudy outfit, is driving a pair of phantasmal giant geckos attached to a sled fitted with runners adjusted for sand rather than snow. Note that while the Teamster consists of a gnome and two giant geckos, this creature still behaves as a standard fabled harrowkin—albeit one that's Large rather than Medium. The Wanderer resembles a centaur with an assortment of items strapped to his back. He has a kind face and speaks with light drawl.



The Cricket

THE CRICKET

CREATURE 17

UNIQUE N MEDIUM CONSTRUCT

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Keys

Cricket Step ♦ **Frequency** once per round; **Effect** The Cricket bounds without a care. He Strides and doesn't

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land of Norns**

**Chapter 3:
Reclaiming Fate**

Beyond the Campaign

Adventure Toolbox

trigger reactions due to movement as part of this Stride. If he ends his movement next to a creature, he can Strike that creature.

THE INQUISITOR

CREATURE 17

UNIQUE N **MEDIUM** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Books

Silencing Strike ♦ (enchantment, occult) **Frequency** once per round; **Effect** The Inquisitor attacks a foe with the intent of putting an end to their words. He makes a Strike. On a hit, the creature becomes magically silenced for 1 round. Any attempts to use an auditory action or a verbal component requires a successful DC 10 flat check or the action is lost. If the Inquisitor's Strike was a critical hit, the DC is 15.

THE TEAMSTER

CREATURE 17

UNIQUE N **LARGE** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Shields

Bite Them! ♦ **Frequency** once per round; **Effect** The Teamster commands his two phantasmal geckos to come to his aid and attack a foe within 30 feet that the Teamster can see. The geckos attempt two Strikes against the same target. These Strikes resolve using the Teamster's greatsword melee Strike, and use the Teamster's normal multiple attack penalty, but combine their damage for the purposes of resistances and weaknesses.

THE WANDERER

CREATURE 17

UNIQUE N **LARGE** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Books

Heavy Lifter The Wanderer can carry up to twice the normal amount of Bulk before becoming encumbered.

Test of Destiny

According to the harrowkin, the Test of Destiny is the most important ritual any group of friends can ever undertake. It involves crossing the Desert of Storms, enjoying drinks during one of the weather events, surviving the desert, and finally reaching the Destiny Pub, the best tavern in the desert. Groups who accomplish all of this tie their destinies to each other and guarantee themselves a great fate, attaining enlightenment and becoming able to enjoy the rewards of the Great Beyond Tavern, an establishment located in the afterlife that only people who have passed the Test of Destiny can reach.

The PCs have never heard of the Test of Destiny, and even the likes of *legend lore* turn up nothing on the ritual or any of the details the harrowkin claim are part of the process. The harrowkins' belief in the test along with their magical power is enough to make it real—at least somewhat. The harrowkin are unaware of their own influence in the process.

The Test of Destiny is broken up into five stages: four that comprise the journey across the Desert of Storms, and a final stage that takes place in the Destiny Pub itself. At the start of each stage, the harrowkin and the PCs share a drink from a keg the Wanderer carries on his back. This plays out via the Enjoy Desert Drink activity.

ENJOY DESERT DRINK

MANIPULATE

You spend a few rounds to drink an entire cup of desert drink. While it tastes wonderful, desert drink is particularly strong and requires a DC 38 Fortitude save. Any effects that you receive from Enjoying a Desert Drink can't be reduced or mitigated and remain active until you complete the Test of Destiny. Desert drink is a poison, which means that abilities and effects that interact with poison are relevant. You can Enjoy Desert Drink even if you are sickened. Note that since the harrowkin believe they're living creatures as far as the Test of Destiny and the desert drink are concerned, they are not immune to the drained or sickened conditions caused by this activity.

Critical Success Somehow, the desert drink makes you feel great. You gain 10 temporary Hit Points and reduce your drained and sickened conditions by 1.

Success You're able to hold your drink, and suffer no effect.

Failure That's a rough drink! You become drained 1 and sickened 1, or increase your values for both of those conditions by 1.

Critical Failure The desert drink burns, and not in a good way! You become drained 2 and sickened 2, or increase your values for both of those conditions by 2.

Much like with refusing the Test of Destiny itself, PCs who refuse to Enjoy Desert Drinks can offend the harrowkin. After refusing to drink three times, a fight breaks out. PCs who don't wish to drink can pretend to drink with a successful Deception check against the harrowkins' Perception DC (this starts at DC 39 but may decrease as the harrowkin become sickened from drinking). This DC increases by 2 every additional time the PCs pretend to drink, as it becomes more and more likely that one of the harrowkin notices. The harrowkin themselves are already well into their cups and are unaffected by more desert drink, though they drink alongside the PCs.

TWEAKING THE TEST

The Test of Destiny is intended to be a light and humorous event, but it's possible that some groups would prefer to not have to deal with alcohol themes in their game. Groups who want to substitute desert drink for something else are encouraged to do so. The harrowkin might instead be eating strange desert animals, like insects, that are causing similar effects. Alternatively, the harrowkin could offer a powerfully spicy desert stew, a type of soup that doesn't sit well in the stomach. Ultimately, what the PCs consume is up to you—choose a repast your entire group will be comfortable playing out. So long as the mechanical effects remain the same, the Test of Destiny can include whatever you like!

After the PCs and harrowkin each Enjoy Desert Drink, proceed with stage 1 of the Test of Destiny. While PCs are free to cast spells or otherwise use actions during these stages, drain and sickness caused by Enjoying Desert Drink cannot be affected. If the harrowkin notice the PCs using healing magic or protective magic, they taunt and tease them. Keep track of how many stages in which this occurs (up to a maximum of 4 stages), as the number of stages that the harrowkin taunted and teased the PCs will affect the results of the Test of Destiny.

Stage 1: The Cricket notes that the first step is to survive the powerful heat of the desert. Regardless of the time, the sun rises high into the sky (this is a hallucination compelled by the Cricket and its belief in the first step). The desert heats up almost immediately, becoming as hot as midday under a cloudless sky. The Cricket indicates a direction deeper into the desert, and for the next four hours, the harrowkin and the PCs march through the extreme heat (*Core Rulebook* 518). A character who isn't protected from this extreme heat takes 6d6 fire damage (DC 38 basic Fortitude save) each hour of travel. After four hours of marching, the Cricket declares the first step done and the desert drops back to a more tolerable mild heat.

Stage 2: The group rests for 1 hour before the Inquisitor declares the next step. The PCs and harrowkin Enjoy Desert Drink, and then the Inquisitor notes that surviving the extreme cold of the desert night comes next. The sun swiftly sets, and as night flows in, the temperature immediately drops to intense cold—a level far below what could realistically occur in the desert, but the magical power of the harrowkin makes it so. Fortunately for the PCs, this trek through incredible cold only lasts an hour, during which they'll

take 6d6 cold damage (DC 38 basic Fortitude save) every 10 minutes of the hour.

Stage 3: After enduring the freezing hour, the Teamster cheers as the sun rises. The group Enjoys another Desert Drink, after which the Teamster gnome points to the sky, noting the gathering clouds and suggesting the group take shelter. A violent but rainless lightning storm begins immediately and lasts for 30 minutes. Every 5 minutes, a stroke of lightning unerringly blasts one of the characters—choose which one is struck randomly from the PCs and the harrowkin. Once a character is struck, they cannot be struck again during this stage (as the harrowkin believe that lightning never strikes the same place twice). A character struck by lightning takes 20d6 electricity damage (DC 38 basic Reflex save).

Stage 4: As the storm clears, the Wanderer stands and passes out another round of drinks. The group Enjoys the Desert Drinks, after which the Wanderer points out several oases on the horizon. The Wanderer says that though all are mirages, they're also the next stage. The group must visit each oasis and clear their minds so they can see the true path to the Destiny Pub. There are four oases in all; each time the group reaches one after 10 minutes of travel, the oasis vanishes and the PCs' minds must contend with their experience, taking 8d6 mental damage (DC 38 basic Will save). Once they've visited all four, the harrowkin cheer as they point out the final step.

Stage 5: Once all four oasis mirages have been visited, a flight of stairs rises from the sands. The harrowkin cheer in delight, and lead the PCs up the stairs—a climb that takes several minutes (and forces the Teamster to leave his sled behind, though the two loyal geckos follow). Ultimately, they reach a simple stone building suspended a few thousand feet in the air: the Destiny Pub. Once the group enters, the entrance to the Destiny Pub closes behind them. The harrowkin cheer as they gaze upon the well-stocked tavern, a cheer that's matched by a dozen overly muscled humanoid patrons who are well into their cups. The patrons are doprillus, and each wears a different mask that somehow doesn't impede their drinking. The harrowkin and PCs Enjoy Desert Drinks one last time, only for one of the doprillus to suddenly and unexpectedly take offense at something a PC or harrowkin does or says. A bar brawl immediately breaks out, with the 12 doprillus attacking the PCs at once.

As this fight begins, all 12 doprillus are sickened 2, and they don't attempt to reduce their sickened condition during the brawl. Whether or not the harrowkin join in on the PCs' side during the fight depends on how many of the previous stages they teased the PCs for healing their wounds—for each

Worst of All Possible Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

stage in which this happened, reduce the number of harrowkin who join the PCs by 1. (If the PCs were teased all four stages, none of the harrowkin join the fight.) The doprillus don't attack harrowkin unless they engage in the brawl. When a doprillu is reduced to 0 Hit Points, they stagger back or crash through furniture in a dramatic fashion, only to disintegrate into a sloppy splash of alcohol (making that slippery space difficult terrain for the rest of the brawl).

SICKENED DOPRILLUS (12)

CREATURE 14

NE MEDIUM ABERATION

Variant doprillu (*Pathfinder Bestiary 2* 85)

Initiative Perception +20; darkvision, see invisibility

Languages Aklo, Common, Undercommon

Skills Acrobatics +24, Athletics +28, Intimidation +20, Stealth +22

Str +8, Dex +6, Con +7, Int +1, Wis +4, Cha +2

AC 34; **Fort** +25, **Ref** +26, **Will** +22; +2 status to all saves vs. fear

HP 260, regeneration 20 (deactivated by cold); **Immunities** enfeebled (while wearing its mask), slowed (while wearing its mask); **Resistances** fire 15

Mask of Power A doprillu's unique wooden mask is the source of its power. A doprillu deprived of its mask loses its regeneration and its immunity to enfeebled and slowed, and it immediately becomes enfeebled 1. The enfeebled value increases by 1 at the start of each of the doprillu's turns, to a maximum of enfeebled 4. If the mask is put back on, the doprillu immediately regains its abilities and loses the enfeebled condition. A creature can pull off the mask with a successful DC 34 Athletics check to Force Open.

Volcanic Veins (fire) Fiery magma runs through the doprillu's veins. A creature that starts its turn grabbed by the doprillu takes 7d6 fire damage.

Deflect Arrow ➔ **Trigger** The doprillu is the target of a physical ranged attack; **Requirements** The doprillu is aware of the attack, isn't flat-footed against it, and has a hand free; **Effect** The doprillu gains a +4 circumstance bonus to its AC against the triggering attack.

Speed 40 feet, climb 40 feet

Melee ➔ fist +28 (agile, magical), **Damage** 3d8+16 plus 2d6 fire and Improved Grab

Occult Innate Spells DC 26; **Constant (6th)** see invisibility

Body Strike ➔ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu swings the grabbed creature as a weapon. This Strike has a +28 attack modifier and deals 3d8+16 bludgeoning damage. The Strike is magical and has a reach of 10 feet. On a hit, the grabbed creature takes half the damage dealt to the target.

Whirlwind Throw ➔ **Requirements** The doprillu has a creature grabbed; **Effect** The doprillu whirls the

grabbed creature about, making a Body Strike against each creature in reach. After that Strike, the doprillu can hurl the grabbed creature up to 50 feet as a ranged Strike. This Strike has the same attack modifier and damage as Body Strike, but has the thrown 20 feet weapon trait.

Claiming the Cards: Things seem to fade to black when the PCs either succumb to the challenges in a stage or win the bar brawl. What seems like a moment later, they awaken in an old, ramshackle building at a dry oasis at the edge of the Desert of Storms. While the tavern's basic shape appears the same, it's obvious that this building has long been abandoned. Any drained and sickened conditions inflicted by Enjoying Desert Drink vanish, but any expenditures of resources and ongoing damage the PCs endured remain. What really happened during the Test of Destiny will likely remain a mystery, but *The Cricket*, *The Inquisitor*, *The Teamster*, and *The Wanderer* all sit on a nearby table. It's a simple matter to claim all four cards.



Treasure: One additional treasure remains as well: the Wanderer's pack. This bulging container sits near the site where the Wanderer was last spotted, and a number of items have spilled out of it onto the ground. This includes a +3 greater striking lance, six greater healing potions, a scroll of meteor swarm, an obsidian steed figurine of wondrous power, and a small bundle of shadowy thread that is in fact a portable hole (*Pathfinder Treasure Vault* 115). The Wanderer's bindle leans against the pack. Unwrapping the bindle reveals 1,658 gp in various gems and tchotchkies, but the cloth used in the bindle is in fact a scapular of shields (page 70).

XP Award: Award the PCs 120 XP for gaining the four cards.

D. SHADOWS OF EARTHFALL

SEVERE 18

The Eclipse harrowkin immediately took to the skies upon manifestation and connected itself to an important moment in Golarion's history: Earthfall. When this devastating event reshaped the world, it cast the planet into a literal Age of Darkness. As a manifestation of eclipses and the darkness they bring, the Eclipse felt a desire to relive this pivotal moment.

The harrowkin shifts position in the sky above dozens of small, nameless islands scattered through the sprawling reach of the shattered continent of Azlant, the part of the world that took the greatest hit from Earthfall. The Eclipse does not manifest as a creature, but (like the Avalanche) as a looming hazard that casts its influence down over the remote islands. It has chosen to play out the horrors of Earthfall over and over.

Locating the Eclipse

Tracking the marker for the Eclipse is much more difficult than the others, as it doesn't stay in place for long. In time, the harrowkin's influence could even spread to cover the entire shattered continent. For now, a PC who studies the map for at least 1 minute and succeeds at a DC 38 Perception check realizes that the marker's movements seem to be mostly focused on four tiny islands by the southeastern-most portion of the broken land.

The Trader can confirm this conclusion as well. Based on his feelings and connections to the *Deck of Destiny*, he suggests that whoever is at that marker is exerting influence over four different islands, any one of which likely holds clues the PCs can investigate upon arrival. Of Azlant, he has only this warning—dangerous creatures and powerful legacies lie within the shattered continent, so the PCs should be prepared for anything.

Area Features: The Eclipse begins its reenactment of Earthfall at the same location over a relatively empty island among the ruins of Azlant. When the PCs reach the island, the sky suddenly grows dark; even if it's night when the PCs arrive, the sun is momentarily visible in the dark sky before it becomes occluded. A total solar eclipse begins immediately, plunging the island into darkness and leaving the visible sun a flickering corona overhead.

Regardless of which isle the PCs visit first, use the Shadows of Earthfall map on page 10. A few ancient stone walls and two statues—one toppled over—are all that remain of the ancient Azlanti library that once stood here. The ground itself is an uneven layer of rubble and vegetation, and is difficult terrain. The crumbling walls are low enough that a character can cross over using a single action to Leap, but tall enough that they provide cover against creatures on the opposite side.

As soon as they arrive, the PCs face not only a pair of dangerous island denizens, but the hazard presented by the Eclipse itself.

Creatures: Ever since the Eclipse began exerting its influence over these islands, it's attracted the attention of creatures with their own ecliptic associations. In this island's case, this means a pair of supernatural beasts known as bul-gaes. The two who have been drawn to this island appear as crimson hounds wreathed in flames, and are both puzzled and delighted by the strange manifestations in the skies above. The two bul-gaes quickly assume the PCs are meddlers coming to interfere with the strange phenomenon, and attack on sight, fighting to the death.

MIGHTY BUL-GAES (2)

CREATURE 17

RARE	LN	LARGE	BEAST	COLD	FIRE
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Variant bul-gae (*Pathfinder Adventure Path* #168 79)

Perception +30, greater darkvision, scent (imprecise) 60 feet

Languages Common

Skills Athletics +32, Intimidation +29, Stealth +30, Survival +32

Str +9, Dex +5, Con +8, Int +5, Wis +7, Cha +4

AC 40; Fort +33, Ref +26, Will +30

HP 310; Resistances cold 15, fire 15

Eclipse Aura (aura, darkness, occult) 100 feet. Light and shadows morph strangely around the bul-gae. A creature attempting to create a light effect within the aura must attempt a DC 5 flat check. On a failure, the attempt fails, the effect is lost, and the DC to counteract darkness effects within the aura is increased by 1.

Solar Flare (evocation, fire, occult) **Trigger** The bul-gae takes damage; **Effect** The bul-gae releases a solar flare

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

in a 30-foot emanation. Each creature in the area takes 6d8 fire damage (DC 38 basic Reflex save). On a critical failure, a creature also takes 2d10 persistent fire damage. After using this ability, the bul-gae's flames cool and they can't use Solar Flare again until after they have used Lunar Burst.

Speed 40 feet, fly 30 feet

Melee ♦ jaws +32 (agile), **Damage** 3d8+17 piercing plus 2d6 cold or fire and Improved Knockdown

Lunar Burst ♦ (cold, evocation, occult) The bul-gae releases a blast of otherworldly frost that deals 6d8 cold damage to each creature in a 10-foot emanation (DC 38 basic Reflex save). On a critical failure, a creature also becomes slowed 2. After using this ability, the bul-gae's flames heat up and they can't use Lunar Burst again until after they have used Solar Flare.

Shadow Leap ♦ (conjunction, occult, shadow, teleportation)

Requirements The bul-gae is in dim light or darkness;

Effect The bul-gae dives into a shadow and reappears from another shadow within 40 feet.

Thermal Mastery The bul-gae has total control over the powers of cold and fire. Each time they attack with their jaws, they can choose either cold or fire for the additional damage.

The Eclipse: The harrowkin itself resides high in the sky, out of the PCs' reach. It's constantly reliving moments during Earthfall, instantly transporting itself throughout Golarion and replicating the specific appearance of the night sky at its new location. As long as the encounter is ongoing, the Eclipse continues to rain destruction down on the player characters.

The Eclipse cannot be stopped by most normal methods or magic, and the way to defeat it might not be immediately obvious to the PCs, but after it takes its action each round, the view of the night sky above shifts and changes, almost as if the PCs and their island had been transported to a different part of the world. Indeed, in a way, that is what's happening—each round, the Eclipse reflects a view of the night sky from a different part of Golarion as it attempts to continually exert its influence on a greater scale.

The key to understanding how to stop the Eclipse is knowledge of an old parable associated with early legends. In this tale, it's said that the first eclipse would have been a permanent event, except that Sarenrae realized that the object blocking the sun was closer than it appeared, and that by looking at it from different angles she was able to pluck the object from the sky, thereby making all eclipses temporary events. While this myth was meant to

serve as a parable for Varisian children to approach seemingly insurmountable problems from different angles to find solutions, it applies directly to solving this hazard. Allow the PCs to attempt a DC 30 Fortune-Telling Lore or Religion check to recall this parable as soon as the Eclipse's first action during its routine concludes.

Each time the Eclipse finishes its routine, the change in the star patterns is immediately apparent, particularly if one takes into context any landmarks visible in the foreground. The view presented is always as if looking up to the sky from the ground. A PC can take the Read the Stars action once per round to study the view presented, and with each successive recognition, they'll be able to more clearly see the Eclipse's actual position. With all four views identified, plucking the Eclipse out of the sky (as if it were an apple-sized sphere floating just a foot above head height) is a simple action, but it's possible (if increasingly more difficult) to dislodge the Eclipse earlier.



Mighty Bul-gae

READ THE STARS ♦

CONCENTRATION

Frequency once per round

You focus on the night sky to determine where the Eclipse currently is, either by attempting a Perception check to focus on the Eclipse's actual location, a Nature check (or with the GM's approval, an appropriate Lore check such as Astronomy Lore) to estimate where on Golarion the view might be from, or a Society check to recognize a landmark. The DCs of each check depend on the view presented.

Critical Success You recognize the location and bring the Eclipse into sharper focus, reducing its Distance Score by 1. You also gain a hint about where the Eclipse might go next, granting you and your allies a +2 circumstance bonus to checks to Read the Stars until the start of your next turn.

Success As critical success, except you gain no bonus.

Failure You're unable to determine the Eclipse's location.

Critical Failure You misunderstand a crucial detail, and the confusion prevents you from attempting to Read the Stars on your next turn.

The Eclipse's perceived distance is measured by a Distance Score. When the encounter begins, the Eclipse has a Distance Score of 4, its perceived distance making it appear as a massive solar body blocking the sun. As the PCs Read the Stars, they bring the Eclipse into sharper view, and reduce its Distance Score; as it grows closer, they can make additional attempts to knock it out of the sky.

The Eclipse's apparent position over the world shifts every round, in order, along the following locations. Once a location is recognized, the Eclipse does not return to that location; once all of the locations are recognized (and the Eclipse's Distance Score is reduced to 0) it simply floats about 7 feet in the air above the island. At this final point, claiming it (thus ending the hazard) is automatic with an Interact action.

1: The Eclipse appears above Varisia, and a portion of the Cyphergate is visible on the periphery of the view. **Read the Stars:** Perception DC 36, Nature/Lore DC 38, Society DC 34.

2: The Eclipse appears above the Mwangi Expanse, and a portion of the Doorway to the Red Star is visible on the periphery of the view. **Read the Stars:** Perception DC 36, Nature/Lore DC 38, Society DC 40.

3: The Eclipse appears above the Pit of Gormuz on Casmaron, and the ragged rim of the pit is visible on the periphery of the view as if the viewer were looking up from within the pit. **Read the Stars:** Perception DC 40, Nature/Lore DC 38, Society DC 42.

4: The Eclipse appears above the distant continent of Sarusan, and a portion of one of the mysterious obelisks along that land's northeastern edge is visible on the periphery of the view. **Read the Stars:** Perception DC 42, Nature/Lore DC 40, Society DC 44.

As the Eclipse's Distance Score is reduced, the PCs' options for defeating this hazard increase.

Distance Score 4: The eclipse appears to be a stellar object, like a moon, blocking the sun, and cannot be interacted with.

Distance Score 3: The eclipse appears to be a Gargantuan sphere of darkness 1,000 feet up in the air. At the start of its turn, the Eclipse retreats upward until it's 1,000 feet away from the closest PC as part of its routine.

Distance Score 2: The eclipse appears to be a Large sphere of darkness 100 feet up in the air. At the start of its turn, the Eclipse retreats upward until it's 100 feet away from the closest PC as part of its routine.

Distance Score 1: The eclipse appears to be a Small sphere of darkness 30 feet up in the air. At the start of its turn, the Eclipse retreats upward until it's 30 feet away from the closest PC as part of its routine.

Distance Score 0: The eclipse appears to be only 7 feet off the ground and the size of an apple; it can be claimed automatically by an adjacent creature as an Interact action.

If the PCs are unable to stop the Eclipse within 1 minute of the start of the encounter, the Eclipse disappears. The sky returns to normal (though the bul-gaes remain and still fight to the death). Any attempt to track down the Eclipse fails and its marker doesn't appear on the map for 1 week. After this time, the PCs can attempt this encounter again.

THE ECLIPSE

HAZARD 19

UNIQUE | COMPLEX | ENVIRONMENTAL

Stealth +0 (trained)

Description The Eclipse is located high in the sky, manifesting as an eclipsed sun.

Disable reduce the Eclipse to 0 HP, or *dispel magic* (10th level; counteract DC 39) to counteract the Eclipse (once it's in range)

AC 46; Fort +32, Ref +38

Hardness 32; **HP** 124 (BT 62); **Immunities** critical hits, object immunities, precision damage

Herald the End  **Trigger** The PCs arrive at the island;

Effect A fiery point of light appears in the sky at the

 Chapter 1:
All Is Lost

 Chapter 2:
In the Land of Norns

 Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

center of the Eclipse, swiftly growing in size as it becomes apparent that a meteor is hurtling toward the island. The Eclipse rolls initiative.

Routine (1 action) The Eclipse heals 50 points of damage, retreats upward from PCs if any have approached (as determined by its Distance Score), then unleashes a meteor down on the island below. The meteor explodes upon striking the island, creating a 30-foot radius burst that inflicts 8d6 fire and 4d6 bludgeoning damage (DC 41 basic Reflex save) to all creatures caught in the blast. The eclipse targets these strikes to catch as many PCs in the blast as it can each time—while it doesn't seek to damage a bul-gae, it won't worry about catching one or both in the area of effect if that spot is the most advantageous to striking the most possible PCs.

Claiming the Eclipse: Once the Eclipse is either reduced to 0 HP, countered, or plucked from the sky while at Distance 0, it reverts to its card form.

Treasure: When the PCs claim *The Eclipse*, the last few shadows of the hallucinatory Earthfall fall to the island and coalesce into a *sash of the books* (page 70), a testament to the PCs' wisdom. Player characters who spend at least 1 hour searching the island and its ruins and succeed at a DC 30 Perception check are able to locate some interesting finds among the rubble. Finding each item requires a separate check. The items include a *true endless grimoire* (*Pathfinder Secrets of Magic* 162), a *scroll of dimensional lock*, a *scroll of magnificent mansion*, a *scroll of warp mind*, a *clear spindle aeon stone*, and *gloves of storing* that still hold a +3 greater striking starknife. Regardless of the result of the Perception check, a character who Searches the area turns up a rare tome titled *Of Observations Alghollthus and Other Esoterica and Theories*, a book in Azlanti written by an anonymous author theorizing that alghollthus were manipulating Azlanti culture from the shadows. The book has been heavily annotated by an unknown critic who lambastes and mocks the author's claims. It is worth 3,000 gp if sold to the right collector.

XP Award: Grant the PCs 30 XP for claiming *The Eclipse*, regardless of their methods.

E. QUEEN MOTHER'S COURT

Moderate 18

One harrowkin whose demanding presence manifested immediately upon awakening was the Queen Mother. Her abilities allowed her to create a number of followers for herself, and in doing so, she attracted the attention of the Courtesan and the Unicorn. With her entourage in tow, the Queen Mother sought a place to serve as home and court, eventually settling on the jungles of the Mwangi Expanse.

The Queen Mother and her followers now play out a life of aristocracy in a palace of jungle foliage. While this was initially an exciting time for the harrowkin, life within the Queen Mother's court quickly became uninteresting and rote. The Queen Mother's creations had a limited capacity to act as "guests" and, even with the Courtesan and Unicorn around, the court soon grew dull. Now, the Queen Mother simply hopes she can find something to shake up the monotony of her court, if only for an evening.

Locating the Queen Mother's Court

A PC who studies the map notices a marker in the Mwangi Jungle, east of Lake Ocota. With a successful DC 35 Nature or DC 40 Society check, a PC can locate the marker at a confluence of tributaries and streams known as the Web of Rivers, which eventually flow into Lake Ocota. The marker can only be pinpointed in this manner during the later hours of the day, suggesting that whatever it signifies only exists during the evening hours.

If the player characters seek the Trader's guidance, he shares the above information and comments that this marker carries an air of sophistication—but also a tinge of manipulation. He notes that whatever is located there could be attempting to deceive the PCs and cautions them to be on their guard.

Area Features: The Queen Mother's court is located in the Mwangi Jungle, at a convergence point where three tributaries meet and flow further west toward Lake Ocota. The various streams that flow through the area are 2 feet deep but have surprisingly strong currents. It's greater difficult terrain to wade through the water, and a creature who ends their turn in a space within the stream gets pulled downstream, moving 10 feet further west if they fail a DC 30 Fortitude save (on a critical failure, they're also knocked prone). The Queen Mother's court is only in session from sunset until midnight. If the PCs are still there when midnight rolls around, all the creatures in the court suddenly vanish, reappearing at sunset later that new day.

Creatures: When the PCs arrive at the court, they find a number of different creatures. Most obvious is the Queen Mother herself, who takes the form of an enormous termite the size of an elephant. Dozens of smaller termite servants hustle about, offering food to the Queen, striking up conversation with other guests, or simply filling up the area to make it feel like a full court. The Courtesan sits at a table off to the side. They have a humanoid figure but wear a mask made of pure gold with three eye holes. On the opposite side, the Unicorn lies on the ground as several termite servants attend to his needs. The Unicorn resembles a

typical creature of his kind, but appears quite sullen. The termite servants avoid combat and flee if any erupts, but if you need stats for them, use those for simple harrowkin (page 82).

The party's arrival gives the court pause. The servants stop moving, and the Courtesan and Unicorn perk up at the sight of the new visitors. The Queen Mother unleashes a delighted laugh and welcomes the group to her court. Assuming the PCs don't immediately attack, the Queen Mother explains that she hasn't had visitors in some time and is thrilled to welcome new people to her court. If the PCs ask about the possibility of claiming her and her guests as cards, she seems amenable to the idea, but first requests that they join her in her court for an evening of entertainment. If the PCs agree, she spends several

minutes getting to know them. After a bit of time, she suddenly decrees the start of the "Battle of Lies" with a giddy laugh. The entire court erupts into excitement as they prepare for the event.

THE COURTESAN

CREATURE 17

UNIQUE N **MEDIUM** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Crowns

Change Faces ♦♦ (illusion, occult) The Courtesan removes their mask and replaces it with one depicting a specific person. This grants the Courtesan the effects of an 8th-level *illusory disguise*. The Courtesan doesn't need to have seen the individual person depicted on the mask.

THE QUEEN MOTHER

CREATURE 17

UNIQUE N **HUGE** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Stars

Summon Servants ♦♦♦ (conjuration, occult) **Frequency** once per day; **Effect** The Queen Mother calls forth dozens of her servants. These servants can speak the same languages as the Queen Mother. She can command her servants as a free action, and they can undertake the same basic actions as an unseen servant. On the Queen's command, the servants can gather into a troop to protect their queen in a process that takes 1 round (use statistics for a terra-cotta garrison [Bestiary 3 263]). The servant troop fights to the death to defend their queen.

THE UNICORN

CREATURE 17

UNIQUE N **LARGE** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29

Harrowkin Suit Stars

Occult Innate Spells Add 7th-level *heal*, two castings of 5th-level *heal*, and three castings of 3rd-level *heal* to spells known.

Battle of Lies

The Battle of Lies is a regular occurrence in the Queen Mother's court, but without new participants it grows stale. During the battle, the court's regulars attempt to fool the latest visitors. The game is intended to test the wits of the guests and offer them a chance to showcase their knowledge and skills. For this Battle of Lies, the player characters will be the ones undergoing the test.

The Queen Mother is quick to explain the rules: the PCs must uncover the lies of the court and prove themselves capable

The Queen Mother

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

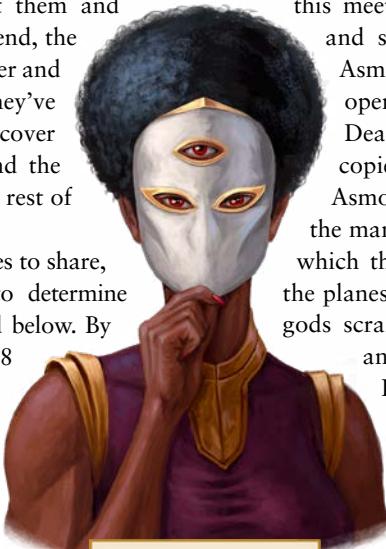
of handling the intrigue that comes with visiting royalty. They have free rein to speak to any of the court's attendants and learn about them and their lives. Once the night nears its end, the Queen Mother calls the PCs before her and requests they declare all the lies they've discovered. If the PCs manage to discover enough lies, they win the battle and the Queen agrees to turn herself and the rest of her guests over to them as cards.

Each of the guests has several stories to share, and the PCs can attempt checks to determine the validity of these stories, as noted below. By default, a PC can attempt a DC 38 Perception check to Sense Motive and determine the validity of a story, though additional story-specific skill checks can be used instead. Once a story is complete, inform the players which additional skill checks they can use to see through the lie. The Courtesan's abilities allow them to take on the appearance of multiple people, and they appear as several different guests throughout the night.

The Courtesan: The Courtesan begins the night in their normal identity. When speaking with the PCs, they share their tale of awakening as a harrowkin and traveling with the Queen Mother and the Unicorn. This journey begins in the forests of Taldor, where the harrowkin had to fend off Grogrisant. They then journeyed through Absalom where a friendly doppelganger helped the trio procure a journey south. After traveling to Osirion, a meeting with Ruby Pharaoh Kemet III secured a caravan through the Barrier Peaks. Finally, after speaking with the arboreal Umdasi-Umalo at Ranage's Circle, the group was able to earn permission to place the queen's court within the Mwangi Jungle.

A character who succeeds at a DC 40 Nature check knows that Ranage's Circle is home to Silang-Sefa and not Umdasi-Umalo.

Grandmother Spider: Later, the Courtesan takes on the identity of Grandmother Spider (*Pathfinder Lost Omens Gods & Magic* 60). Using the name Nana Anadi, she spins a tale of the early days of existence. She notes how her brother Achaek was well pleased by his interactions with other gods, but Grandmother Spider saw that many of those other gods were careless. Achaek, concerned about the accusation, asked his sister to prove her claims. She agreed on the condition that she could ask her brother for a single favor if she succeeded. When Achaek agreed to her terms, Nana Anadi arranged a meeting



The Courtesan

between Abadar and Asmodeus under the pretense of a contract that needed to be reviewed. During this meeting, she slunk in from the shadows and stole a ring of keys that hung from Asmodeus's belt, among them the key that opened the lock to Rovagug's cage in the Dead Vault. She spun her webs to create copies of the keys before returning them to Asmodeus. When Achaek saw her copies, the mantis god became enraged at the ease at which this occurred and stormed throughout the planes, scolding and belittling the gods. The gods scrambled for eons, seeking new guards and fail-safes to protect their domains.

In the aftermath, Achaek finally met with his sister and shared a dance, as he agreed.

With a successful DC 40 Religion check, a character can confirm all the details of the legend are true (according to the myths), including Achaek's dance. While normally out of character for the mantis god, he always keeps his word.

Old-Mage Jatembe: Eventually, the Courtesan takes on the persona of Old-Mage Jatembe. Jatembe recounts his days reclaiming knowledge of magic for the PCs. He talks of weaving his boat, *Kamuda*, and traveling to the Locked Mountain. As it was dark, he called to the heavens for light, and the moon provided a mote to guide him. He tricked Obsidian the monkey and plucked his tail to shape a key to enter the mountain. There, he convinced the Lady of Graves to allow him to pass, eventually meeting a sphinx with the face of his father. Much like a child proving they were a capable adult, Jatembe convinced "Baba" that now was the time for magic to return to mortals.

A character can attempt any skill check with any magic-related skill (Arcana, Nature, Occultism, or Religion) to Recall Knowledge about this story. With a successful DC 40 check, a character recognizes the story is mostly correct, but fine details like names or the specific figures Jatembe met were incorrect, ultimately making the story a lie.

The Queen Mother: The Queen Mother herself has a tale to share. She talks about her former paramour, a dragonfly named the Gossamer Prince. Their courtship was a long-lived one, taking place over 50 nights, as they could only visit each other when their respective kingdoms were asleep. On the fifty-first night, the Queen Mother visited the usual meeting place only to find that the Prince was not there. Fearing the worst, the Queen Mother sent her servants in all directions to learn of the Prince's fate. While they couldn't enter

the dragonfly kingdom, a spy returned with news that the Gossamer Prince had “found a new life to lead.” The Queen took this to mean that the Prince had married another, abandoning their love. In her fury and heartbreak, she swore she would never love again.

A character who succeeds a DC 40 Medicine check or a DC 38 Nature check realizes that the Gossamer Prince simply passed away. The details of the dragonfly, the explanation of his fate, and understanding of the general lifespans of typical dragonflies helps absolve the Prince. The character realizes that the Queen Mother had lied to herself about the fate of her lover, if accidentally. If they share the true fate of the Gossamer Prince with the Queen, she is grief-stricken but relieved that her prince never faltered.

The Queen’s Servants: Speaking with the various servants around the court turns up an additional story. They describe a time that the Queen Mother required the servants to follow an enemy of the Queen across the jungles of the Mwangi Expanse. This foe, a wasp assassin named Winged Spear, had slain the Queen’s top warriors. It was up to her scouts to track the wasp down. They describe how they followed the assassin’s trail, found clumps of her bristles, encountered her broken stinger, and even noticed the disturbed flowers along Winged Spear’s path. They eventually found the assassin resting in a clearing after having slain the inhabitants of a beehive. The Queen’s warriors closed in and put an end to the wasp.

With a successful DC 40 Nature or Survival check, a character can recognize that the servants hadn’t tracked Winged Spear, at least not directly. All the signs they followed were that of bees, and it’s likely that the warriors were simply lucky to find the wasp when they did. While they weren’t intentionally lying, their reasoning for how they found her was incorrect.

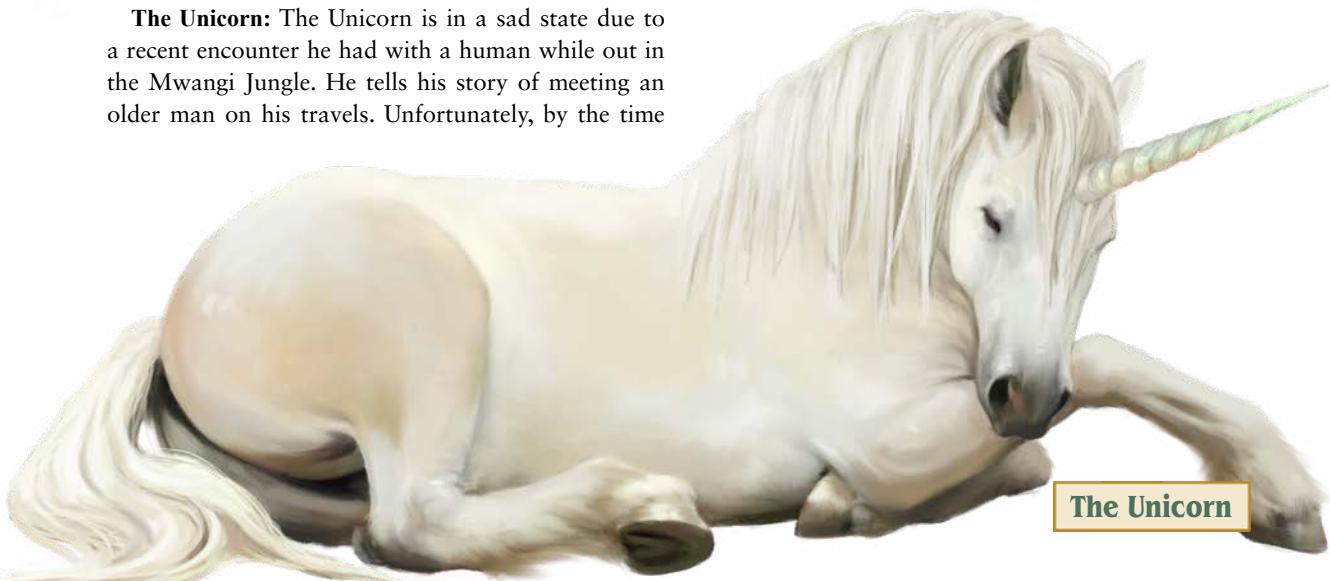
The Unicorn: The Unicorn is in a sad state due to a recent encounter he had with a human while out in the Mwangi Jungle. He tells his story of meeting an older man on his travels. Unfortunately, by the time

the Unicorn had met him, the man had contracted a disease from a jungle fruit. The Unicorn tried to aid the man using his magic, but was unable to cure the sickness. The Unicorn remembered a different fruit that was said to counteract the effects of the disease, and after a bit of searching, he returned to the man and shared the fruit. The man then slipped into a deep sleep before eventually passing away. The Unicorn is now grieving, believing he mixed up the fruits and killed the man.

Characters who succeed at a DC 40 Medicine or Nature check recognize the different fruits from the tale. The former is indeed a poisonous fruit and while the poison can be counteracted, it requires quick work and medicines that the Unicorn wouldn’t have had access to at the time. The second fruit has a pain-relieving property, and the man had likely found comfort in his final moments, a great gift considering his current state. The Unicorn was mistaken about his hand in the matter and finds great relief if the PCs can explain how he helped ease the man’s pain.

Walkena: As the night nears its end, the Courtesan transforms one last time, taking the appearance of the child god Walkena, ruler of the city of Mzali. The god shares the tale of his lineage. He hails from a line of great deities known as the Sun Gods. This divine connection granted Walkena the power to command the might of the sun and wield righteous flames against his enemies. He explains that this grants him the right to rule over Mzali and its people, as well as destroy any outsiders who dare trespass within the city’s walls.

While a successful DC 40 Religion check is enough for a PC to confirm Walkena’s divine lineage (and thus, this tale is technically no lie), whether or not that actually grants him the rights Walkena believes he is due is another question entirely.



The Unicorn

**Chapter 1:
All Is Lost****Chapter 2:
In the Land
of Norns****Chapter 3:
Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

Claiming the Cards: As always, the PCs can simply slay the harrowkin to claim their cards. If they decide to play in the Battle of Lies, the Queen Mother calls on the PCs shortly before midnight and asks them to recount all the tales from the evening, of which there should be seven in total. After retelling a story, the Queen Mother asks the PCs whether or not the tale is true. If the PCs can correctly identify at least four of the seven stories as being truths or falsehoods, the Queen Mother declares them the winners of the Battle of Lies. The entire court applauds the PCs and, one by one, the three fabled harrowkin revert into cards while the simple harrowkin servants simply vanish. If the PCs fail, the Queen Mother appears disappointed. The court disappears for the evening and the next time the PCs visit the court, they are seen as enemies of the Queen Mother and attacked on sight.

Treasure: As the harrowkin transform into cards, the Queen Mother's crown gently floats down to rest on her throne. This is a *coronet of the stars* (page 69), a reward for their clever and insightful efforts. The other guests each leave a gift behind as well. The Courtesan's golden mask turns into a *greater hat of disguise* and *greater mirror goggles* (*Treasure Vault* 147). The Unicorn's horn transforms into a *wand of mental purification* (8th level). If the PCs were able to tell the Queen Mother the truth about her experience with the Gossamer Prince, she leaves an additional gift for them in the form of a *runestone* etched with a rune of *speed*. The *runestone* is carved to resemble the compound eye of a dragonfly. The servants also leave behind the small bits of jewelry they wore to maintain the appearance of a "high-class court." The jewelry, worth 1,450 gp in total, is scattered about and takes 10 minutes to gather by hand. PCs who slay the harrowkin can take the Queen Mother's crown for themselves, but the Courtesan's mask and Unicorn's horn are destroyed during the battle, preventing them from transforming into magical items.

XP Award: Award the PCs 90 XP for claiming the three cards, regardless of their methods. If the PCs did so by winning the Battle of Lies, award them additional XP as if they defeated the harrowkin in combat.

F. THE HARROW TROUPE

SEVERE 18

The final group of harrowkin all share a need to perform and entertain. These four harrowkin found kinship in their theatrical natures and created a performance group they call the Harrow Troupe. Like many groups of artists, the harrowkin began their partnership excited for the work they would do together, but soon fell to disagreement and bickering. Their conflicts have escalated, and they haven't produced a single performance in days.

META KNOWLEDGE

It's possible that some players at your table already know some of the stories that the guests are sharing. This would allow them to know whether or not the guest is lying without having to attempt a check. While normally it's important to try to keep player knowledge separate from what their character might know, this is an opportunity to reward a player for knowing the Lost Omens setting well. You can represent this player knowledge as a fun tidbit that the character knows. Characters might have heard tales of some of these figures as children or during their travels. Just as real people occasionally know what seems like an obscure fact, player characters might have known about one of the guests simply by chance. A player recognizing that they know the truth about a guest might lead to a fun moment at the table.

Of course, if you wish to maintain the need for all characters to make checks, feel free to do so. Be aware that you could encounter some frustration with a player knowing the truth, but failing their check and thus not succeeding where they normally could. As always, we encourage you to talk with your group, agree upon a way of handling the matter, and going ahead with that. So long as everyone agrees and has fun with the final decisions, there's no wrong way to handle this encounter!

Locating the Harrow Troupe

When looking at the Trader's map, one of the markers is located in the sprawling city of Goka on Tian Xia's central western coast. This site is easy to confirm with a successful DC 15 Society check, but the marker seems to have a strange property. Anyone observing it can see it flicker regularly, suggesting that the harrowkin are moving about a lot. As the PCs zoom in on to the marker, they notice that it seems to be moving throughout various performance halls in the city. This happens at regular intervals, but there doesn't seem to be an immediate pattern to the movement. A character who succeeds at a DC 40 Performance or Society check or a DC 36 Theater Lore check soon recognizes that the marker appears to be moving between empty locales, seemingly avoiding ongoing rehearsals or performances. It would be a simple matter to "intercept" the harrowkin by finding a nearby empty performance hall and waiting.

In addition to the information above, the Trader suggests a feeling of discord from the marker's harrowkin. He wonders if there isn't a chance for the PCs to mediate

whatever conflict is occurring and earn the harrowkins' trust. He also notes an undercurrent of passion and a desire for self-expression among the harrowkin. There's a possibility that artistic PCs might find some common ground with them.

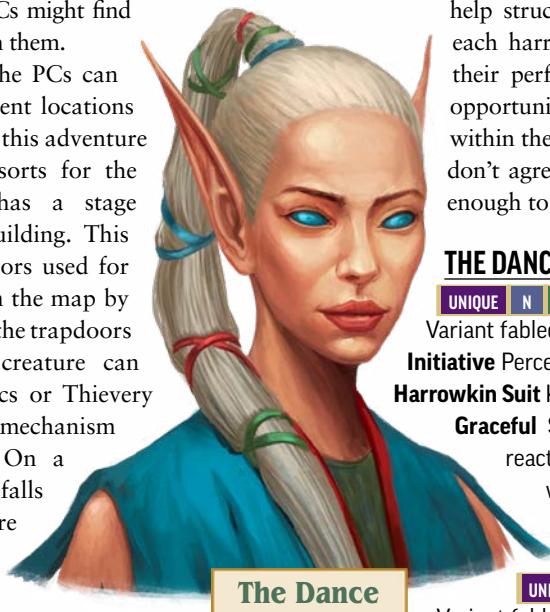
Area Features: While the PCs can find any number of different locations to wait for the harrowkin, this adventure assumes a nightclub of sorts for the encounter. The locale has a stage at the far end of the building. This stage features two trapdoors used for performances, as noted on the map by the dotted outlines. While the trapdoors are typically secure, a creature can attempt a DC 30 Athletics or Thievery check to disable the mechanism holding the door shut. On a success, the trapdoor falls open and any creature standing on the door falls 10 feet down to the area beneath the stage. Creatures

under the stage can simply move out from beneath it, as there's only a curtain separating the underside of the stage from the rest of the nightclub. The bar on the south side of the nightclub sits on an elevated area 10 feet above the rest of the floor. Candles and lanterns on the tables and along the nightclub walls provide dim light throughout the area.

Creatures: When the harrowkin arrive, they use *dimension door* to appear backstage and then stroll onto the stage before moving down to floor level to read the room. As they do so, they're already bickering about various details in the nightclub. One complains about the lighting, another about the arrangement of seating, a third about the acoustics, and so on. Unless the PCs make an efforts to hide, one of the harrowkin notices them immediately. The harrowkin are startled by the presence of the PCs, instinctively recognizing them as "heroes of the harrow" and quickly scrambling to make their introduction as the Harrow Troupe.

Assuming the PCs don't immediately attack, the harrowkin question why they're here. If the PCs explain the need to claim more cards for the *Deck of Destiny*, the harrowkin seem understanding of the matter. They express their intent on aiding the PCs on their quest... right after they perform a final act. Questions about the act quickly lead to more bickering among the harrowkin as they argue over what their final act should be. Each clearly has a specific contribution to the act, but the others are quite critical about a given performance, its place within the show, and other details. The harrowkin

can't agree on who should perform what and when it should take place within their show. Eventually, one of the harrowkin asks the PCs if they're willing to help structure the show. If the PCs agree, each harrowkin takes some time to share their performances, and the PCs have an opportunity to resolve the disagreements within the troupe as noted below. If the PCs don't agree, the harrowkin grow frustrated enough to attack, fighting to the death.



The Dance

CREATURE 17**UNIQUE** N **MEDIUM** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29**Harrowkin Suit** Keys

Graceful Steps The Dance doesn't provoke reactions due to her movement whenever she Strides.

THE FOOL**CREATURE 17****UNIQUE** N **MEDIUM** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29**Harrowkin Suit** Books**Immunities** controlled, stupefied; **Resistances** mental 20

Overly Trusting The Fool naively assumes a lack of ill intent from everyone they meet. They take a -4 penalty to their Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

THE JOKE**CREATURE 17****UNIQUE** N **LARGE** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29**Harrowkin Suit** Books

Distressing Joke ➡ (auditory, enchantment, linguistic, occult) The Joke shares a wisecrack with a particularly torturous punchline. All non-harrowkin within 30 feet that hear the joke must attempt a DC 36 Will save. On a failure, the creature is so upset by the joke that they grow physically ill, becoming slowed 1 (slowed 2 on a critical failure) for 1 minute. The Joke can't use Distressing Joke again for 1d4 rounds.

Occult Innate Spells Add three castings of *hideous laughter* to spells known.

THE TWIN**CREATURE 17****UNIQUE** N **MEDIUM** **CONSTRUCT**

Variant fabled harrowkin (page 83)

Initiative Perception +29**Harrowkin Suit** Crowns

Help Themselves ➡ **Frequency** once per minute; **Effect**

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

The Twin tasks its other half to aid themselves in combat. Until the start of their next turn, the Twins work together, providing flanking for themselves against all enemies within their reach. Flanking with themselves in this way is the same as flanking with an ally and so is subject to effects like all-around vision or the deny advantage class feature.

Occult Innate Spells Add three castings of *mirror image* to spells known.

The Dance: This harrowkin resembles an elven woman clad in flowing clothing decorated with loose ribbons and accented by a set of silver bangles. When sharing her act with the PCs, the Dance performs a solo dance from “The Lament of Ulmadra,” a ballet that tells the story of Ulmadra and her depression after being cast out from Nirvana due to a misunderstanding. The Dance feels uncertain about specific choices in her performance, noting that she feels that her movements don’t put across Ulmadra’s feelings as well as she would hope. A character who succeeds at a DC 40 Performance check can provide advice that helps the Dance gain the confidence she needs to properly express the emotions she desires.

The Fool: This humanoid harrowkin’s most striking feature is the enormous paper-and-cloth head that they wear. The Fool claims to have an “exciting act that really excites them,” their voice slightly muffled and echoing inside of the big mask, but also seems to be nervous to share their act with the PCs. While trying to explain their performance, they begin to stumble over their words and quickly spiral into a mass of apologies and anxious worries that they’re not good enough to perform alongside the other harrowkin. A character can ease the Fool’s nerves with a successful DC 40 Diplomacy check. Once the Fool overcomes their stage fright, they thank the PCs and even note that the reason they wear the head is to hide their embarrassed face while performing. The Fool’s act is an aria from *Lord Alvinero*, an opera about a man who trades his soul with Asmodeus for one more day with his dead wife. The harrowkin’s performance is particularly moving and impressive, especially considering they never remove their costume head.

The Joke: The Joke is a twelve-foot-tall hill giant with an amateur skill for ventriloquism who hopes to entertain others with humorous tales. Unfortunately, his stories are rather dry and uninteresting. What little humor they have seems to come from how the Joke tells the story, rather than any inherently comedic material in the tale. Inspired by the Twins’ antics and the Fool’s mask, he’s crafted a rudimentary puppet to

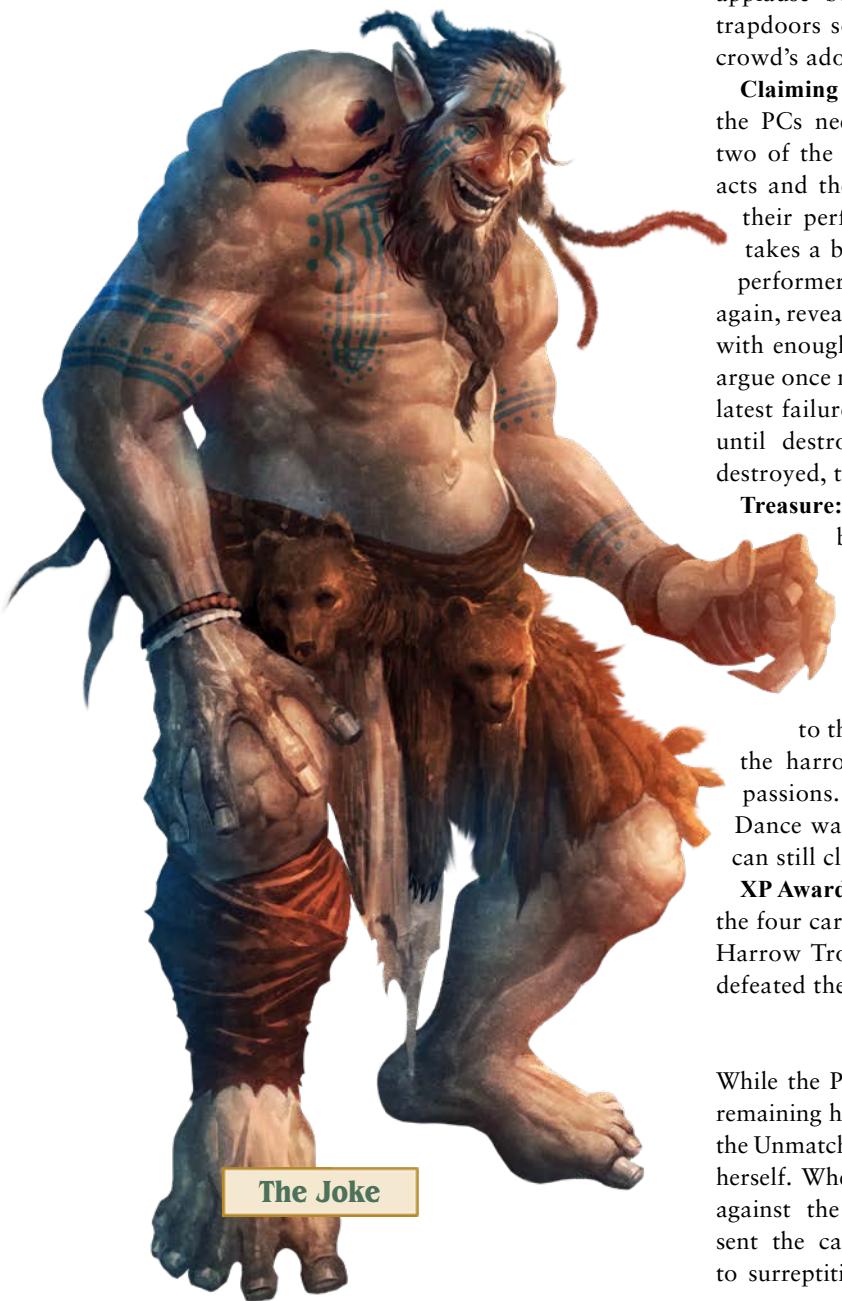
look like a second head with a sillier expression, but he’s stuck on where to take his routine from there. A character can help the Joke improve his storytelling and comedic chops with a successful DC 40 Deception check. With a success, a character notes that the object the Joke has attached to his neck can act as a foil to augment his stories. The puppet, which the Joke calls Hovey, is a perfect commentator for the stories. The character can help the Joke develop Hovey’s voice and put on a more whimsical persona to pepper in some comical observations from his “inseparable friend.”

The Twin: The closing act of the show is a performance by the Twin. Although they are a single harrowkin, they appear as identical twin brothers who share the same space and are never more than a foot apart. The Twin recognizes that this grants them a special benefit with mundane illusions and hopes to perform a magic show. While this act includes simple tricks like making small objects disappear, the closing piece is meant to



be a death-defying illusion that includes a fight with a “giant” (the Joke in costume) and culminates with the Twin trapped under the giant’s hand. The Twin has to make use of his “magical knife” to cut off his own hand and attempt to slip away, but is unable to escape before the giant smashes the Twin with a mighty slap. Of course, the Twin slips into one of the trapdoors and “teleports” behind the giant through the use of the other trapdoor (and the other Twin). The Twin then “slays” the giant to end the show.

The trouble with the Twin comes with deciding who receives the glory of slaying the giant to close



the show. Each of the Twins believes he should be the one to receive the applause. This disagreement soon slips into an argument not just between the Twins, but the other harrowkin as well. PCs who wish to intercede can attempt a DC 40 Intimidation check to Coerce the harrowkin or a DC 42 Diplomacy check to Request the harrowkin settle down. With a success in either check, the harrowkin put their differences aside and unite for the sake of the show. The Twins ultimately learn to share the spotlight and add an extra portion to their trick where the “dead” giant falls upon the Twin during the crowd’s applause but results in a similar trick with the trapdoors so both Twins get a chance to enjoy the crowd’s adoration.

Claiming the Cards: To help the Harrow Troupe, the PCs need to succeed at helping with at least two of the performances. So long as they aid two acts and then watch the show, the harrowkin end their performance together on stage. The group takes a bow and the curtains close on the proud performers. A moment later, the curtains open again, revealing the four cards. If the PCs fail to help with enough performances, the harrowkin begin to argue once more before eventually deciding that this latest failure is the PCs’ fault. They attack, fighting until destroyed. As with other harrowkin, once destroyed, these harrowkin revert into cards.

Treasure: In addition to the cards, a pair of silver bangles and a simple note lie on the stage after the curtains are drawn. The note is autographed by all of the harrowkin with the message, “For helping the show go on.” These *bangles of crowns* (page 69) are a gift from the harrowkin to thank the PCs for their efforts in teaching the harrowkin how to make the most of their passions. The bangles were the same ones that the Dance was wearing; PCs who slay the harrowkin can still claim these bangles.

XP Award: Award the PCs 120 XP for recovering the four cards. If the PCs did so by helping with the Harrow Troupe’s show, award them XP as if they defeated the harrowkin in combat.

Losing Destiny

While the PCs were completing their search for the remaining harrow cards, Raven Nicoletta, the last of the Unmatched, finalized her plans to gather the cards herself. When the Unmatched enacted their assault against the Harrowing Three and the Scattering sent the cards across the world, Raven managed to surreptitiously snatch one of the cards before it

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land of Norns**

**Chapter 3:
Reclaiming Fate**

Beyond the Campaign

Adventure Toolbox

vanished—*The Betrayal*. With this single card, and her continued possession of the simple wooden case she built to hold the *Deck of Destiny* (a unique item she calls the *Destiny Case*), Raven has gained the ability to “call the cards home” as soon as the other 53 cards in the deck have been reunited together, anywhere in reality. She’s been biding her time, waiting for the PCs to finish the hard work of gathering the cards for her. She wasn’t expecting the Harrow Court to manifest, but she suspects (incorrectly) that when she reclaims the cards, that demiplane’s rule will shift to herself.

In addition to this, Raven recently gained an unexpected ally from *The Betrayal*. As with the other cards in this adventure, the Betrayal manifested as a fabled harrowkin—one with an innate understanding of where the rest of the *Deck of Destiny* was located, and one with an inherent desire to betray the deck’s current owners.

Once the PCs complete the prior encounters and reclaim all the cards they can, they’ll know that the final card to be gathered is *The Betrayal*, yet they won’t have the time to search for the card before it comes to them.

THE BETRAYAL

EXTREME 18

When the PCs grab the last of the scattered cards, Raven sets her plan into motion. She casts *gate* to create a horizontal portal in the PCs’ proximity, allowing several powerful daemons to drop through and attack. Have the PCs and daemons roll initiative normally, but before combat begins, all of the *Deck of Destiny* cards the PCs have collected fly from their pockets, packs, and containers to hurtle through the gate. Cards left elsewhere are drawn into the gate as well, even across planar boundaries. The entire process takes only a few seconds—describe the event occurring as the PCs prepare to face their attackers.

Despite stealing the physical cards they’ve collected, Raven’s gambit doesn’t work as she hoped. Cards the PCs have invested at this time remain invested, although the cards themselves in their invested hand feel strangely flimsy and false, being duplicate shells left behind for the PCs to cling to while the real cards return to Raven’s possession. The PCs continue to benefit from their invested hands but can’t change which cards are invested until they regain them. As the cards are stolen, allow the PCs a one-time-only opportunity to adjust their invested hands of cards, so that they’re not “stuck” with a choice they didn’t expect to keep for the rest of the Adventure Path.

Harrow Court experiences this event in the form of a devastating combination of earthquakes, monsoons,

volcanic eruptions, and thunder that devastates the land and leaves it in ruins, but the next day the realm resets as normal. The simulacra who dwell in Harrow Court complain more often of nightmares and are jumpier and more nervous than before, but the demiplane otherwise remains unchanged, as it is as much the product of the PCs’ shared fates as anything else. Incarnated cards remain in full effect, and the PCs can still come and go via Entering the Harrow Court. More importantly, Raven quickly learns she cannot Enter the Harrow Court, a minor inconvenience that bothers her more and more as the adventure continues.

The gate winks shut as the last card vanishes through it. Allow the PCs a chance to glimpse Raven on the other side of the portal holding open the *Destiny Case* as it sucks in the cards. Raven gives an infuriating wave of her fingers as the gate closes, leaving the PCs to deal with several devastating fiends.

Creatures: Fearing that the PCs would follow the cards and find her, Raven called upon a number of daemons to serve as a distraction while she stole the cards. The fight with the daemons takes place at whichever location the PCs were when they claimed the final cards. As such, the encounter uses the map for that respective location. The daemons’ tactics might differ depending on which location they’re at, but they spend the first round or two of combat trying to stall for time. They keep their distance or even attempt to talk to the PCs for a moment before finally attacking. The daemons fight to the death. Regardless of how long this fight takes, Raven has enough time to begin covering her tracks. Continue with Chapter 2 once the daemons are defeated.

Note that while this encounter is an Extreme 18 encounter, it’s likely that the PCs have already hit 19th level when this encounter begins (making this a Severe 19 encounter instead). If they’re still 18th level, consider reducing this to a Severe 18 encounter by removing one of the purrodaemons.

ASTRADAEMON

CREATURE 16

Pathfinder Bestiary 73

Initiative Perception +28

PHASMADAEMONS (2)

CREATURE 17

Page 81

Initiative Perception +29

PURRODAEMONS (2)

CREATURE 18

Pathfinder Bestiary 2 62

Initiative Perception +33



Chapter 2: In the Land of Norns

The Harrowing Three are ancient. They made their way to the Material Plane from the First World during the Age of Legends upon realizing that Golarion would play a key role in their own destinies. The sisters took with them a single seed harvested from a great tree in the fey realm, and upon arriving on Golarion, planted the seed in the place where they first trod upon their new world's soil. It took only a moment before the seed sprouted. Within a week, a small tree had grown, and the satisfied norns began to weave their threads into the new reality they now inhabited.

Peering into the future, they saw the seed grow into a mighty tree that would become their home. They saw themselves living among the tree's branches, using its magic to enhance their own readings of fate. They

saw themselves earning the trust of local creatures and sharing their readings from deep within their new dwelling. And so, they did just that. They settled in this tree and named it Svarýr—the Tree of Answers.

It's here that the Harrowing Three await the heroes. While the norns remain unsettled that they did not anticipate the Scattering of the *Deck of Destiny*, they can still vaguely see fate within their own threads. They know that these heroes will find Svarýr and that they will have gathered the cards that the norns spent so much time creating (even if the cards were stolen at the final hour). These heroes can reclaim the *Deck of Destiny*. With their help, the Harrowing Three hope to finally complete their goal and restore the power of prophecy to Golarion.

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

Call of the Norns

This chapter begins almost immediately after the end of the previous chapter. Once Raven Nicoletta steals the *Deck of Destiny* from the PCs, they'll likely be incredibly frustrated and eager to get the cards back. Luckily for them, the sudden ripple of power sent through reality by Raven's theft attracted the attention of a new ally—Zellara Esmaranda, the ghost of Raven Nicoletta's former teacher.

Zellara was a harrower in the city of Korvosa. Though not a particularly powerful spellcaster, Zellara was a skilled fortune-teller and, as the power of the harrow is mysterious, she inadvertently established a mystic connection with it in her life. Whether or not she was aware of it, Zellara's understanding of the harrow included secrets that most harrowers would never know. She was able to share these secrets with many students, including Raven, placing her protégé on the path to become the powerful spellcaster she is today.

Zellara's unusual association with the harrow only grew stronger after she was murdered by a small-time criminal named Gaedren. Her spirit became bound to her harrow deck, transforming it into a haunted magic item that reached out and gathered the group of heroes who would ultimately defeat cruel Queen Ileosa and save the city of Korvosa from the curse of the Crimson Throne. During the culmination of those events, Zellara's ghost helped transform her haunted deck into a *harrow deck of many things* that provided key assistance to the heroes in their final clash against Queen Ileosa. This act allowed Zellara's ghost to release its grip upon the world and travel to the Boneyard.

As her spirit awaited judgment, though, it took note of Raven's rise to power. With each new cruelty her ex-student visited upon the world, Zellara grew increasingly concerned, feeling that her role in teaching the young woman the ways of the harrow had put all of Golarion at risk. Afraid that her student had taken a wicked path, Zellara stole out from the Boneyard to return to Golarion and watched over Raven from afar. She saw as Raven located Sonnorae's Library, helped form the Unmatched, and assaulted Svarýr. Zellara had hoped to stop Raven during this time, but she no longer possessed even the limited agency she once had as a ghost. At least she didn't, but then Raven twisted destiny into a knot to steal the cards from the PCs—an act that finally gave Zellara an opportunity to stop Raven's plans.

MEETING ZELLARA

When Raven steals the cards from the PCs, the *Deck of Destiny*'s magic is stretched and distorted—the cards, after all, are fated to be used by the PCs. The “echo” the cards leave behind (which gives the PCs the ability to retain control over the cards they've invested and keep Harrow Court intact) allows Zellara's spirit to return to the Material Plane. Capable of manifesting in either location where the *Deck of Destiny* has been split, she opts to appear before the PCs rather than her wayward student.

Her arrival takes place a few moments after the daemons are defeated and before the PCs have a chance to act on the latest development. First to manifest is her voice, calling out softly and kindly to the PCs: “Such a cruel twist of fate. You do not deserve this. The world does not deserve this.” A moment later, her form coalesces before them—that of a ghostly middle-aged woman, dressed in yellow, red, and blue, floating in the air before them.

CHAPTER 2 SYNOPSIS

The chapter begins with the PCs meeting Zellara, Raven Nicoletta's former teacher. She explains that it was Raven who stole the cards and tells the PCs of her former student's plans to use them to forge her own great destiny. Before the PCs can take action to stop Raven, the Harrowing Three capture Zellara and invite the PCs to their home of Svarýr, an ancient tree in Irrisen. Once there, the PCs learn that the norns have sealed themselves away, and the only way to reach them is to break this seal. The PCs must travel through Svarýr and claim the objects necessary to destroy the seal. Once inside, they learn of the *Deck of Destiny*'s purpose and have to decide how they plan to use the deck themselves.

"Not to worry, friends. I can help you. You shall recover what was taken from you, and you shall be free to make of your destiny what you will. What lies ahead, I fear, will test you further than all you have yet endured, but endure it you must. I know you shall and only want to do what I can to right a wrong I may have, unintentionally, loosed upon us all."

If the PCs attack Zellara, she simply fades away, biding her time until she sees another opportunity to speak with them. If prevented from leaving, she fights back to the best of her ability, but even if destroyed she can rejuvenate later to attempt once more to make peaceful contact with the party. Assuming they take the time to speak with her, the PCs likely have several questions, some of which are answered below.

Who are you? "I am... or I was... Zellara, a harrower. In my life, I performed harrow readings from my home in the city of Korvosa in Varisia. In my death, I aided heroes not unlike yourselves against the threat of a tyrant queen."

Why are you here? "I was already here, watching my wayward student Raven Nicoletta steal your cards. I couldn't prevent her from doing so, but I know how to help you recover them and stop her."

Who is Raven Nicoletta? "She was a student of mine. I taught her the art of harrow reading and what I knew of the harrow."

What happened to our cards? "Raven helped to create them, in a way. The box she used to gather them was always intended to hold the *Deck of Destiny*. She simply called them home once you had gathered nearly all of them."

What is Raven going to do with the cards? "She plots a means of using the cards to manipulate the future, specifically to grant herself a favorable destiny. I don't know if such a thing is possible, but she certainly believes it is."

Why not stop her yourself? "I am but a spirit awaiting my final judgment. I'm not powerful enough to stop Raven on my own. I saw you fight her minions, and I sense amazing potential within each of you. You can achieve what I and so many others could not. You can stop Raven and reclaim those cards."

Where is Raven now? "She has returned to Varisia. She found a great nexus of power—a ley line—in that land that enhances her abilities. She's hiding in a special library that once belonged to the great



Zellara

harrower Sonnora. Sonnora placed magical wards on this library to keep out intruders, so reaching the place won't be easy. Thankfully, I've managed to learn the ritual required to allow passage within. I can guide you inside, and together we can find Raven and put an end to all of this."

Who created the cards if Raven didn't?

What is the *Deck of Destiny* for? "Those answers lie just beyond my knowledge. All else is but a half-remembered dream, though I know that Raven is partially responsible for the Scattering of the cards—and is thus the reason you came upon them when you did."

In time, Zellara can provide the PCs with additional information. She could fill them in on what she knows about Raven, her student's work with the Unmatched, and even some of her recent machinations in Sonnora's Library (see Chapter 3). Zellara has also learned a lot about the history of the harrow in the years since her death. She can explain the information found in the beginning of Chapter 1 or the details found in the "Legends of the Harrow" article in *Pathfinder Adventure Path #160: Assault on Hunting Lodge Seven*.

But before the PCs can act upon Zellara's advice, the Harrowing Three interrupt the meeting themselves, finally intervening as they're forced to admit that Raven's power is greater than they feared. They've decided to trust to the aid of others one final time.

Zellara can manifest to aid the PCs when all else looks lost, but keep in mind that while Zellara is more powerful now as an boundless ghost than she ever was in life, or her previous undead during the events of *Curse of the Crimson Throne*, even now she's outclassed by the rank of threats that the PCs will be facing for the rest of this adventure. Still, her aid at the right time can tip the scales in the party's favor!

ZELLARA

See page 90

Initiative Perception +27

CREATURE 14

XP Award: Award the PCs 30 XP for meeting Zellara and learning about Raven Nicoletta.

THE NORN MESSENGER

LOW 19

Before the PCs can set out to deal with Raven Nicoletta, the norns use their magic to interfere with Zellara, for just as she was able to home in on the PCs as a result of Raven's theft of the cards, so too can the Harrowing Three intervene. Try to time their intervention to occur

at a dramatic moment during the discussion with Zellara, but after she's given the PCs a fair amount of information. The most dramatic moment for the norn messenger to arrive would be after the PCs ask Zellara who created the *Deck of Destiny*. Whenever it happens, Zellara suddenly freezes in place, as if she's trapped in stasis, only for a multitude of golden strands to manifest and wrap themselves around her before seeming to drag her away into emptiness.

Creature: Over the years that the Harrowing Three have been reading the future, they've made a number of allies. One of these includes an entity from the Dimension of Time—a particularly powerful suvarden (page 85) named Ildamir.

Ildamir appears before the PCs almost immediately after the norns bind Zellara and is quick to speak telepathically to the PCs in an attempt to put them at ease, proclaiming themself a messenger for the Harrowing Three. It's these norns who have captured Zellara and who plan to keep her restrained until the PCs visit them in their home at Svarýr to discuss the cards of the *Deck of Destiny*. If the PCs protest, Ildamir explains that, as they are merely a messenger for the Harrowing Three, they have no say in the matter. Any grievances the PCs might have are to be taken before the Harrowing Three.

If the PCs agree to meet with the norns, Ildamir shares the location of Svarýr via *mindlink*. They also share that the norns will not be immediately available to speak. The PCs must pass the trials of their home and earn an audience with the norns before having a chance of liberating Zellara. Ildamir doesn't elaborate on these trials, simply noting that the PCs will see in due time.

The PCs might decide attack Ildamir. If so, the suvarden fights to the death, fully accepting that this was a possible result of delivering the message.

ILDAMIR

UNIQUE N LARGE BEAST

Variant suvarden (page 85)

Perception +36; darkvision

Languages Aklo, Druidic, Sylvan; telepathy 100 feet

Skills Acrobatics +37, Athletics +34, Diplomacy +37, Nature +34, Norn Lore +36, Occultism +32, Society +32

Str +6, Dex +7, Con +6, Int +4, Wis +6, Cha +9

AC 45; Fort +35, Ref +33, Will +36

HP 375, all-around vision; **Immunities** confused, controlled, misfortune

Attack of Opportunity ↗

Reweave Fate ↗ (divination, primal) As suvarden.

Speed 50 feet, climb 20 feet, fly 30 feet

Melee ♦ antler +36, **Damage** 4d12+16 piercing

CREATURE 20

Melee ♦ hoof +36 (reach 10 feet), **Damage** 4d10+16 bludgeoning

Primal Innate Spells DC 42; **9th** plane shift (self only); 8th hypercognition, teleport (self only); **7th** augury ×2, mindlink (at will), true strike ×3; **Cantrips** (**9th**) guidance, know direction

Web of Fate ♦♦ (divination, primal) As suvarden, but DC 42.

XP Award: If the PCs listen to Ildamir and receive the suvarden's information, award the PCs experience as if they defeated Ildamir in combat.

G. The Tree of Answers

The Harrowing Three's home of Svarýr is located in the wilds of Irrisen. Specifically, the tree stands near the center of Bleakmarch, a province in the northwestern region of the wintry nation. The inner portion of Bleakmarch is a notoriously harsh land constantly blanketed with snow and frost. What few creatures live there are either particularly hardy or notably dangerous. Svarýr itself is hidden within these unforgiving wilds, protected by the Harrowing Three's magic and a curtain of planar energy that draws upon the First World. The tree itself is a supernaturally enormous yew, reaching just shy of 300 feet into the air and extending unusually broad branches. Its protections make it invisible to passersby, save for those invited by the norns and their guests.

This invitation now includes the PCs. Even if the PCs killed the norns' messenger before learning the location of Svarýr, the invitation remains in effect and the PCs can visit the Tree of Answers at any time they wish. The Harrowing Three occasionally appear in folktales originating from Irrisen. While these tales differ in plot and moral, Svarýr does appear often as a regular fixture in these stories. A character who succeeds at a DC 30 Occultism check or DC 25 First World Lore, Norn Lore, or Academia Lore check to Recall Knowledge is able to remember the name Svarýr or the Tree of Answers as the home of the Harrowing Three. From there, a character who succeeds at a DC 40 Nature check or a DC 35 First World Lore or Norn Lore check to Recall Knowledge can remember that this tree is supposed to exist in part between planes. The tree's roots are located in the center of Bleakmarch while the tree's tallest branches are said to reach into the First World.

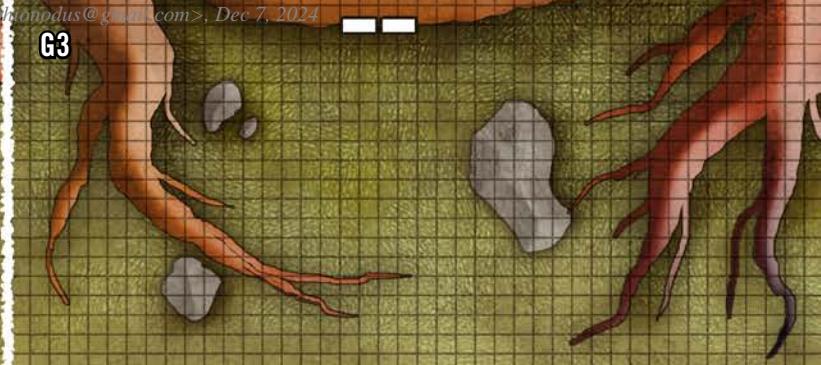
With this information in hand, the PCs can start their search in Bleakmarch. The norns' invitation is such that it magically draws the PCs toward Svarýr, and they can locate the tree with only a day of searching.

When the PCs first approach Svarýr, read or paraphrase the following.

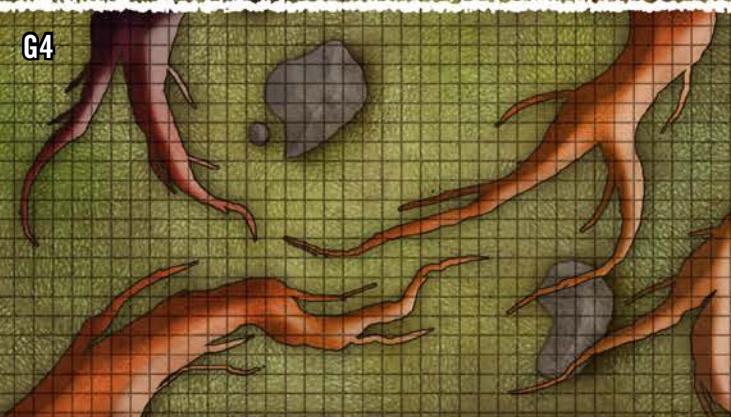
G1 & G2



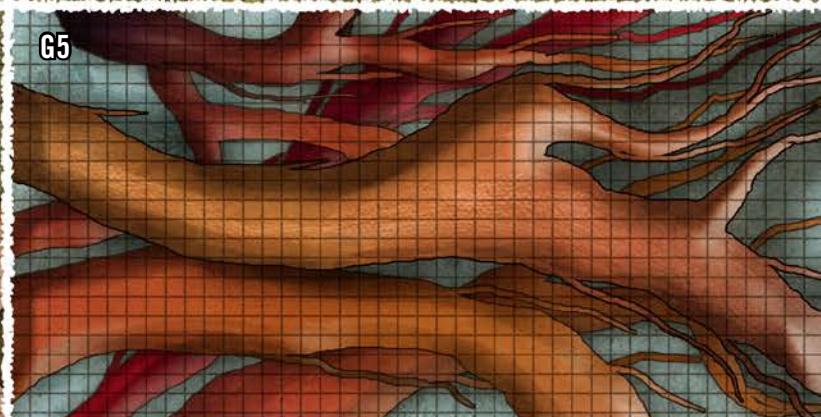
G3



G4



G5



G6



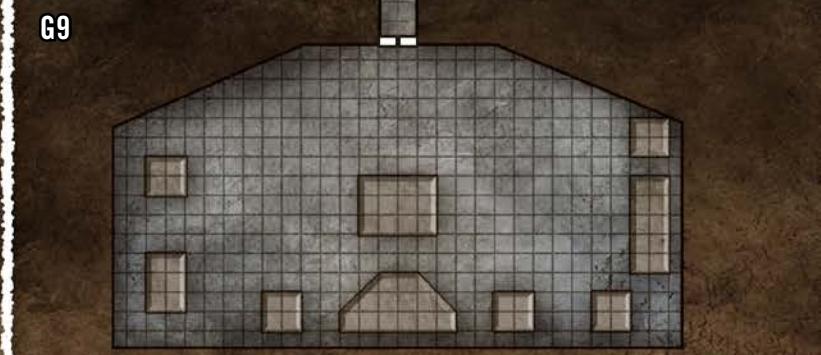
G7



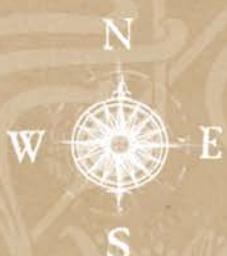
G8



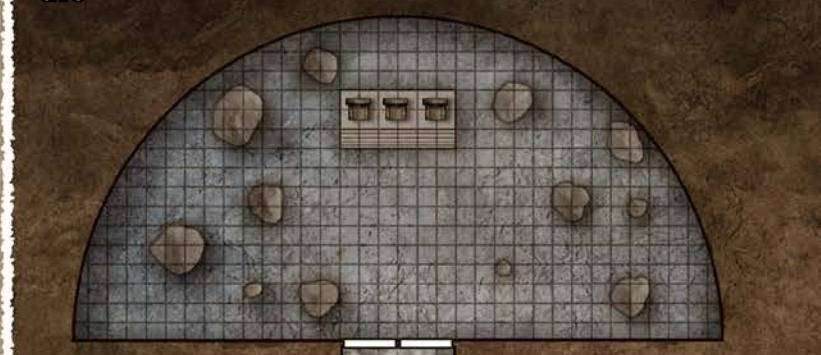
G9



G. THE TREE OF ANSWERS
1 SQUARE = 5 FEET



G10



**Chapter 1:
All Is Lost****Chapter 2:
In the Land
of Norns****Chapter 3:
Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

Snow and ice give way, shimmering like a mirage. Just beyond lies a large clearing of green grass. An enormous tree grows from the center of this clearing. The tree's trunk seems to twist around itself as it rises hundreds of feet into the air. Its countless branches grow out in every direction, some reaching even higher up toward the sky, while others reach back down toward the ground. The furthest edges of these branches are strangely difficult to see, shimmering like the snow that surrounds the clearing. The tree's roots burst from the ground all throughout the clearing, wrapping around themselves before winding back into the earth. This maze of roots creates dozens of tunnels and walkways along the ground surrounding the tree. The tree itself sprouts no leaves or other plants growing along its length, yet it seems alive as branches occasionally meander about or roots reposition themselves. Hundreds of creatures—dwarves, elves, humanoids, and fey of all sorts—move across the ground beneath the tree, along its branches and roots, or cling to the side of the massive trunk like ants.

SVARÝR RESIDENTS

Over the countless millennia that Svarýr has grown, it's accumulated a large population. Not all of the people who live in and around the tree are allies of the Harrowing Three, but all of them respect the norns and obey their rules. The people here move between the First World and Golarion with ease, but only rarely does a long-term inhabitant of the tree leave the peace and comfort that Svarýr offers.

Svarýr isn't a settlement proper, however. It lacks features that are typical to a town, such as markets or places of worship. In fact, it has only a small number of proper residences. Most inhabitants of the tree simply find niches or knotholes to reside within. The few buildings that dot the tree are made from materials gathered from the nearby Irriseni wilderness and are typically things like storehouses. The people of Svarýr don't need to provide for themselves, as the tree itself fulfills their needs. Those who live in Svarýr find food or clothing or whatever else they require simply by exploring the tree's branches and roots. Often, the next knothole a person visits holds exactly what they seek. This constant gift of necessities allows the people of Svarýr to live relatively carefree lives.

Note that while Svarýr's denizens have a wide range of alignments, their loyalty to the Harrowing Three is absolute, and they obey the norns' orders without hesitation.

SVARÝR FEATURES

While the various locations within and around the Tree of Answers can vary greatly, the tree does have

some general features. The floors and walls of the tree are made from a supernaturally dense bark. This wood has a Hardness of 35, 200 HP, and 100 BT. The tree is immune to fire, and any damage the tree takes is repaired with new growth over the span of several hours. It would take a truly cataclysmic event to destroy Svarýr. The entire area has an ethereal glow that extends throughout and within the tree. This glow provides dim light to the entire tree at all times.

Svarýr has the ability to guide creatures who explore its network of roots and branches, aiding them in finding specific locations in or around the tree. Creatures that walk along the tree's network find living walkways that twist toward their destination. Other branches or roots move to connect with each other, creating the most direct path to a given point within the tree. This still requires a creature to travel several minutes or even hours to reach their intended destination, but they can do so with minimal interruptions and without crossing paths with anyone else. These walkways are always wide enough for a creature to travel without needing to Balance, though there are no guardrails or similar protections to prevent a creature from falling.

G1. THE STONE WALL

LOW 19

A low stone wall surrounds the roots of the enormous tree. Archways are built into the wall at regular intervals. The keystone of each arch bears a simple rune that looks like it was made by a person's finger, the way a mark might be drawn into wet clay.

This low stone wall defines the barrier between Svarýr and the rest of Golarion. On occasion, creatures will slip past the magical boundary that surrounds the tree, and this wall serves as an additional line of defense to prevent such intrusions. The stone wall is only four feet tall with archways rising to a variety of heights to accommodate different-sized creatures. The magic that protects Svarýr prevents anyone from crossing the wall or moving through an archway without an invitation from the norns or one of their guests. Uninvited intruders who attempt to cross over the wall or through one of its arches are targeted simultaneously by a *fear* and a *repulsion* spell, both heightened to 10th level and requiring DC 47 Will saves to resist—wards the PCs can safely ignore as long as they remain invited.

Creature: During the Age of Destiny, two Ulfen warriors, Bolti and Trygve, were tasked with slaying a mighty troll king who had assaulted their home. Bolti was a drengi, a warrior held in high regard among his

people, and Trygve was his brother in arms. The two had fought dozens of battles together, but Trygve grew envious that Bolti was the only one to gain the glory of being known as a drengi. While Trygve had never admitted his feelings, it was during their hunt for the troll king that he finally gave in to his envy.

As the two slept, Trygve woke to the sight of a strange green-skinned sprite perched on a branch above his head. This sprite was an agent of the Harrowing Three who had been sent to distract them from their quest, because the troll king, as disagreeable as he may have been, was under Svarýr's protection as a result of ancient accords between the trolls and the norns. The sprite whispered to Trygve of great riches and boundless glory that could be found at a tree deep within the wilderness, and invited him to seek the tree out. Trygve, hoping that he could use this opportunity to finally earn the glory he sought, convinced Bolti to follow him into the wilderness.

The two traveled for some time, and Bolti feared that they had become lost, but he was heartened by Trygve's promises of fey treasure. Eventually, the warriors found the Tree of Answers, and Trygve grew excited. Bolti, however, became enraged. He didn't see Svarýr as an opportunity for glory, but as a distraction from their actual quest. In his fury, Bolti cursed Trygve and began beating him. While Bolti didn't intend to permanently harm his companion, Trygve gave in to his own resentment and struck back, dealing a mortal blow to Bolti. Realizing what he'd done and becoming overwhelmed with guilt, Trygve fled further into Svarýr, leaving Bolti to die.

In his final moments, Bolti declared that he would not rest until he saw his axe buried in Trygve. True to his word, Bolti arose days later as a draugr intent on vengeance. He attempted to breach the stone wall to pursue Trygve but found himself unable to make his way inside due to Svarýr's wards—unlike his brother, Bolti had not been invited. Bolti screamed to be let in to claim his vengeance only to be met by the tree's guards and his destruction. His need for vengeance was too great, however, and he would continue to rise as a draugr every few months. After millennia of battles against the guards, Bolti became an exceptional warrior, but the same stubbornness that gave rise to his undeath continues to prevent him from entering Svarýr on his own.

When the PCs first reach Svarýr, they also encounter Bolti, screaming to be let through the gate so that he might slay Trygve. If the PCs attack him due to his undead nature, Bolti defends himself, fighting until destroyed, but the sight of an undead screaming to be let into an open archway might intrigue the PCs

enough to investigate. If they question what Bolti is doing, he tells them his story and explains that Trygve remains somewhere within the Tree of Answers. He asks the PCs if they'd be willing to invite him inside to seek his revenge. Bolti offers to assist the PCs with whatever they need, even offering to fight alongside them in battle.

It's possible that Bolti is destroyed while adventuring with the PCs. In this case, he leaves behind his axe with the hopes that the PCs can complete his quest. Unfortunately for the PCs, it will be several months before he rises again so they can't simply rely on using him as fodder.

BOLTI SORRINSON

CREATURE 20

UNIQUE **CN** **MEDIUM** **UNDEAD** **WATER**

Variant male draugr (*Pathfinder Bestiary 2* 102)

Perception +34; darkvision

Languages Common, Skald

Skills Athletics +38, Intimidation +36

Str +8, **Dex** +4, **Con** +7, **Int** +2, **Wis** +6, **Cha** +6

Items Icefang (+3 major striking greater frost greataxe), +2 greater resilient leather armor

AC 44; **Fort** +35, **Ref** +30, **Will** +34

HP 399, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 20; **Resistances** fire 20

The Sea's Revenge (curse, divine, necromancy) A creature that slays Bolti is subjected to a *mariner's curse* spell (heightened to 10th level, DC 42). The curse ends if the cursed victim slays Trygve, or after 1 year passes.

Speed 25 feet, swim 25 feet

Melee ♦ Icefang +39 (sweep), **Damage** 4d12+16 slashing plus 1d6 cold and Grotesque Gift

Melee ♦ fist +36 (agile), **Damage** 4d8+16 bludgeoning plus Grotesque Gift

Grotesque Gift (olfactory) Bolti's attacks spatter his targets with rancid flesh and clotted blood. A creature damaged by one of Bolti's Strikes must succeed at a DC 39 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Great Swipe ♦♦ Bolti makes a melee Strike and compares the attack roll result to the AC of up to three foes, each of whom must be within his melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Great Swipe counts as three attacks for Bolti's multiple attack penalty.

G2. THE COURTYARD

SEVERE 19

Just beyond the stone wall is a large, open area. Dozens of massive roots rise out of the ground, creating barriers and natural archways.

**Chapter 1:
All Is Lost****Chapter 2:
In the Land
of Norns****Chapter 3:
Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

The immediate area beyond the wall is an open courtyard through which the tree's roots grow. The area's inhabitants make their homes among Svarýr's great veins where they can, though the constant movement of the roots makes them a poor place to rest any longer than a night or two.

Creatures: The first time the PCs step through the wall into the courtyard, a trio of massive canines makes their way over to the group. These creatures are nornhounds, guardians and servants of norns. These nornhounds were expecting the PCs, having learned about their impending arrival from the Harrowing Three. The lead nornhound, Jismur the Bold, hails the PCs as they move through the courtyard. He tells them that the Harrowing Three are expecting them, but procuring an audience will not be a simple matter.

Jismur explains that the Harrowing Three read the threads of Svarýr itself and saw the arrival of the PCs, though the circumstances on how they'd meet were unclear. The norns decided that this meeting would be fated and sealed themselves away in the Spinning Hall. They then tasked Jismur with instructing the PCs to find the three pieces necessary to undo the Tripartite Seal, the magical ward that locks the Spinning Hall.

Finally, Jismur notes, the Harrowing Three demanded that their servants attack the PCs as they searched for these pieces. If their interpretation of the future was correct, the PCs would find a way to survive and meet with the norns. If the PCs failed and met their demise within Svarýr, the norns would still be correct as they could encounter the PCs' corpses after the fact. Jismur explains that the PCs need to search throughout Svarýr for these three pieces, but also contend with the forces protecting Svarýr. The rest of the tree's inhabitants will avoid the PCs, leaving only the most powerful combatants to face them.

Jismur makes sure the PCs grasp the situation at hand. He reminds the PCs that they can use Svarýr's power to their advantage while moving about, actively requesting the tree guide them toward their goals. Once Jismur is sure that the PCs understand their task and how they are to meet the Harrowing Three, he and his fellow nornhounds give a bow before attacking.

The trio uses their magic to disrupt the PCs, casing *slow* on obvious warriors among the group and leaping toward spellcasters, knocking them down to minimize their effectiveness. When they can, they attempt to swallow particularly troublesome foes. If possible, they gang up on the same target, but do their

best to avoid clumping together for too long. The trio fights to the death, as was predicted.

JISMUR THE BOLD**CREATURE 19**

Elite nornhound (page 84, Bestiary 6)

Initiative Perception +34**NORNHOUNDS (2)****CREATURE 18**

Page 84

Initiative Perception +32**G3. THE TRIPARTITE SEAL****MODERATE 19**

A large pair of doors are cut into the base of the tree. Carvings appear to depict a history of the tree itself, and

**Bolti Sorrinson**

detail a trio of towering women with ram's horns traveling from a distant realm with a tiny sprout in hand. The three women are shown speaking to various creatures like winged faeries and trolls before planting the sprout. The sprout grows into a massive tree. The final portion of the carving shows the three women sitting at the base of the large tree joined by the various creatures they visited. The doors each have a large wooden handle—both of which are bound by a trio of thick, golden ropes.

A PC who succeeds at a DC 25 First World Lore, Irrisen Lore, or Nature check to Recall Knowledge recognizes the horned women as norns, while a critical success recognizes them, specifically, as the legendary Harrowing Three.

The Harrowing Three spend most of their time in Svarýr within a chamber they call the Spinning Room. This room is where the norns locked themselves away to create the *Deck of Destiny*. The double doors at the base of Svarýr's trunk are the only entrance to the Spinning Room, but the norns have sealed them shut with the three cords to form the Tripartite Seal—a powerful barrier the norns set in place to force the PCs to explore the Tree of Answers as a final test of their mettle to confirm they are the heroes the norns expect them to be.

Creatures: Two of the Harrowing Three's most loyal guardians watch the entrance to the Spinning Room. The first is the head of Svarýr's forces, a vilderavn known simply as the Keeper. While the Keeper would normally be called upon to lead an assault against the PCs, she's accepted (if somewhat begrudgingly) this more passive assignment to guard the Tripartite Seal. The other creature is a tarn linnorm named Audvin. The Harrowing Three found Audvin's egg centuries ago and raised the linnorm to serve them. Audvin's never left Svarýr and willingly accepted the task of guarding the door in order to protect his home.

The first time the PCs visit the door, whether they intend to break the seal or not, even if they're merely passing by, the Keeper addresses them in a sonorous voice. Read or paraphrase the following text.

"Greetings, destined guests of the Harrowing Three and agents of fate. I am the Keeper, and my companion is Audvin. We stand before the Tripartite Seal and shall not suffer you to pass until you achieve the means to unweave it. Go now and seek Gegrir's knife, the Speaker's claws, and the Golden Shears amid the roots and branches of Svarýr. When you have done so, return to me, and I shall administer your final test before entering the Spinning Hall."

The Keeper and Audvin stand guard before the Tripartite Seal until either the PCs manage to acquire the means to break the seal or they meet their death. After delivering her message, she and the linnorm welcome the PCs to observe the door and its seal as much as they wish, but any attempt to break the seal results in a fight. If the PCs have gathered what they need to do so from Svarýr, then only the Keeper faces them in battle, while Audvin slithers back to watch (this is a Moderate 19 encounter). If the PCs attempt to break the seal before they've undergone their tests in the roots and branches of the Tree of Answers, both the Keeper and Audvin attack—an Extreme 19 encounter.

In combat, the Keeper immediately engages any spellcaster or other indirect combatants such as ranged attackers. She does her best to keep these foes pinned down while trying to stay mobile herself via flight in order to vex melee-focused foes. If she's defeated and the PCs have what they need to enter the Spinning Room, Audvin roars in appreciation of the spectacle before slithering aside to allow the PCs free access to the door—he only attacks the party in this case if they attack him first.

If Audvin joins the fight, he keeps his distance somewhat, using his long reach and ranged capabilities to attack direct combatants. He uses his tail's Improved Grab to separate creatures from the rest of their group and unleashes his breath weapon whenever he can affect multiple creatures. The two fight to the death.

THE KEEPER

UNIQUE NE MEDIUM FEY

Variant female vilderavn (*Pathfinder Bestiary 3* 287)

Perception +36; greater darkvision, true seeing

Languages Aklo, Common, Infernal, Sylvan; tongues

Skills Acrobatics +37, Athletics +39, Deception +39, Heraldry Lore +34, Society +36, Stealth +35, Warfare Lore +36

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

Items +2 greater resilient full plate, +3 greater striking greatsword

AC 47; Fort +37, Ref +35, Will +32

HP 385; **Immunities** curses, death effects, drained, fear;

Weaknesses cold iron 20

Aura of Disquietude (aura, emotion, fear, mental) As vilderavn, but DC 41.

Attack of Opportunity ↗

Maintain Fate ↗ (abjuration, occult) **Trigger** The Keeper would be subjected to a misfortune effect, become slowed, or become stunned; **Effect** The Keeper manipulates reality to maintain control of her own destiny and twists the fate of those that dared tamper with her own. The Keeper disrupts the triggering effect

**Chapter 1:
All Is Lost**
**Chapter 2:
In the Land
of Norns**
**Chapter 3:
Reclaiming
Fate**
**Beyond the
Campaign**
**Adventure
Toolbox**

and becomes quickened until the end of her next turn. She can use the extra action to Fly, Step, Stride, or Strike. If the effect originated from a creature, such as an enemy casting *slow* on the Keeper, that creature is targeted with an *ill omen* spell (*Pathfinder Advanced Player's Guide* 221). The creature must attempt a DC 44 Will save to determine the effects of the spell.

Speed 40 feet, fly 120 feet

Melee ♦ greatsword +40 (magical, versatile P), **Damage** 4d12+16 slashing plus bloodbird

Melee ♦ jaws +37 (magical), **Damage** 4d6+16 piercing plus bloodbird

Melee ♦ talon +37 (agile, magical), **Damage** 4d6+16 slashing plus bloodbird

Occult Innate Spells DC 41; **9th** ethereal jaunt, suggestion; **8th** crushing despair (at will), modify memory; **7th** outcast's curse (at will), suggestion (at will); **Constant (9th)** tongues, true seeing

Bloodbird (curse, occult) As vilderavn, but DC 41.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) As vilderavn.

Souleater (necromancy, occult) As vilderavn, but DC 44.

AUDVIN

CREATURE 20

Tarn linnorm (*Pathfinder Bestiary* 226)

Initiative Perception +35

The Tripartite Seal: The magical seal securing the Spinning Room takes the form of three golden ropes, each created by one of the Harrowing Three. In order to break the seal, the PCs need to cut each of the ropes. Cutting a given rope safely requires the use of a specific item that the PCs can find within Svarýr. Each item can only cut its associated rope, and once it's done so, both item and rope crumble to dust. The PCs can return to the seal at any time to observe and investigate it as they see fit.

While the seal is powerful, it's not foolproof, and PCs who prefer to break the seal themselves can attempt to do so. The magic is a 10th-level effect and is difficult to perceive. A character capable of using 10th-level *read aura* or similar magic can attempt to identify the magic of the seal. Doing so requires a successful DC 45 Arcana or Occultism check. With a success, a character determines that the seal's magic is composed of "layers" of magical effects. The initial layer prevents access to the rest of the magic and must be removed with a successful counteract check (DC 50).

From there, each rope has its own layer of protection that must be identified through the use of *read aura* like the first layer. The first rope's magic can be identified with a successful DC 45 Arcana check. This rope is bound by arcane magic and requires the use of a weapon

empowered by the arcane. To cut the rope, a character must cast a 10th-level *magic weapon* on a mundane weapon. This casting must come from a spellcaster of the arcane tradition or otherwise be an arcane version of the spell. Additionally, a second casting of 10th-level *magic weapon* must be expended as part of the attempt to counteract the rope's magic to make it vulnerable. Rather than casting the spell on a weapon, the spell is simply expended as part of the attempt to succeed at a DC 50 counteract check. Alternatively, a casting of *disjunction* automatically succeeds at the counteract check. Regardless of how it's counteracted, the rope's magic dissipates for a moment, allowing a character to cut it with their magical weapon. If not cut, the magic returns after 1 minute and must be counteracted again.

The two remaining ropes use a similar method and the same DCs as the first rope. One rope is



The Keeper

EXPLORING SVARÝR

The PCs are free to move throughout Svarýr as they see fit. This adventure assumes they make their way toward all three pieces required to break the Tripartite Seal—by focusing on one of the three items needed to cut the seal's cords, they can reach each of the three locations where the items can be found with an hour of travel. While moving through Svarýr, the PCs are bound to encounter a number of wandering patrols. This adventure assumes the PCs encounter guard patrols at least twice during their time at Svarýr (once represented by area G4 and once by area G5), though you might alter the number of encounters. Canny PCs might be able to avoid the patrols, or there might be additional patrols the PCs encounter along the way.

The further up into the tree's branches a PC climbs, the stranger the world around them becomes, as the First World grows more visible the higher one climbs or further one wanders from the trunk. The notion that the tree is taller and its branches larger and longer than they appeared from the world below isn't false—the heights of the tree exist in a thin spot in reality between Golarion and the First World. Regardless of height climbed, a PC who falls from a branch in the upper reaches of Svarýr falls for $1d6+6 \times 10$ feet before landing either on a lower branch or the ground.

empowered by primal magic. Cutting this rope requires a casting of a primal 10th-level *magic fang* and a second casting to counteract and make the rope vulnerable. The third rope contains divine magic and requires two castings of a divine 10th-level *spiritual weapon*, one to counteract and a second to cut the rope. Finally, after cutting the ropes in this way, one final ward remains, which takes the form of a translucent, magical screen that holds the doors in place. Destroying this requires two castings of occult 10th-level *ghostly weapon*. Once all four parts of the seal are destroyed, the PCs are free to open the doors to the Spinning Room at their leisure. If the PCs use the items designed to cut the ropes, they don't need to break the final part of the seal, as the designated magic of the items destroys it as part of the process of cutting the ropes. Finally, once the seal is broken, the rest of the forces know to stand down and allow the PCs to move freely.

XP Award: Award the PCs 120 XP for breaking the Tripartite Seal, regardless of the methods they use to achieve this goal.

G4. ALONG THE ROOTS

LOW 19

This encounter takes place while the PCs move through the twisting and tangled roots of the Tree of Answers. The encounter likely occurs after the PCs claim the first item to break the Tripartite Seal.

Creatures: The Harrowing Three maintain a small force to defend Svarýr. The head of this force is the Keeper, and her lieutenants are a squad of valkyries loyal to the Harrowing Three. Numerous warriors inhabit the tree. When one of these warriors passes away, the valkyries occasionally ascend one into a powerful einherji who then joins the rank of Svarýr's soldiers. These soldiers spend decades or even centuries training to become worthy guardians for their home.

One squad of soldiers is on patrol among Svarýr's roots and immediately rushes into combat upon spotting the PCs. They use their *zeal for battle* spell to try to make the first strike in combat. The soldiers have been trained to cut down enemy forces by focusing on a single target at a time. They try their best to surround a single foe and use their *weapon surge* ability to empower their attacks. They then continue to challenge additional targets as the prior one falls. The soldiers fight to the death.

SVARÝR SOLDIERS (4)

CREATURE 16

RARE CN MEDIUM AESIR MONITOR

Variant einherji (*Pathfinder Bestiary* 389)

Perception +30, darkvision

Languages Common, Skald, Jotun; tongues

Skills Athletics +32, Crafting +25, Intimidation +29

Str +8, **Dex** +5, **Con** +7, **Int** +1, **Wis** +3, **Cha** +5

Items +2 greater striking returning dagger, +2 greater striking longsword, greater sturdy shield (Hardness 15, HP 120, BT 60)

AC 39; **Fort** +31, **Ref** +27, **Will** +25 (+29 vs. fear)

HP 295; **Resistances** piercing 15

Attack of Opportunity ↗

Shield Block ↗

Speed 40 feet, fly 30 feet

Melee ♦ longsword +34 (magical, versatile P), **Damage** 3d8+16 slashing plus 2d6 mental

Melee ♦ fist +32 (agile), **Damage** 3d6+16 bludgeoning

Ranged ♦ dagger +31 (agile, magical, thrown 10 feet, versatile S), **Damage** 3d4+16 piercing

Champion Devotion Spells 3 Focus Points, DC 34; **1st** lay on hands (*Core Rulebook* 387); *weapon surge* (*Core Rulebook* 399); **4th** word of freedom (*Core Rulebook* 399), *zeal for battle* (*Core Rulebook* 399)

Divine Innate Spells DC 34; **Constant (5th)** tongues

Challenge Foe ♦ The soldier challenges one creature they can see to single combat, attempting to Demoralize that

target. This target remains the soldier's foe until it's defeated, it flees, or the encounter ends. The soldier gains a circumstance bonus to damage equal to their number of weapon damage dice against their designated foe but takes an equivalent circumstance penalty to damage against any other creature. If the soldier is defeated by their challenged foe, the shame causes them to lose use of their champion devotion spells for 1 week or until they challenge the same foe again and emerge victorious, whichever comes first.

Defender of Svarýr The soldier's melee Strikes with a longsword become infused with the convictions of their duty, and deal an additional 2d6 mental damage against foes they fight while in Svarýr (listed above).

Instant Repair The soldier Repairs their shield. They can't use this ability if the shield is completely destroyed.

G5. AMONG THE BRANCHES

Moderate 19

The PCs can encounter another patrol while high along the branches of the tree where there is a risk of falling hundreds of feet. This encounter likely occurs after the PCs have claimed their second item to break the Tripartite Seal.

Creatures: Even with wards in place, enemy forces have found their way to Svarýr over the millennia. Those who attempt to invade from the air are met by the deadly valkyries who serve the norns. This patrol consists of a pair of valkyrie commanders. Like the other patrol, this patrol attacks immediately upon spotting the PCs. They each swoop in to engage a single foe rather than ganging up on targets and fight to the death.

SVARÝR COMMANDERS (2)

Creature 19

RARE CN MEDIUM AESIR MONITOR

Varian valkyrie (*Pathfinder Bestiary 3* 281)

Perception +33; darkvision

Languages Common, Jotun; ravenspeaker, tongues

Skills Acrobatics +34, Athletics +38, Diplomacy +34, Intimidation +34, Religion +33

Str +10, **Dex** +7, **Con** +7, **Int** +3, **Wis** +6, **Cha** +7

Items +2 greater resilient breastplate, +2 greater striking returning spear

Claimer of the Heroic Dead (divine, necromancy) Svarýr commanders can detect the souls of those recently dead. A commander spends 10 minutes praying over the body of a creature who has been dead for no more than 12 hours; if that creature is worthy of becoming an einherji and of the appropriate alignment, the commander transforms that creature into a Svarýr soldier.

Ravenspeaker (divination, divine) As valkyrie.

AC 44; **Fort** +34, **Ref** +32, **Will** +31

HP 330; **Resistances** electricity 20

Attack of Opportunity

Recall the Fallen (divine, healing, necromancy)

Frequency once per day; **Trigger** An allied creature within 60 feet who isn't a construct or undead is reduced to 0 Hit Points and their dying value is 2 or less; **Effect** The commander restores 8d10 Hit Points to the target.

Speed 25 feet, fly 60 feet

Melee **spear** +38 (magical), **Damage** 3d6+17 piercing plus 2d12 electricity

Ranged **spear** +36 (magical, thrown 20 feet), **Damage** 3d6+17 piercing plus 2d12 electricity

Divine Innate Spells DC 38, attack +30; **9th** heal, weapon of judgment; **8th** heal; **7th** heal, plane shift (self and mount only); **6th** disrupting weapons, heal, heroism; **3rd** augury, sanctified ground, status, wanderer's guide; **Constant (9th)** tongues

Storm of Battle (divine, electricity, evocation) The commander hurls their spear into the air, creating a massive storm in a 100-foot burst. Spears of lightning rain down upon enemies in the area, dealing 5d12 electricity damage (DC 41 basic Reflex save).

G6. AUGURY CHAMBER

Medium 19

The entrance to this chamber appears to be a 10-foot-wide hole in the side of Svarýr's trunk at least a hundred feet above the ground, but as the PCs make their way into the hole and traverse a 30-foot passage, the wood-lined tunnel opens into a chamber much larger than one would expect to exist within Svarýr—a side-effect of the tree's reality-warping nature.

This large chamber appears to have been carved from the heart of a vast tree much larger than it appeared from outside. Large stones are scattered throughout the room. The chamber's walls are covered in vines that appear to be specifically grown to create a multitude of shapes and symbols. In the center of the chamber is a large stone bowl that's been stained with blood. An opening in the western wall leads back out.

This chamber serves as a place to enact various types of divinations. Recently, the trolls of Svarýr have taken to a technique of divination in which they cut into their own bellies, pull out their entrails, and use the gory tangles to read the future. Once done with a reading, a troll simply returns their entrails into their body and regenerates the damage away. This technique spread to the trolls of Svarýr several hundred years ago after being brought to the region by a troll auger from the Varisian city of Kaer Maga and remains a favorite prognostication technique to this day.

The bowl in the center of the room is meant to hold the entrails while a troll performs a reading. The

vines on the wall, which are reminiscent of intestines, are arranged into magical symbols that enhance the accuracy of these readings. The chamber itself is in a dome shape and rises to a height of 50 feet at its center point. A creature can use the vines to climb the walls or across the chamber's ceiling. Doing so requires a successful DC 30 Athletics to Climb the wall or a DC 40 check to Climb across the ceiling.

Creatures: The head augur in Svarýr is a troll by the name of Gegrnir, an ancient who claims to be a direct descendant of the original clan of trolls with whom the Harrowing Three made their initial pact, but he has never bothered providing any evidence of these claims. Even without proof, Gegrnir's multiple heads suggest he is different from typical trolls. Gegrnir primarily speaks through his largest head, but the other heads chime in during his readings. Depending on the result of his readings, one of his other heads declares their findings. Each other head seems to have a specific focus, be it predictions of death, love, wealth, despair, and so on, and only speaks when relating to their

respective subject. As the oldest practitioner of the entrail readings at Svarýr, Gegrnir takes great pride in his work and often chooses to keep his intestines outside of his body at all times, though he wears a pouched sling to hold them when they're not being used for divination.

When the PCs arrive, Gegrnir is engaged mid-reading, attended by two of Svarýr's warriors who help him by moving his entrails in and out of the bowl as the reading progresses. He is quick to address the PCs, noting that he expected their visit. Gegrnir then raises a stone dagger, proclaiming that it's what the PCs seek, but laments that they will have to kill him to claim it. He cuts open his own chest, tosses the dagger inside, and then lets his flesh seal the dagger within him as it regenerates. He and his assistants then attack the PCs.

In combat, Gegrnir uses his intestines to separate spellcasters from the rest of the group, hoping to use his might to destroy them—or anyone else who obviously can produce acid or fire—as quickly as possible. If areas of acid or fire appear in the chamber, such as a *wall of fire*, he climbs along the walls and across the ceiling to avoid them. The two soldiers engage melee combatants in hopes of giving Gegrnir an opening to attack a spellcaster. The three fight to the death.

GEGRNIR

CREATURE 20

UNIQUE N HUGE GIANT MUTANT TROLL

Variant jotund troll (*Pathfinder Bestiary 2* 267)

Perception +35; darkvision

Languages Common, Jotun; tongues

Skills Athletics +38, Fortune-Telling Lore +35, Intimidation +37, Occultism +35

Str +10, **Dex** +4, **Con** +10, **Int** +2, **Wis** +7, **Cha** +4

AC 44, all-around vision; **Fort** +38, **Ref** +30, **Will** +33

HP 470, regeneration 40 (deactivated by acid or fire);

Weaknesses fire 20

Head Regrowth Gegrnir has nine heads, and he can use regeneration to regrow a head that is severed from an effect like a *vorpal* weapon. After regaining Hit Points from regeneration, the jotund troll attempts a DC 8 flat check. On a success, one missing head is fully restored; on a critical success, two missing heads are fully restored. If Gegrnir loses his last remaining head, he dies immediately.

Multiple Opportunities A jotund troll gains an extra reaction per round for each of their heads beyond the first, which they can use only to make Attacks of Opportunity with their jaws or to Fast Swallow. They

Svarýr Commander

can't use more than 1 reaction for the same triggering action, even if a creature leaves several squares within their reach, and the jotund troll must use a different head for each Attack of Opportunity they make. Whenever one of Gegrir's heads is severed, he loses 1 of his extra reactions per round.

Attack of Opportunity ↳

Catch Rock ↳

Speed 30 feet, climb 40 feet

Melee ♦ jaws +38 (magical, reach 15 feet), **Damage** 4d12+18 piercing

Melee ♦ claw +38 (agile, reach 15 feet), **Damage** 4d8+18 slashing

Melee ♦ intestine +38 (agile, reach 30 feet), **Damage** 4d4+10 bludgeoning plus Intestinal Tether

Occult Innate Spells DC 39; **9th** foresight, true seeing; **8th** confusion, mind reading, true strike (x3); **2nd** augury (at will); **Cantrips** (**9th**) daze, detect magic, guidance, read aura; **Constant** (**9th**) tongues

Cacophonous Roar ♦ (auditory, emotion, enchantment, incapacitation, mental, primal) Gegrir emits a cacophonous roar from all his heads with a mystical power that distorts the listener's mind. Each non-troll creature within 100 feet must attempt a DC 42 Will save. Gegrir can't use Cacophonous Roar for 1d4 rounds.

Critical Success The creature is unaffected and is temporarily immune to Cacophonous Roar for 24 hours.

Success The creature is stupefied 1 for 1 round.

Failure The creature is confused for 1 round.

Critical Failure The creature is confused for 1d4 rounds.

Fast Swallow ↳ **Trigger** Gegrir Grabs a creature with his jaws; **Effect** Gegrir uses Swallow Whole.

Gut Tug ♦ Gegrir's intestines slither back into his body, pulling a creature grabbed by his intestines toward himself. Gegrir rolls an Athletics check against the creature's Fortitude DC. With a success, he pulls the creature into an adjacent space, and if he critically succeeds he can also make a jaws Strike against the creature after the pull.

Intestinal Tether A creature hit by Gegrir's intestine becomes grabbed. The creature isn't immobilized, but it can't move beyond the reach of Gegrir's intestine. A creature can sever the intestine with a successful Strike against AC 41 that deals at least 20 slashing damage. This deals no damage to Gegrir but prevents him from using his intestine Strike until he regrows his intestine, which takes 1 minute.

Ravenous Jaws ♦ Gegrir makes a number of jaws Strikes up to his number of heads, each against a different target. These attacks count toward the troll's multiple attack penalty, but the penalty doesn't increase until after he makes all of these attacks.

Rend ♦ claw

Swallow Whole ♦ (attack) Medium, 4d12+10 bludgeoning, Rupture 40

SVARÝR SOLDIERS (2)

CREATURE 16

Page 42

Initiative Perception +30

Treasure: *Gegrir's knife* is one of the three items needed to break the Tripartite Seal. Claiming the knife from Gegrir requires a few minutes to cut it out of his chest. The knife is a +3 major striking greater keen wounding dagger. In addition to the knife, the PCs



Gegrir

can locate a treasure in the wall. One of the shapes in the wall is in fact an *indestructible shield*. Noticing the shield in the wall requires a successful DC 35 Perception check.

G7. HEART OF SVARÝR

SEVERE 19

This location can be reached by climbing toward the top of the nearly 300-foot-tall tree, but upon arriving the PCs discover that the tree seems to extend further upward all around a wide platform made of a dense tangle of interwoven branches.

What looks almost like a small, idyllic forest grows from a layer of tightly entwined branches. In the center of a forest is a glowing tree trunk that rises from the ground and continues up into the canopy of branches a hundred feet above. A stream flows out from a pond on the eastern side of the chamber and continues to the south before swiftly cascading off the branches to turn to mist below.

Svarýr is a living tree with its own desires and needs, and this area contains the tree's "heart," a magical core that runs through the tree's trunk and is located at the precise midpoint between the First World and the Material Plane. The Harrowing Three created this area as a way to keep the core accessible, allowing them to tend to it, make requests of Svarýr, and listen to its requests in turn. The exposed primal energies of the heart have created the mat of branches and the smaller trees that grow within the area, warping space to create a miniature forest within the tree's boughs. This forest has its own ecosystem with small animals and other plants growing within. The chamber rises to a height of 100 feet and the trees within grow to about 40 feet tall. The pond is 20 feet deep at its center and the stream is only 2 feet deep with water flowing slowly enough to not affect most creatures that move through it.

The heart of Svarýr—the trunk that grows from the center of this area—is more resilient than the rest of the tree itself. As long as the Harrowing Three live, the heart heals all damage done to it an instant later, and the Harrowing Three immediately sense the disruption. The guardians of the heart move to defend it at once if it's threatened, but if something continues to damage the heart after their defeat, those who would harm the heart swiftly face repercussions in the form of several Svarýr commanders (enough to create an Extreme encounter). If these valkyries are slain, then the Harrowing Three themselves arrive to put things right. In this case, the norns' patience wears thin and they attack the PCs rather than speak to them, having decided that they are not the heroes they expected after all.

Creatures: The Harrowing Three originally tended to Svarýr as a sapling, helping it grow into a large enough tree to serve as their home. After a few centuries, the norns found themselves focusing more on their readings and less on Svarýr itself. Recognizing that the tree would need someone to care for it as it continued to grow, the Harrowing Three recruited a huldra to serve as Svarýr's caretaker. This huldra, who simply goes by the title of Speaker of Svarýr, has tended to the tree since her creation and understands it better than anyone, even the Harrowing Three.

The Speaker typically keeps to this area, where she can easily communicate with the tree via contact with its heart, though this communication usually takes the form of vague feelings than any direct conversation. The Speaker reaches out to the Harrowing Three to address whatever is needed for the tree. When the PCs enter this room, the Speaker is communicating with Svarýr and is accompanied by a pair of nornhounds. She recognizes the PCs based on the Harrowing Three's descriptions. While the Speaker laments that she has to resort to violence to deal with the PCs, she understands that it's what must be done to protect the Harrowing Three and Svarýr. She proclaims that she will do her best to prevent the PCs from claiming her claws.

In combat, the Speaker keeps her distance, using her magic to attack as many foes as possible. The nornhounds do their best to harry foes, using their abilities to slow down or hamper melee combatants. The Speaker and her allies fight to the death.

SPEAKER OF SVARÝR

CREATURE 20

UNIQUE CN MEDIUM FEY

Variant female huldra (*Pathfinder Bestiary 3* 138)

Perception +34; darkvision, scent (imprecise) 60 feet

Languages Common, Sylvan; *speak with plants, tongues*

Skills Acrobatics +34, Athletics +34, Deception +36 (+40 to Impersonate a human version of herself), Diplomacy +38, Intimidation +36, Nature +34

Str +6, Dex +6, Con +5, Int +4, Wis +6, Cha +8

AC 44; Fort +31, Ref +36, Will +33

HP 380, regeneration 30 (deactivated by acid or fire);

Weaknesses cold iron 20, fire 20

Speed 30 feet

Melee ♦ fist +36 (magical, versatile S), **Damage** 4d10+14 bludgeoning plus 2d8 mental

Melee ♦ tail +36 (agile, magical, backswing), **Damage** 4d6+14 bludgeoning plus 2d10 mental and Befuddling Lash

Primal Innate Spells DC 42, attack +34; **10th chain lightning, heal; 9th disjunction, heal; 8th heal, mask of terror; 7th cloudbreak, fly, heal; 6th chain lightning (x3),**

**Chapter 1:
All Is Lost****Chapter 2:
In the Land
of Norns****Chapter 3:
Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

slow; Cantrips (10th) light, guidance, produce flame, tanglefoot; **Constant (10th)** speak with plants, tongues

Befuddling Lash (curse, enchantment, mental) When the Speaker damages a creature with her tail, a wave of befuddlement clouds the target's thoughts. The creature must succeed at a DC 42 Will save or become stupefied 1 (stupefied 2 on a critical failure) for 1 minute.

Manipulate Luck (curse, primal) **Frequency** once per day;

Effect The huldra touches another creature to manipulate the creature's luck. The creature must attempt a DC 42 Will save. On a failure, the huldra chooses good luck or bad luck. If the huldra chooses good luck, the affected creature can roll twice on one d20 roll within the next minute and use the higher result; this is a fortune effect. If the huldra chooses bad luck, the creature must roll twice and use the lower result on its next d20 roll; this is a misfortune effect.

NORNHOUNDS (2)

Page 84

Initiative Perception +32

CREATURE 18

Treasure: Slaying the Speaker of Svarýr causes her body to unravel into flexible strips of thin wood. A pair of these scraps remains intact—these strips are the *Speaker's claws*, and function as +3 major striking handwraps of mighty blows. As part of investing these handwraps, the wearer's fist Strikes gain the versatile slashing trait, and when used to inflict slashing damage, their fists lose the nonlethal trait. The *Speaker's claws* allow the wearer to rip through one of the ropes on the Tripartite Seal. A character who searches the forest and succeeds at a DC 38 Perception check notices that one of the flowers blooming near the lake's edge contains a glittering gemstone that functions as a *third eye*.

G8. TEMPLE OF THE NORMS

MODERATE 19

Three ten-foot-wide holes in Svarýr's trunk all provide access to this unexpectedly large chamber—as with area G6, this room appears much larger than the width of the Tree of Answers' trunk would suggest is possible.

Large stones are scattered throughout this chamber, arranged in a way to create seating and simple tables. At the far end of the chamber is an altar made from stacked stones. Three openings on the western wall lead outside.

Many of the people living among Svarýr see the Harrowing Three as deific figures worth of worship. The norns' power allows them to grant spells in the same manner as any other god. While the Harrowing

Three never actively sought worshippers, they never discouraged it either, and Svarýr provided a space for these worshippers to practice their faith. The room's ceiling rises to a height of 50 feet.

Creatures: While the temple is normally full of a variety of different inhabitants, it was emptied on the Harrowing Three's orders in anticipation of the PCs' arrival. The only inhabitants remaining are the spirits of former soldiers that once worshipped the norns in life—today, these spirits exist as a pair of undead last guard troops. They defend the temple from the PCs by attacking at once and fight until destroyed.

LAST GUARDS (2)

CREATURE 20

Pathfinder Book of the Dead 117

Initiative Perception +33.

NORNHOUNDS (2)

CREATURE 18

Page 84

Initiative Perception +32

Treasure: Resting on the altar is a single item—the *Golden Shears*. Not only are the *Golden Shears* one of the three items needed for severing the Tripartite Seal, but they also function as +3 major striking vorpal shears. (Shears are an uncommon simple weapon detailed more fully on page 184 of *Pathfinder Bestiary 2*.)

G9. TRYGVE'S TOMB

MEDIUM 19

This area lies below Svarýr itself, and can be accessed from a hole in the ground framed by two particularly old-looking roots. The hole leads to a ten-foot-wide tunnel that descends 50 feet into this underground chamber.

A single stone sarcophagus rests on a stone platform in the center of this room. Carvings along the walls depict various scenes of battle. The scenes each seem to focus on a single warrior leading the charge and include a fight against an enormous troll, a fight with a linnorm, and a coronation ceremony featuring three norns. The sarcophagus features a carving on its lid of the same warrior. Various statues along the outside edge of the chamber depict the warrior in various battle poses. A double door sits in the center of the northern wall.

After betraying Bolti outside of Svarýr and leaving him to die, Trygve continued into the tree and declared his loyalty to the Harrowing Three. Pleased that Trygve played his part to perfection, the norns rewarded Trygve with a place among their soldiers. Trygve spent the remaining years of his life serving the norns and leading their armies against various

enemies, among whom in a twist of irony, was the troll king he originally set out to slay with Bolti in the first place. Living among the people of Svarýr, Trygve had finally found the glory he sought. After his passing, the soldiers of Svarýr honored him by creating this burial chamber and interring his body within. The statues and carvings stand as a testament to Trygve's accomplishments in life. The sarcophagus itself still holds Trygve's corpse, kept intact by a constant *gentle repose* effect.

Bolti's Vengeance: The draugr Bolti seeks revenge against Trygve's betrayal. If he's accompanying the PCs, he'll make it clear to them before long (and no later than after the party recovers the second item they need to remove the Tripartite Seal) that he wishes to seek Trygve out, claiming he can "smell" his treachery somewhere nearby. If the PCs allow Bolti to lead them down to this chamber, he'll be enraged to find that not only has time stolen his chance for vengeance against Trygve, but worse, the inhabitants of Svarýr built him a glorious tomb to rest within.

Driven by this frustration, Bolti blames the PCs, making ridiculous claims that "had we come here sooner, I could have ended his life, but now I'll just have to settle for yours!" The draugr means to attack the PCs then, fighting until he's destroyed. If the PCs think quickly, they can try to talk Bolti out of his attack by Lying to him (such as by claiming that smashing Trygve's remains is as good as revenge as any) or by using logic to try to make him see that there's no more reason to remain stranded in undeath with a Diplomacy check. In either case, each PC gets a single chance to do so with a DC 44 check. If any one of these Deception or Diplomacy checks succeed, Bolti slumps as he accepts his fate, then silently crumbles to dust. Otherwise, he attacks, fighting until destroyed.

Treasure: Trygve's remains lie within his sarcophagus, still clad in a suit of *impenetrable scale*. Also within his sarcophagus is his *frost brand*, although this magical greatsword also bears a potent *backbiting* curse. This curse functions the same as the *backbiting* curse on page 92 of the *Pathfinder Gamemastery Guide*, except that it's a level 19 curse.

XP Award: If the PCs are able to put Bolti's soul to rest, award them XP as if they defeated him in combat.

G10. SPINNING HALL

When the PCs remove the Tripartite Seal and prove themselves against the foe at area **G2**, they can enter the Spinning Hall.

Countless golden threads dangle in loops from the ceiling of this chamber, while large piles of the same thread lie

scattered throughout the room. A spinning wheel stands in the center of the chamber. Numerous shelves holding a variety of items and treasures line the walls. Large double doors in the southern wall are the only way in and out, while at the opposite end of the room sit three enormous wooden thrones.

The Spinning Hall has been home to the Harrowing Three for over a century. Once prophecy broke at the dawn of the Age of Lost Omens, the norns fell into a depression. They spent several months in this room futilely attempting to read the future but found themselves unable to do much more than see their own short-term fates. The thousands of threads in this room are the result of these hopeless attempts.

Rather than invest the power of their triumvirate in themselves, the norns invested it into the Spinning Hall, making this chamber the nexus of their strength. The norns empowered the room instead of gaining the elite adjustment, enabling it to tap into the innate power of Svarýr. This additional power allows the norns to perform particularly powerful rituals, including the ones required to create the *Deck of Destiny* and to bind Zellara. The Spinning Hall's ceiling rises to a height of 100 feet.

When the PCs finally enter this chamber, proceed with Debating the Harrowing Three.

Debating the Harrowing Three

As the PCs enter the Spinning Hall, the Harrowing Three welcome them from where they sit upon their thrones. Assuming the PCs don't immediately attack, the norns give raspy chuckles before they begin to speak. They talk one at a time, but switch between speakers every few words, making for a disorienting, eerie pattern.

"Ah, the great heroes. We are pleased that you have finally made your way to us, as we foresaw that you would. We're sure you're wondering why we've called you here. We have a proposition for you. My sisters and I are not wont to leave the safety of this chamber, but we are in need of powerful beings such as yourselves. You have been fated to gather the scattered cards from a very particular deck. A deck that we worked tirelessly to create since the dawning of this Age of Lost Omens. You did well to gather what cards you could, but now the Betrayer has taken them all. You will seek her out, reclaim what was taken, and return the cards to us so that we might restore what these Lost Omens stole from us. You might ask why you would do such a thing for us. We are prepared to explain your fate if you wish."

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

The Harrowing Three know that the PCs are their best chance for reclaiming the *Deck of Destiny* and sealing the fate of Golarion to restore the power of prophecy. The norns hope that simply asking the PCs to seek out the cards Raven stole is enough, and if the PCs agree without requiring more from them, proceed to this campaign's climax, as detailed in Chapter 3.

If the PCs do wish to know more, the Harrowing Three are prepared to present their reasoning for the creation of the deck—indeed, they're almost eager for the chance to explain what they see as the most glorious plan for righting the cosmic farce that the past century has wrought. They spend several minutes sharing the following information and points with the PCs. While this adventure assumes the Harrowing Three get a chance to present all of their arguments first, it's possible that some PCs might chime in or even begin debating these points in earnest. If so, feel free to jump into Arguments against Destiny on page 49 as needed. This debate could just as easily be a back-and-forth exchange rather than a simple matter of both sides presenting their arguments one at a time.

The Harrow Reading: The Harrowing Three begin by explaining their plan. They created the *Deck of Destiny* in hopes of performing the greatest harrow reading reality has ever known. This reading would read not the fate of a single person, but of all of Golarion at once. Performing this reading would seal the fate of Golarion and all those who dwell here, again making reality predictable. Prophecy would return, allowing not only the Harrowing Three but anyone to predict their fate with certainty. The norns note that if the PCs decide that destroying the *Deck of Destiny* is for the best, they'll find the process difficult, for they claim the only way to destroy the deck is to use it for its intended purpose: perform a harrow reading for all of Golarion.

Importance of Prophecy: The norns then explain that the return of prophecy would be for the best. Uncertainty is a frightening, dangerous thing. The Harrowing Three argue that knowing what will happen is always better than not knowing. They believe that everyone would prefer to be ready for the next natural disaster, death in the family, or life-changing accident, and that all beings deserve the option to be ready to deal with such issues before they come to pass. Others would live easier lives knowing who they might marry, whether or not they might have children, what job they will have, and so forth. Removing the stress that rises from uncertainty would lead to happier lives for all. Even knowing something bad can still make a person happy because they can plan for this event rather than live in fear of the unknown.

Importance of Order: As the norns continue, they note that the return of prophecy is also a step toward order within the universe. Golarion will be but the first step toward a perfect future, for as they note, “free will leads to chaos.” Anyone can make decisions with far-reaching implications. Entire civilizations have been lost due to a single choice. Restoring prophecy minimizes harm. Rather than worrying that some errant choice could spiral into a chaotic aftermath, the norns argue that anything and anyone could be controlled and maintained.

Illusion of Choice: From here, the Harrowing Three look to appeal to the PCs more directly. They begin by noting that the free will they've had up to this point has been false, or at least, not as free as they've believed. From the day they were born, the PCs had decisions thrust upon them. They didn't choose where to be born or to whom they were born. They didn't decide the people they met as they grew. There were countless factors in their lives that were determined without their input. The norns note that there's no such thing as true free will; no one was ever given full control of their lives and choices and thus cannot claim that they've ever had true free will at any point in their lives.

The norns continue by arguing that even if the PCs believe they have free will, there's no way for them to truly know if that's actually the case. No one, not the PCs, not the norns, not even the most powerful gods, has the means of seeing every single possibility of every single choice. That means that even when the PCs make a choice, there's no way to have made it truly unrestricted. There are factors and possibilities for every choice the PCs have ever made that they'll never know about. Without complete freedom, they cannot have true free will. The PCs might believe or feel that they've made decisions themselves, but there were always other factors in play. The norns note that locking in someone's destiny doesn't change that feeling. They will play out their lives believing they've made decisions themselves. If that's already how people live their lives, why would reestablishing prophecy and fate change how people continue to live?

Finally, the Harrowing Three mention that the PCs had no problem with living a fated life up to this point. They moved through Svarýr believing that the only way to reach the norns was to collect the objects to break the seal and enter the Spinning Hall. If the PCs were truly free to choose as they wished, would they have not found a different way in? They could have broken the seal some other way. They could have found some method of retrieving the objects without killing the norns' servants. They could have even ignored the norns entirely and simply put in the

work to find Raven Nicoletta without Zellara's help. The PCs seemed to have no problem believing that this was the only way to do things. The Harrowing Three simply want things to continue this way and even offer a kindness in that everyone could be oblivious to the locked machinations of fate.

Stacking the Deck: Before they let the PCs speak, the Harrowing Three offer the PCs an incentive for helping them. The reading that the norns plan to do has no rules or requirements. If the PCs work with the Harrowing Three, the norns promise to "tip the scales" in the favor of the PCs. The norns could stack the *Deck of Destiny* to lead to more favorable fates for them, offering great riches, power of all sorts, or even immortality. Whatever the PCs wish, the norns can make it happen, so long as they are given the deck and granted the opportunity to perform the harrow reading.

THE CASE FOR FREE WILL

At this point, the PCs can attempt to convince the Harrowing Three that making use of the *Deck of Destiny* isn't in the best interest of Golarion and its people. They can present arguments in favor of maintaining the free will that people already have, against forcing fate and prophecy upon Golarion, and suggest why a fated life isn't necessarily the best choice for Golarion. As the PCs proceed through their debate, they'll accrue Argument Points that represent instances of the norns finding the PCs' reasoning convincing. The PCs begin this debate with no Argument Points as the Harrowing Three are convinced that their stance is correct. There is no time limit for how long the PCs wish to take to present their case to the norns, but at a certain point, they'll run out of arguments or begin to repeat themselves. At this point (at your discretion), the Harrowing Three call an end to the debate—proceed with The Norns' Decision on page 51. Alternatively, if at any point the PCs gain 10 or more Argument Points, the norns give up their stance and allow the PCs to do as they wish, as noted in The Norns' Decision.

The PCs are free to argue their points in any way they wish, but this adventure assumes that the debate plays out through use of the Victory Point system from the *Gamemastery Guide* (pages 148–150), detailed in the Debate the Harrowing Three activity below. The PCs attempt skill checks representing how successfully

they present their arguments. However, if your players prefer to present their case using other methods, you might consider some of the guidance found in Playing Out a Debate on page 52.



Fabrina the Spinster

DEBATE THE HARROWING THREE

AUDITORY CONCENTRATE LINGUISTIC MENTAL

You spend several minutes arguing your points with the Harrowing Three to convince them of the error of their beliefs. Select one of the key skills associated with the argument you made and attempt a check with that skill—the required DC depends on the skill used, as indicated in the Arguments against Destiny section below.

Critical Success Your argument is particularly well-presented or resonates with the norns. The party gains 2 Argument Points.

Success The norns understand your point.

The party gains 1 Argument Point.

Failure Your argument is unconvincing.

Critical Failure You manage to undermine your own argument or even argue on behalf of the norns for a moment. The party loses 1 Argument Point.

ARGUMENTS AGAINST DESTINY

Listed below are several arguments and tactics the PCs might use to convince the Harrowing Three that their ideas are flawed or even incorrect. Feel free to expand on these as you see fit or as the PCs present other points with their case.

A LACK OF HEROES

Key Skills Diplomacy (DC 43), Society (DC 39)

The norns noted that using prophecy and maintaining fate could help minimize harm done to others. This argument notes that the opposite could also be true. It's possible that someone becomes fated to cause harm but lack a fate in which someone prevents this damage or delivers retribution for it. Without the choice to do good and act as heroes, the world will have far fewer heroes to help protect it.

BREAKING FREE OF FATE

Key Skills none (see below)

It's possible that the PCs made their way to the Spinning Hall without collecting all three items to destroy the seal, or they might have not slain the Harrowing Three's servants to claim the items. The PCs could bring this up and show that even when the norns had the most control over the events of their home and the fate of the PCs, the PCs were able to break free from the fate set before them. This

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

argument posits that an all-encompassing destiny for all of Golarion is an impossibility, as there will always be ways to break free from expectations. If the PCs bring up this point, the norns are shocked to realize that the PCs are correct. This grants the party 3 Argument Points automatically.

CHAOS AND MAGIC

Key Skills Diplomacy (DC 43), Arcana or Occultism (DC 39)

The PCs note that magic can be a chaotic and random thing, a power that needs to be controlled to be used correctly. While there is a lot to be said about the order required to make use of magic, there is also a lot of untapped potential to magic. Without the choice to further study and control magic, there wouldn't be any new uses for it. This argument could even posit that a world where all possible uses of magic were defined would have prevented the Harrowing Three from creating something as unprecedented as the *Deck of Destiny*. Would the norns prefer to live in a world where they were restricted in how they could use their magic, or would they rather have the freedom to do as they wish with their abilities?

CHOICE IN NATURE

Key Skills Diplomacy (DC 43), Nature or Survival (DC 39)

A PC might present the natural world as an argument. Even in a world with prophecy or a known destiny, nature seems to be able to work against fate. Prophecy is a construct of sapience, and the animals and plants of the natural world are unaffected by prophecy and many occurrences in nature happen seemingly at random. Try as the norns might, they would never be able to truly seal the fate of all of Golarion as nature would always, intentionally or not, undermine the fate they choose.

GODS AND CHOICE

Key Skills Diplomacy (DC 43), Religion (DC 39)

This argument notes that the gods are more powerful and knowledgeable than the Harrowing Three. In fact, many of these gods can see the possible futures and outcomes of both Golarion and their followers. Why then are these gods not choosing to intercede and impose their will or a specific future on Golarion? The gods must understand that free will is better than any future they could choose for the world.

PROPHECY ISN'T FATE

Key Skills Intimidation (DC 43), Diplomacy (DC 39)

Before the Age of Lost Omens, prophecy was rampant. However, prophecy was never a strict explanation of events to come. Prophecies were generally vague and provided a lot of room for interpretation and for others to act as they wish. If a child is prophesied to become a ruler, this could happen in a dozen different ways, from earning the

MOTIVES EXPLAINED

The Harrowing Three don't consider their motives in putting the PCs through the constructed task of recovering items to cut through the Tripartite Seal pertinent to the remaining tasks ahead, but if asked about the events of this chapter they simply explain that, "Fate decreed that if you were the ones we sought, you would be able to triumph over the seal, and so you did, and so you are." To the norns, that's all the explanation they need. If the PCs accuse them of toying with their followers' lives or of forcing them to fight to the death, the norns simply reply, "A final error born of an age of errors. When we use the *Deck of Destiny* to set things right, those who gave their lives against you shall be restored... should that be their true and proper destiny."

respect of their people to becoming a brutal warmonger. As prophecy is only ever correct given hindsight, the child always had the freedom to decide how to achieve their destiny. Even with their reading, the norns won't have as much control over Golarion as they believe they might.

SELFISH DESIRES

Key Skills Diplomacy (DC 43), Intimidation (DC 39)

Prophecy has been gone for over a century. In this time, other creatures who relied on reading the future, prophecy, and so forth have managed to adapt. Why haven't the Harrowing Three? There are other norns who understand the limitation of their readings now, but the Harrowing Three seem almost childish in their desire to return to how things used to be.

UNFAVORABLE FATE

Key Skills Diplomacy (DC 41)

It's possible that the fate for Golarion the Harrowing Three seek to create could be an unfavorable one. This point argues specifically that a "true" fate could be one that is particularly unfavorable for the norns. They might guarantee their own deaths or a catastrophe that causes them to lose their ability to read the future ever again. While this could always happen, a world with free will gives the norns a chance to avoid such results.

THE NORNS' DECISION

Once the PCs finish arguing their case, the Harrowing Three's reaction depends on the total Argument Points.

10+ Points: The norns hesitate. While the PCs' arguments haven't immediately changed the norns' outlooks and ideals, the Harrowing Three find themselves deflated. They tell the PCs that they're free to

do as they wish. They release Zellara and are willing to offer the PCs some aid in the form of their collection of treasures. The norns reconsider performing the reading with the *Deck of Destiny*, whether it's for the sake of rebuilding prophecy or simply to destroy it. In this case, they hope that the PCs are objective in their performing the reading and don't attempt to manipulate the outcome in any way. If the PCs hope to avoid performing the reading, they suggest that they prepare themselves to defend the deck to their dying days.

9–6 Points: The norns are somewhat convinced, but not enough to put any more effort into helping the PCs. They release Zellara and ask the PCs to leave Svarýr for good. The norns attack the PCs if they don't leave within a reasonable time frame or if the PCs attempt to claim the norns' treasures.

5 or Fewer: The PCs are unconvincing with their arguments. At this point, the Harrowing Three understand that they'll be unable to convince the PCs to aid them and decide to simply take their cards by force. Proceed with Fighting the Harrowing Three below.

XP Award: Award the PCs 120 XP if they accrue 10 or more Argument Points (this reward is equal to what they'd earn if they defeated the norns in combat). Award the PCs 80 XP if they gained between 6 and 9 Argument Points.

PLAYING OUT A DEBATE

You or your players may find that using game mechanics to represent the PCs' attempts convince the Harrowing Three is unsatisfying for such an important encounter. Rather than allow the dice to determine how well-spoken and convincing the PCs are, consider playing out the scene entirely via roleplaying.

Your players may find playing out a philosophical debate in-character to be more interesting than skill checks. Use the points presented in this section as examples of arguments the PCs can present to the Harrowing Three. So long as the PCs present enough of these points, they should be able to convince the norns.



Hala the Rod

You may also want to combine roleplaying with game mechanics. In this case, grant the PCs bonuses to their checks, typically a circumstance bonus to a check ranging from +2 to +4. You might also grant the PCs a fortune effect, allowing them to reroll a check. Ultimately, the choice on how to play out this event is up to you. Keep that in mind as a few poor rolls in this encounter may sour the mood and lead to an unsatisfying outcome for your game. As GM, you have power to reward the players with a victory regardless of the results of the various rolls.

Before you choose to run the debate in another way, though, make sure all the players agree.

Not every player who plays a well-spoken debate-savvy character is personally comfortable debating, just as not every player who plays a hulking combatant is themselves physically strong. A significant appeal in an RPG is the ability to play someone different from yourself, and by asking the party to abandon their characters' statistics and strengths in this scene, you may frustrate your players, or worse, set them up for failure.

FIGHTING THE HARROWING THREE EXTREME 19

If the PCs fail to convince the Harrowing Three to change their minds, they'll find themselves facing the norns in combat. The Harrowing Three are brutal and decisive in combat, and if the PCs are still 19th level at this time, a fight against them is beyond an Extreme encounter. Even if they're 20th level, a clash against a trio of norns is a Severe encounter. Regardless, such a development should require all the PCs' resources, and perhaps rely upon the help of allies like Zellara to come to their aid if things go poorly.

In combat, the Harrowing Three work together to Snip Thread on less resilient characters, such as spellcasters, in hopes of cutting down a PC early. They use their magic to separate the rest of the PCs with castings of *maze* or kill additional PCs with *power word kill* and *weird*. They aren't



Diskrasia the Sharp

Worst of All Possible Worlds

Chapter 1: All Is Lost

Chapter 2: In the Land of Norns

Chapter 3: Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

afraid to engage in melee combat with their shears as needed but move to avoid becoming surrounded. In the event that one of the three is ganged up on by the party, the other norns do their best to disrupt these tactics and defend their sister. While the norns refuse to leave the Spinning Hall and won't pursue the PCs if they flee, as long as the party remains within this sanctum, and once they've taken to combat, the norns fight them to the bitter end, still believing fate is on their sides.

DISKRASIA THE SHARP

CREATURE 20

Variant norn (Bestiary 2 184, page 86)

Initiative Perception +43

FABRINA THE SPINSTER

CREATURE 20

Variant norn (Bestiary 2 184, page 86)

Initiative Perception +43

HALA THE ROD

CREATURE 20

Variant norn (Bestiary 2 184, page 86)

Initiative Perception +43

Treasure: The Harrowing Three have met with countless visitors during their stay at Svarýr. In this time, they've received a variety of gifts, offerings, and tributes. All of these items rest on the shelves along the walls in this chamber. The hoard of treasures is massive and would take several hours to collect and sort. If the PCs defeat the norns, they'll be able to reap the rewards of that difficult fight. If instead the PCs convince the norns to doubt themselves by achieving at least 10 Argument Points, the norns allow each PC to choose one permanent or three consumable items from their treasures as rewards for a debate well spoken.

The norns' collection includes the following.

- A +3 major striking greater disrupting greatsword
- A +3 major resilient ethereal glamered major shadow breastplate
- A candle of invocation (Advanced Player's Guide 256)
- Five disintegration bolts
- An earthglide cloak (Advanced Player's Guide 260)
- Four force tiles (Secrets of Magic 168)
- A luck blade
- A greater blade of four energies (Secrets of Magic 180)
- A greater flame tongue
- A greater mask of the banshee
- A greater ouroboros flail (Secrets of Magic 187)
- Three greater potions of flying

- Four greater universal solvents (Advanced Player's Guide 255)
- A high-grade orichalcum chain shirt
- A major codebreaker's parchment (Secrets of Magic 182)
- An obsidian crystal ball
- A phoenix flask (Secrets of Magic 174)
- A reflecting shield
- A singing shortbow (Secrets of Magic 189)
- A supreme sturdy shield
- Two time shield potions (Advanced Player's Guide 259)
- A true staff of providence (Advanced Player's Guide 264)
- A true staff-storing shield (Secrets of Magic 190)
- A 7th-level wand of the snowfields (Advanced Player's Guide 265)
- Thousands of non-magical armaments, including armor, shields, and weapons of all kinds worth 17,418 gp in total
- Hundreds of high-quality art pieces, including sculptures, books, sheet music, paintings, tapestries, fine clothing, and more worth 26,845 in total
- Coins from all over Golarion, including rare coins no longer in circulation or coins made from strange materials worth 16,610 gp in total

Other Considerations

This adventure assumes the PCs avoid a fight with the norns at this time while also continuing to oppose their goal of setting Golarion's fate in stone.

If the PCs attack and slay the norns, Svarýr begins to die. Over the course of a year, the tree's connection with the First World falters, its wards fail, and in time it decays into nothing more than a dead (if still enormous) tree. In time, it will topple, but in a barren reach such as the heart of Bleakmarch, it's possible none will witness this tragic end. The denizens of Svarýr abandon the site long before then, and even as the PCs leave the area they'll witness an exodus from the trees, both into Golarion and the First World.

It's also possible that the PCs might agree with the Harrowing Three and want to help them accomplish their goal. Siding with the norns doesn't necessarily change the final events of this adventure, though. The PCs still need to face Raven if they wish to reclaim the remaining cards of the *Deck of Destiny*. Once the time comes to perform the harrow reading of Golarion, the PCs can work with the norns to help decide the fate they seek (even if the end results won't be quite what they hope for), as noted in the "Beyond the Campaign" article on page 62.



Chapter 3: Reclaiming Fate

After the debate with the Harrowing Three, the PCs are reunited with Zellara as soon as they leave Svarýr. The ghost of the harrower appears momentarily confused when she's released from the norns' prison, as she was frozen in time at the moment she last spoke with the PCs. Once she regains her bearings, Zellara asks the PCs if they're still willing to help her stop Raven.

Raven is currently gathering the power she'll need to perform her harrowing. This should give the PCs enough time to wrap up any loose ends, but if you determine that the PCs are taking too long, Zellara becomes insistent that their window to stop Raven is rapidly shrinking.

Once the PCs are ready to take on Raven, Zellara explains that her former student has retreated to a

remote library that was once the home of a powerful harrower named Sonnrae. Zellara explains that Sonnrae was a legendary harrower who rose to prominence during the Age of Darkness. She harnessed the power of ley lines in Varisia and created a library for her magical research and rituals. If the PCs reveal that they've met Sonnrae in the previous adventure, Zellara is astounded but not particularly surprised, given the outlandish places and legendary accomplishments the PCs have already realized.

Zellara notes that one thing the PCs have in their favor is that the *Deck of Destiny* seems to cling to them. The fact that Harrow Court remains standing, and that they continue to possess "phantom" cards and can use the invested artifacts as if they still possessed

**Chapter 1:
All Is Lost**
**Chapter 2:
In the Land
of Norns**
**Chapter 3:
Reclaiming
Fate**
**Beyond the
Campaign**
**Adventure
Toolbox**

them, proves to Zellara that Raven doesn't have complete control over the *Deck of Destiny*, despite the fact that she likely now possesses every card. Still, it's only a matter of time before Raven engineers a workaround that will allow her to warp destiny to attain all the power and glory she seeks—a development that will certainly be unfavorable to the PCs and the world if the *Deck of Destiny* truly can alter the future.

H. Sonnoraе's Library

The harrower Sonnoraе is considered by many to have been the greatest harrower who ever lived. As a child of the Imlios clan, Sonnoraе spent a large portion of her life collecting and chronicling the history of harrow cards. During the earliest days of the harrow deck, the power of harrow cards had grown rampant, sometimes leading to unintentional and unstoppable disasters. Sonnoraе used her knowledge and magical skill to bind this unrestrained power into specific harrow cards in hopes of preventing future catastrophes. While few who know of the harrow are aware of Sonnoraе's legendary accomplishment, her influence continues to this day, as the cards she bound were the 54 cards used in modern harrow decks.

As part of her efforts to contain the harrow, Sonnoraе tapped into Golarion's ley lines. She found a number of ley lines throughout Varisia and called upon the harrow and allies whose names are now lost to time to reshape the lines to a single convergence point in the region's northwestern reaches. Sonnoraе named this confluence the Nexus of Fate. With the ley lines harnessed, Sonnoraе performed a powerful ritual binding them into a single, potent nexus point with the capabilities of empowering divination magic to an unimaginable degree. She used the nexus to complete the ritual that shattered the suit of flames and a portion of her own soul to create the demiplane known as the Harrowed Realm (see the previous adventure, *Pathfinder Adventure Path #191: The Destiny War*).

Satisfied that she'd sufficiently bound the power of the harrow through her creation of the Harrowed Realm, Sonnoraе saw no further need for her library. The Harrowed Realm became Sonnoraе's new home, one that she could alter and reshape as she needed. Yet her previous library remained, as did the Nexus of Fate. Located in the southern depths of remote Lurkwood in northern Varisia, the site was remote and obscure enough that, in the ages to follow, it fell increasingly into oblivion—at least until Raven discovered the ancient site and made it her lair.

Zellara reveals to the PCs that, once they're ready to confront Raven, they'll be able to use their lingering link to the *Deck of Destiny* to travel to her very doorstep. Standing before the six arches in Harrowheart's great hall, the mists within each arch clear, revealing an overgrown manor standing in a forest clearing. Just as before, when the arches showed the way to individual cards, they now provide a route to the completed deck. With a successful DC 25 Nature or Society check to Recall Knowledge while viewing the trees and foliage around the manor, a character can place the scene somewhere in northern Varisia or western New Thassilon; with a critical success, the character confirms the location as Lurkwood.

Travel through Lurkwood could be dangerous, as the power of the ley lines that infuse the forest give it a strange association with the flow of time. Seasons seem to change rapidly and almost randomly within Lurkwood, and rumors persist of those who enter the forest emerging hours later apparently having aged (or become younger) by years or decades. The way in which Sonnoraе stabilized the ley lines to form a nexus at this location helps to

CHAPTER 3 SYNOPSIS

Having dealt with the Harrowing Three, the PCs are reunited with Zellara, who helps them track down Raven Nicoletta. Zellara guides the PCs to a library hidden in the wilderness of Varisia. This place was once the home of Sonnoraе, one of the most powerful harrowers who ever lived. Once there, the PCs have to make their way through the library, facing Raven's daemonic minions along the way. They find Raven using the *Deck of Destiny* and drawing on the area's powerful ley line. The PCs must put an end to her harrow reading before she can reshape the destiny of Golarion forever!

VISITING SONNORAE

If the PCs left Sonnorae on good terms in the previous adventure, they might seek to visit her to ask for her aid or advice. The ancient harrower is more interested in repairing her own realm than accompanying the PCs to her old home, noting that “I left that place behind when I outgrew it, and there’s nothing for me there anymore.” Whether or not the PCs can convince her to help further is up to you, but at your discretion, Sonnorae could provide the PCs with a detailed description or even a map of her library.

also stabilize the temporal fluctuations, but the perils that await the PCs once they step through the portals and explore the library remain significant.

THE NEXUS OF FATE

The forest opens up to reveal a clearing with a large manor house at its center. Vines wrap around the house, as if choking the building. The foliage partially obscures hundreds of strange, twisting runes carved into the structure’s facade. A single door is the only fully exposed entrance into the building.

This building served as Sonnorae’s home for many years. She spent most of her time here researching and studying, however, which is why she considered the building to be more of a library than anything else. As part of the manor’s creation, she connected the power of the Nexus of Fate to the building itself. Its potency has waned over the millennia, but it remains a powerful resource for anyone in the library. While the PCs are in the library or on the grounds, they can tap into the nexus. This makes use of the ley line rules found on pages 214–217 of *Secrets of Magic*. Zellara is aware of the nexus’s power and can inform the PCs of its potential.

NEXUS OF FATE

UNIQUE | **ARCANE** | **DIVINATION** | **OCCULT**

The power of the Nexus of Fate extends throughout the entirety of Sonnorae’s Library and 30 feet beyond in every direction. As a unique, empowered ley line nexus, the Nexus of Fate grants its benefits for 10 minutes on a success (1 hour on a critical success). The overpowering nature of the benefits of the Nexus of Fate are such that you can’t Tap the Ley Line again for 1 hour after your benefits fade, regardless of your result. As normal with a ley line nexus, creatures get a degree of success one better than the result they rolled.

LEY LINE 20

Benefit Divination spells you cast are empowered. When you Cast a Spell of that school, that spell is automatically heightened 3 levels, up to a level equal to the highest spell level you can cast. In addition, once during the duration of your benefits, you can overcharge a divination spell you cast with the nexus’s energy. This is a free action used as part of Casting the Spell. If you overcharge a spell, you gain a +4 circumstance bonus to your spell attack rolls and spell DCs for that casting of a spell only. Once you’ve overcharged a spell, your connection to the nexus breaks and you no longer gain the benefits of Tapping the Ley Line.

Backlash You’re overwhelmed as countless possibilities flood your mind. You become stupefied 2 for 10 minutes. During this time, all divination spells you cast require one additional action to cast.

LIBRARY FEATURES

The manor walls are made of wood, and each room features either carpeted, tiled, or wooden floors. Damage inflicted to the manor itself is automatically repaired within 24 hours as long as the Nexus of Fate remains active. Rooms are 20 feet tall on both floors, and every door in the manor is unlocked. Magical lighting illuminates every room in the manor, though the lighting level changes in a given room upon request. Simply stating a desire for dimmer lighting or darkness is enough to cause the lighting level to change. Snapping one’s fingers or similar actions with the intent to change the lighting is also sufficient.

Large or larger daemons encountered within the library can smash through the building’s walls with a successful DC 45 Athletics check to Force Open. Doing so creates a hole in the wall equal in size to the daemon’s space. On a critical success, fragments of timber inflict 6d10 piercing damage (DC 42 basic Reflex save) on any non-daemon creature within 10 feet. Smashed walls are restored automatically 24 hours later.

This location uses the map of Sonnorae’s Library on the inside back cover.

AN UNEXPECTED GUEST

When the Unmatched triggered the Scattering of the *Deck of Destiny*, Raven managed to cling to a single card: *The Betrayal*. She held on to this card as she continued her search for a way to recover the rest of the deck. Once she realized that the PCs were gathering the cards, though, she realized she needed only to wait for them to do the job for her; by placing *The Betrayal* into the case she’d constructed at the Harrowing Three’s request, she could trigger a cascading return to that same case—as plays out at the end of Chapter 1 of this adventure.

**Chapter 1:
All Is Lost****Chapter 2:
In the Land
of Norns****Chapter 3:
Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

Just as the other 17 cards in this adventure transformed into harrowkin, so did *The Betrayal*. Manifesting in the form of Raven herself (although favoring a brighter-colored outfit), the Betrayal immediately pledged her service to the harrower, for who knows better than a betrayer how to avoid being betrayed themselves? Raven found herself intrigued by the development and agreed to take the harrowkin on as her assistant.

The Betrayal has proven invaluable to Raven. The harrowkin shared what she knew of her fellow cards and used her innate connection to the deck to aid Raven with empowering the deck's case to draw in the remaining cards. Unbeknownst to Raven, this harrowkin truly embodies her card. The Betrayal seeks to replace Raven and take the harrower's power for herself. Even as the full deck of cards returned to the case Raven carries, the Betrayal remained—alive and apart from the card that created her. Now, the Betrayal seeks to help Raven until the moment just before Raven performs the harrow reading. At that time, the Betrayal hopes to kill Raven and take the new deck. With this deck, the Betrayal can use its power to grant herself the one thing she lacks: a destiny. With a destiny of her own to seek, she can reach an apotheosis of sorts and become a real, living human. In essence, the Betrayal wants to become Raven.

When the PCs arrive, the Betrayal and Raven wait in the Harrowing Room, an extradimensional chamber accessible from within the library that Sonnrae used to perform her most powerful rituals. Here, the two continue the process of empowering and preparing the *Deck of Destiny* for its ultimate harrow reading. The power of the Nexus of Fate and the Harrowing Room combined with the Betrayal's harrowkin nature allows her to shift between the Harrowing Room and the library at will.

Raven tasks the Betrayal with stalling the PCs as they make their way through the library, hoping to complete her harrow reading before the PCs reach her, but she's unlikely to finish the task. The Betrayal first appears in the entrance hall (area H1) and can then appear at any point when the PCs are traveling through the library. The Betrayal likely shows up whenever the PCs are in combat, though she might also emerge to speak with the PCs, potentially feeding them incorrect information to cause them to waste time. You decide how often the Betrayal shows up to trick or harass the PCs, but they should have a chance to face her in combat at least once before they confront Raven. Doing so gives the PCs an opportunity to preview the Betrayal's abilities as well as some of Raven's spells, which should hopefully prepare them for their final battle. While the Betrayal doesn't fear death, she would rather avoid it; if she believes

she's about to be killed, she Shifts Reality to flee back to the Harrowing Room if reduced to fewer than 40 Hit Points.

THE BETRAYAL**CREATURE 20****UNIQUE NE MEDIUM CONSTRUCT**

Variant fabled harrowkin (page 83)

Perception +33; darkvision**Languages** Common**Skills** Acrobatics +35, Athletics +35, Deception +38, Diplomacy +38, Occultism +33**Str** +7, **Dex** +7, **Con** +7, **Int** +2, **Wis** +3, **Cha** +10**Items** harrow deck (53 cards; function as darts)**Harrowkin Suit** Crowns**Read the Cards** ♦ As fabled harrowkin.**AC** 45; **Fort** +33, **Ref** +35, **Will** +31**HP** 360; **Immunities** death effects, disease, doomed, drained, fatigued, healing, misfortune, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious**Defensive Suit** As fabled harrowkin.**Twist Fate** ♦ (divination, fortune, occult) **Frequency** once per minute; **Trigger** A creature critically hits the Betrayal; **Effect** The Betrayal manipulates fortune in her favor. The triggering attack becomes a hit instead.**Speed** 25 feet, fly 40 feet**Melee** ♦ claws +37 (magical, versatile P), **Damage** 4d12+15 slashing**Ranged** ♦ harrow card +37 (agile, magical, range increment 20 feet, thrown), **Damage** 4d6+15 piercing**Occult Innate Spells** DC 42, attack +34; **9th** dispel magic, foresight, wail of the banshee; **8th** discern location, maze, uncontrollable dance; **7th** prismatic spray, visions of danger, warp mind; **6th** feeblemind, spirit blast, true seeing; **5th** shadow blast, shadow siphon, synesthesia; **4th** confusion, phantasmal killer, suggestion; **3rd** blindness, hypnotic pattern, paralyze; **2nd** augury, hideous laughter, mirror image; **1st** color spray, ill omen, ray of enfeeblement; **Cantrips (9th)** daze, detect magic, ghost sound, telekinetic projectile**Shuffle the Deck** ♦♦ (page 82)**Shift Reality** ♦♦ (conjunction, occult, teleportation) If the Betrayal is in the Harrowing Room, she vanishes and then reappears at any location she chooses in Sonnrae's Library. If she's in the library, she vanishes and reappears in a space of her choice in the Harrowing Room.**H1. ENTRANCE HALL****MODERATE 20**

This large foyer serves as the entrance to the manor. The doors in the eastern and western walls connect to halls that lead further into the manor.

Creatures: Raven has called a number of different daemons guard her while she continues the process of preparing a harrow deck to perform the reading.

A pair of purrodaemons stand guard here along with the Betrayal. The harrowkin hopes to buy some time by toying with the PCs. She appears before them, pretending to be Raven, and lets the PCs know that she's seen the error of her ways. She admits what she's done is evil and wishes to start working toward her redemption. The Betrayal previously ordered the two purrodaemons to pretend to be frustrated with her admission but to act like they're being restrained under magical control. If the Betrayal and the daemons accompany the PCs, she keeps up this charade as long as possible, but she won't leave the library. Eventually, she'll turn on the PCs during a battle. If the PCs see through her scheme before that occurs, however, the Betrayal orders the daemons to attack. The daemons fight to the death and chase the PCs through the manor as long as they can.



The Betrayal

THE BETRAYAL

CREATURE 20

Page 57

Initiative Perception +33

PURRODAEMONS (2)

CREATURE 18

Pathfinder Bestiary 2 62

Initiative Perception +33

H2. DINING ROOM

MODERATE 20

This large room once served as dining hall.

Creature: A powerful daemon known as an obcisidaemon resides here. Every day, it smashes the table and most of the chairs to provide enough space for itself in the room, and every day, the manor rebuilds the furniture—much to the obcisidaemon's destructive delight. It attacks the PCs on sight when they enter the room. If the PCs attempt to leave the room, it chases after them, destroying walls and doorways it moves through as if its surroundings were made of paper (although never enough to bring down the manor, which is supported as much by magic as by load-bearing beams). The obcisidaemon and its two purrodaemon minions chase the PCs throughout the manor, even going outside if necessary, and fight the PCs to the death.

OBCISIDAEMON

CREATURE 19

Page 80

Initiative Perception +35

ELITE PURRODAEMONS (2)

CREATURE 19

Pathfinder Bestiary 2 6, 62

Initiative Perception +35

H3. KITCHEN

Sonnoraе once prepared meals in this kitchen and used the connected room as a pantry.

H4. WASHROOMS

Sonnoraе's guests freshened up as needed in these rooms.

H5. PERFORMING ROOM MODERATE 20

In the past, Sonnoraе kept this room ready at all times for her guests, some of which included beings that were depicted on now long-forgotten harrow cards. Large windows in the northern wall provided a view of a garden that used to exist outside of the manor. The doors leading out simply open to the Lurkwood at the present. A magical circle has been drawn at the center of this room's floor and is one part of the key to access the Harrowing Room (see Reaching the Harrowing Room on page 59).

Chapter 1:
All Is Lost**Chapter 2:**
**In the Land
of Norns****Chapter 3:**
**Reclaiming
Fate****Beyond the
Campaign****Adventure
Toolbox**

Creature: Another large daemon, an o lethrodaemon, awaits in this room. Like the obcisidaemon in area **H2**, this daemon is capable of destroying the walls and the room's other features. A pair of purrodaemons attends to it. All three fight to the death.

OLETHRODAEMON

Pathfinder Bestiary 2 63

Initiative Perception +33**CREATURE 20****PURRODAEMONS (2)**

Pathfinder Bestiary 2 62

Initiative Perception +33**CREATURE 18****H6. GUEST ROOMS**

Sonnorae had these rooms set aside for any guests who stayed for longer than an afternoon.

H7. LOUNGE

Sonnorae's guests used this room to relax or listen to lectures from their host.

H8. BALCONY

This area connects the manor's two floors. Two doors lead to a balcony that overlooks the manor's front door.

H9. SONNORAE'S ROOM

Sonnorae's room functioned as a place for research as much as relaxation. She would bring books in from her library or pieces from her collection for study.

H10. LIBRARY**MODERATE 20**

This library holds most of the knowledge that Sonnorae collected during her life. The magic circle on the floor can help the PCs access the Harrowing Room.

Creatures: Several daemons guard this room. Like the other daemons in the manor, these daemons are capable of destroying the multitude of bookshelves within the library. They chase the PCs throughout the manor's second floor, fighting to the death.

ELITE PHASMADEMONS (2)**CREATURE 18**

Pathfinder Bestiary 6, page 81

Initiative Perception +31**PURRODAEMONS (2)****CREATURE 18**

Pathfinder Bestiary 2 62

Initiative Perception +33**H11. COLLECTION ROOMS**

These rooms house countless relics and items that Sonnorae collected during her travels.

**Reaching the
Harrowing Room**

The Harrowing Room is an extradimensional chamber in which Sonnorae performed many of her harrow readings and other rituals during her time in the library. Sonnorae could access the Harrowing Room with little effort while she lived here, but the same couldn't be said for Raven. After several weeks of studying the library's power, she devised a ritual that would allow her to access the Harrowing Room. The magic circles in areas **H5** and **H10** resulted from this ritual. They currently sustain an open passage to the Harrowing Room, though making use of this passage requires a character to tap into the power of the active circles.

A character who studies a circle for 10 minutes and has legendary proficiency rank in Arcana, Occultism, or Thievery can understand the nature of the circles. They can tap into the power of the circle by succeeding at a DC 45 Arcana, Occultism, or Thievery check. On a success, the character opens a partial link to the Harrowing Room for 1 hour. If the character succeeds at the same check on the other circle in the manor during this time, they complete the link, empowering the two circles. Anyone who stands on either magic circle during this time is transported to the Harrowing Room.

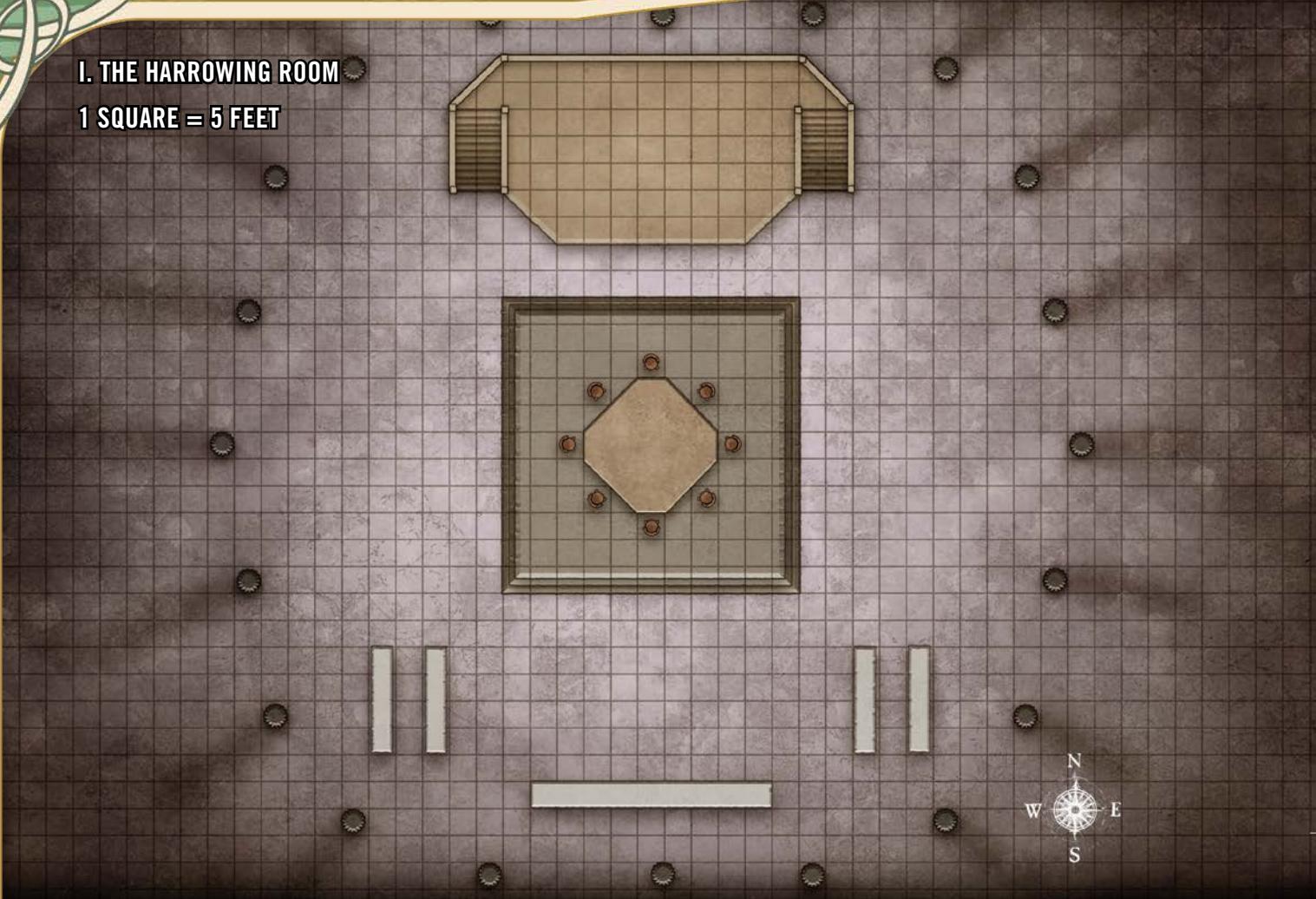
Alternatively, a character can attempt to disrupt the magic of the circles and force the creatures within the Harrowing Room back into the manor. Doing so requires a similar set of checks as above, but the DC is 50. A character who succeeds at the checks for both circles immediately severs the link to the Harrowing Room, which throws all creatures therein back into the entrance hall (area **H1**). Even with the link severed, the magic circles remain intact, having become a part of the manor. A creature can empower the circles to return to the Harrowing Room at any time by repeating these DC 50 checks.

Finally, by slaying all of the daemons located within the library, the PCs force the Harrowing Room back into proximity—at this point, focusing on the circles for 1 hour can open a link to the Harrowing Room automatically, without the need for a skill check.

This location uses the map of the Harrowing Room on page 60.

I. THE HARROWING ROOM**EXTREME 20**

During her time in her library, Sonnorae dedicated a large portion of her research toward the creation of demiplanes and extradimensional spaces. This research ultimately led to the creation of the Harrowed Realm. Before the creation of this realm, however, Sonnorae did most of her work within a chamber she called the Harrowing Room—a prototype of the Harrowed Realm.

I. THE HARROWING ROOM**1 SQUARE = 5 FEET**

Sonnorae learned to channel the power of the Nexus of Fate directly into the room, granting it direct access to the power of the ley lines. Here, Sonnorae mastered her technique and finally created the Harrowed Realm.

When the PCs enter the Harrowing Room, read or paraphrase the following.

A large dais sits in the center of this vast space. Overhead looms a night sky, filled with constantly moving stars that occasionally gather into constellations. When they do, these constellations seem to come to life, taking the shapes of common figures from the harrow deck and other figures that seem unfamiliar. In the center of the dais is a marble table surrounded by several chairs; to the north of the dais is an elevated platform. More seating is arranged on the platform overlooking the dais. To the south are several large, stone bookshelves. A ring of stone pillars surrounds the entire collection of objects, what seems to be an infinite plain stretching beyond them. Seated at the table in the center, two identical women handle several harrow cards.

Sonnorae performed harrow readings at the central dais while she still lived at the library. She occasionally

invited guests to the Harrowing Room, either to perform readings for them or to have them watch other readings. Anyone who watched the readings did so from the elevated platform. Sonnorae used the bookshelves to hold any materials relevant to a given ritual she was set to perform.

While the Harrowing Room seems infinite, the pillars mark its actual edges. Anyone attempting to move past the pillars can continue moving; it feels like they're making progress, but they never actually travel more than 50 feet away from the pillars. The space seemingly has no vertical limit. Thanks to the Harrowing Room's connection to the Nexus of Fate, anyone attempting to Tap the Ley Line gains a +4 circumstance bonus to the check.

When the PCs arrive in the Harrowing Room, they appear near the dais's edge, facing inward. If they wish to leave the Harrowing Room, they need to spend 1 minute focusing on returning to Sonnorae's Library. Anyone who enters the Harrowing Room innately knows how to leave.

Creatures: Raven Nicoletta and the Betrayal are seated at the table, working on the final preparations

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

Beyond the Campaign

Adventure Toolbox

for the *Deck of Destiny*. Three daemons stand guard during the process: a pair of purrodaemons watch from the platform while an olethrodaemon stands near the bookshelves. Unlike the daemons in the manor, these daemons can't destroy the objects within the Harrowing Room. (If the PCs defeated the Betrayal earlier, she isn't encountered here, and this becomes a Severe 20 encounter.)

This adventure assumes that, when the PCs first arrive at Sonnora's Library, Raven still has a few cards left to prepare before she can proceed with using the *Deck of Destiny* to set her fate. These preparations should give the PCs the time they require to rest overnight after their battles within the manor, but not much longer. If you want to create more pressure, you could have Raven only require one or two more cards and be on the verge of performing her harrow reading. The Betrayal can alert the players of Raven's progress via taunts delivered when they first encounter her in Sonnora's Library.

As soon as the PCs arrive, the two women stand from the table and address the PCs. Raven isn't wont to monologue; she simply states that she knows what she wants and plans to complete her task to achieve it, clearly not seeing the PCs as threats. She notes that they can either leave her to complete her work, or she'll make them get out of her way. Raven attacks without hesitation if the PCs don't swiftly comply, using her spells to target other spellcasters first. She keeps her distance, making use of spells like *feeblemind* and *wail of the banshee* to soften up a spellcaster before using *weird* or similar spells to take them out as fast as possible. When necessary, she'll use *confusion*, *maze*, *uncontrollable dance*, and similar spells to hamper melee combatants. Raven fights to the death.

The daemons run interference for Raven, intercepting any combatants looking to engage her directly. They keep to melee combat whenever possible but also take advantage of opportunities to use their spells. They'll unleash area effect spells if they can attack multiple PCs or fire targeted spells at PCs looking to move away from the daemons. Each purrodaemon tends to follow the same combatant for as long as possible, while the olethrodaemon tries its best to separate the PCs and make maneuvering the battlefield difficult. If it sees an opportunity, it attempts to swallow a PC to take them out of the fight for a moment. The daemons fight to the death.



Raven Nicoletta

If she's present, the Betrayal follows similar tactics to Raven. Following Raven's lead, the Betrayal targets the same spellcaster to help Raven finish them off quicker. However, once Raven is reduced to half of her maximum Hit Points, the Betrayal enacts her plan. She offers a truce to the PCs at that point, declaring that stopping Raven is the most important matter at hand. The Betrayal redirects her focus on Raven and continues to do so until either Raven or the Betrayal is slain. If Raven dies, the Betrayal turns against the PCs once more, hoping to finish them off. Raven might have to change focus to defend herself from the harrowkin, but she still keeps an eye out for opportunities to take down a PC if one looks particularly wounded. The daemons don't change their tactics during this time. The Betrayal fights until destroyed.

THE BETRAYAL

Page 57

Initiative Perception +33

CREATURE 20

PURRODAEMONS (2)

Pathfinder Bestiary 2 62

Initiative Perception +33

CREATURE 18

OLETHRODAEMON

Pathfinder Bestiary 2 63

Initiative Perception +33

CREATURE 20

RAVEN NICOLETTA

Page 88

Initiative Perception +33

CREATURE 20

CONCLUDING THE ADVENTURE

Once they've dealt with all the foes, the PCs are free to take as much time as they need to recover from this climactic battle. Raven has all of the cards that she stole from the PCs with her, so they can reclaim the cards and finally complete the *Deck of Destiny* at this time. With the deck complete, fate might seem to literally be in the hands of the PCs. While the *Deck of Destiny* can't perform the miraculous feat it was created for, it remains powerful. The possibilities of what the PCs might do with the deck and the ramifications of their choices are fully explored in the "Beyond the Campaign" article in this volume.



Beyond the Campaign

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

Beyond the Campaign

Adventure Toolbox

With the end of the Stolen Fate Adventure Path, the PCs have defeated the villainous Unmatched and have gained control of the artifact they've been working to rebuild the entire campaign: the *Deck of Destiny*. On its own, the *Deck of Destiny* is a powerful artifact, capable of manipulating a creature's fate—including bringing about their death or restoring them to life. But these potent powers are merely side effects to the *Deck of Destiny*'s true purpose, the goal it was created for. The Harrowing Three built the *Deck of Destiny* to harrow the world of Golarion and set its future in stone, all to right what they view as the cosmic wound inflicted at the onset of the Age of Lost Omens.

If the PCs return the deck to the Harrowing Three, the norns allow the party to observe as they perform this final harrowing. Alternatively, can attempt to perform this final harrowing themselves—either to try to build a beneficial future for themselves and their allies, or to destroy the deck. If the PCs don't return the *Deck of Destiny* to the norns, they'll have one final fight on their hands as the Harrowing Three emerge from the Tree of Answers to confront them. Where this clash takes place depends on where the PCs go after they recover the *Deck of Destiny*, but this final battle against the three norns (a Severe 20 encounter) could make for an exciting climactic battle.

The Stolen Fate Adventure Path assumes that the PCs defeat the Harrowing Three and destroy the *Deck of Destiny*, but in your campaign things can certainly work out quite differently.

Protecting the Deck

The power of the *Deck of Destiny* is undeniable, and if it truly can set all of Golarion's futures in stone and rob free will from all who dwell upon the planet, its continued existence can be seen either as a catastrophic threat or an overwhelming glory. While the PCs are among the only people on Golarion currently aware of the deck's existence, that doesn't mean that others won't eventually learn about it. Other harrowers and diviners are the most likely to discover at least one of the cards. With knowledge of the deck in hand, it's only a matter of time before a capable diviner tracks down the PCs.

As 20th-level characters, the PCs have a number of actions and tools at their disposal to protect the *Deck of Destiny*. The most obvious course is to simply scatter the cards of the deck once more. The PCs could travel Golarion or even the Great Beyond to hide the cards in remote locations. Hiding a card beneath the Steaming Sea or in the caldera of a volcano deep in the heart of the Plane of Fire will keep the card safe from all but the most powerful of figures.

The PCs could also seal the cards away. Placing the cards into magically warded containers would go a long way toward preventing divinations from locating the cards. PCs with access to antimagic can also create specialized areas or rooms to contain the power of the cards. Other dimensions or obscure demiplanes can also keep the cards secure, as there are few others who could both discern the card's location within and also find the means to enter such a realm.

With the deck intact, the PCs might have to fend off other high-level harrowers or even extraplanar creatures such as inevitables who seek to use the deck to impose order on Golarion or the greater multiverse—primary among them, if they still live, the Harrowing Three. Such creatures could serve as antagonists for further adventures that push the PCs and their abilities to their limits. Alternatively, they could serve as the basis of a new campaign where the PCs' descendants have to defend the deck years or decades later.

Destroying the Deck

By this point in the campaign, the PCs have become the greatest experts on the *Deck of Destiny*—more so than the Harrowing Three, who only had a few moments to understand the truth of what they created before the deck was scattered. As such, the PCs should realize the method by which they can destroy the deck: use it to perform a global harrowing that sets the *Deck of Destiny* itself as irrelevant. To the world at large, this change will be unnoticed, but to those who have invested much of themselves in the *Deck of Destiny*, particularly the Harrowing Three, any attempt to destroy the deck will be immediately apparent. If the Harrowing Three still live, they'll

THE TRACKS

• = ANCHOR CARD

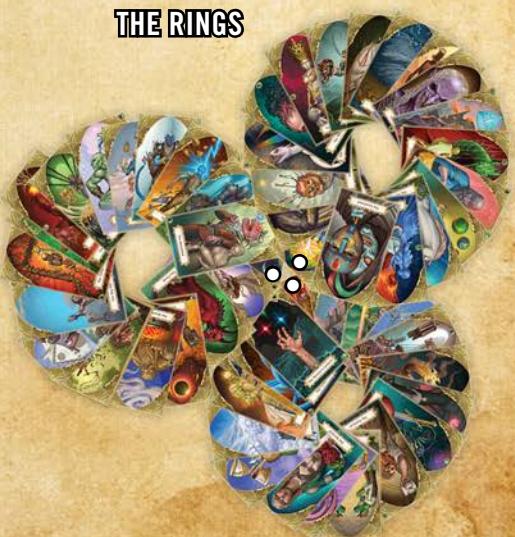
move quickly to confront the PCs before or during their attempt to destroy the deck, or otherwise arrive to enact vengeance upon them for such a brazen move. The harrowing to destroy the deck functions the same as performing a reading to set the future in stone; only the intent has changed. And, as the Harrowing Three will discover if they're allowed to attempt to set the future in stone, the result will largely be the same.

Performing the Reading

Golarion's reading with the *Deck of Destiny*—be it an attempt to set the future in stone, an attempt to destroy the deck, or an attempt to stack fate in the harrower's favor—doesn't require a harrower or other diviner to perform the reading, as the *Deck* itself guides the hand that harrows. The reading should be performed at a place of great power, such as Sonnoraе's Library, Svarýr, or even Harrowheart, though the PCs might have learned of other powerful sites tied to divination during their journeys. While the PCs are free to perform the reading anywhere, doing so at any of these three locations augments the results.

Unlike a typical harrow reading, which uses a spread drawn from a handful of cards, this reading uses the entire the *Deck of Destiny*. Such spreads are unheard of among harrowers, as attempting a reading with every card in the deck is believed to bring about bad luck for the subject and harrower. The traditional belief among harrowers is that some aspects of fate and destiny must always remain a mystery; additional readings can grant more information, but some of it must always remain "in the cards." Many stories of attempts to perform a reading with the entire deck end with the tale's characters cursed, or worse. Whether such results are due to some innate property of the harrow or something else is unclear, but harrowers prefer not to test the stories.

Still, there are stories of two traditions that utilize a full deck—the Tracks and the Rings. Any character with at least master proficiency in Fortune-Telling Lore knows of both of these perhaps apocryphal spreads, but if none of the PCs are familiar, Zellara can inform them. Raven Nicoletta and the Harrowing Three each have their own preferences (Raven intended to use

**THE RINGS**

the Tracks, while the Harrowing Three plan on using the Rings). The PCs can use either of these spreads, both of which are presented below, when performing their reading.

THE TRACKS

Raven Nicoletta intended to arrange her harrow cards using this spread, which places all 54 cards into three concentric circles. This spread represents the past, present, and future as three tracks or paths that exist side by side, but can never touch. Once something occurs in the past and has its effect on a person, there can be no further repercussions from that event, and any additional consequences that seem to stem from this event were in fact caused by other unique events and choices.

When performing a reading with the Tracks, the deck is shuffled and then the cards are drawn in order. The first card drawn is known as an “anchor” and is tied to the past. The past’s anchor represents the most influential moment in the subject’s past. From there, the next 17 cards drawn are placed down one at a time, arranged to form a circle in tandem with the anchor card. The anchor card is always considered a true match. The second card drawn is always considered misaligned, or a partial match if it’s a neutral card. The cards alternate between true matches and misaligned in this way, showing the favorable and unfavorable aspects of the past as objectively as possible.

Once 18 cards are placed for the past, the next card drawn forms the anchor for the present, and is placed near the past’s anchor but not in contact with that card. Once again, the next 17 cards are placed, alternating between true matches and misaligned as with the past, in a circle around the 18 past cards. When the present has been read, one final circle is created with the remaining cards, with the first card drawn representing the future’s anchor.

THE RINGS

To the Harrowing Three, all aspects of a person’s destiny are intertwined in some way. They believe that events from the past ripple out, creating effects in the future. Some of these ripples might be so faint as to be invisible, but their influence exists nonetheless. Rather than attribute effects to newer causes, there’s always a possibility of connecting to some other event even further in the past. The present’s ripples also tell a story. Tracing their origin might lead to important events in the past that might not have been obvious at the time. Similarly, the future’s ripples are a chance to trace fate backward and learn just how prior events can shape a person’s destiny. This belief led the norns

to favor a spread known as the Rings, which places the cards into three interconnected circles representing the past, present, and future.

Performing a reading with the Rings requires three anchor cards—one each for the past, present, and future. These cards are placed in an overlapping fashion to serve as the anchors of their respective circles. Then cards are placed one at a time to build out the three circles evenly. The first card is connected to the past and placed next to the past anchor card. The next connects to the present, followed by a card that connects to the future. This pattern is repeated until all cards are placed and each set of cards forms a complete circle.

The matching of cards is determined by the card that was most recently placed within a respective circle. For example, if the card drawn for the past is the Rabbit Prince and the prior card drawn for the past was the Vision, the Rabbit Prince would be a true match, as the cards share an exact alignment. The Trumpet connecting to the Avalanche would be a partial match, and so on. There are no opposite matches within the Rings. Instead, an opposite match is considered misaligned. The first cards placed connect with the anchor cards for their respective circles and use the anchors to determine matches or misalignments.

STACKING THE DECK

The *Deck of Destiny* is ultimately an amoral object and the only “rule” with performing readings using the deck is that once a reading has been made, it remains that way about a given subject forever. The Harrowing Three were aware of this when creating the deck and had no issue with the nature of the deck, as they expected to perform an impartial reading. This fact is what spurred the Unmatched into action, as they hoped to influence the reading of Golarion in their own favor by stacking the deck before performing their reading.

When the PCs look to perform the reading of Golarion, they can also stack the deck to engineer a specific outcome. The PCs might not immediately realize this is an option, though learning of Raven Nicoletta’s intent to stack the deck in her favor might help them recognize the possibility. Doing so can lead to the people of Golarion subconsciously moving toward the predetermined outcome that the PCs set up. This unknown influence can shape the state of Golarion for years or even centuries to come.

If your PCs wish to stack the deck, they don’t need to actually organize the cards in a specific order (although groups who are into the idea of harrowing can certainly do so); it’s simple enough to have the

PCs decide one of the following five ways to stack the deck.

Chaotic Influence: With a more chaotic focus, Golarion becomes a place where people are more willing to express themselves and make the most of their freedoms. The world doesn't spiral into mayhem and entropy, but its people feel less stifled by everyday life. Individuals seek personal goals that they might not have originally pursued due to their upbringing or other factors. Nations use their power to grant greater liberties to their people or strike more restrictive laws from the books. Calistria, Desna, and other chaotic gods find a stronger faith within the world. Tyrannies increasingly find themselves assaulted from all sides by freedom fighters. All of this freedom comes at a cost, however. Those who lack the means to seek their freedom find it more difficult to receive the resources they need. An individualistic mindset eventually becomes a nigh-selfish one, with many of Golarion's people looking out solely for themselves and immediate loved ones.

Good Influence: Altruistic characters can use the reading as an opportunity to push Golarion toward benevolence. With this outcome, Golarion becomes a more caring place. Most people do what they can to help their neighbors and are even willing to break rules to do so. Nations focus on providing greater support for their people. Trust becomes widespread and generations-old grudges fade away. The faiths of Iomedae, Sarenrae, and other good deities take hold, preaching kindness and decisiveness against evil. Yet, there will always be those who take advantage of this kindness, exploiting others for their own personal gain. Even with a focus toward a greater good, disagreements on the exact goal or methods toward good lead to the occasional conflict. In such a world, the call for heroes lessens, and may, in time, vanish entirely.

Evil Influence: Characters who focus on evil can lead Golarion on a path of wickedness. Such a world might look similar to the Golarion of today, at least at first. Crime for the sake of crime rises, eventually leading to most people acting only for themselves. Nations' leaders become crueler. Some become warmongering despots, while others enact laws that oppress or harm those that the leaders dislike. War grows rampant across Golarion as states of all kinds attempt to claim resources and land for themselves. Some of the world's cruelties are less overt. Nobles and others in power subtly use their influence to

hoard wealth or bring direct harm to those they see as lesser. Asmodeus, Lamashtu, and other evil faiths begin to flourish, finding purchase in the hearts of many throughout the world. Golarion doesn't become an impossibly vile world, however, and pockets of good still exist throughout. These people do their best to offer solace and sanctuary to others, but are in a constant, uphill battle against evil—in such a world, the need for heroes is stronger than ever. This is the Golarion the Unmatched hoped to bring to reality.

Lawful Influence: Characters who favor law might impose a more lawful outcome to the reading. In this case, life in Golarion begins to shift toward a more orderly existence.

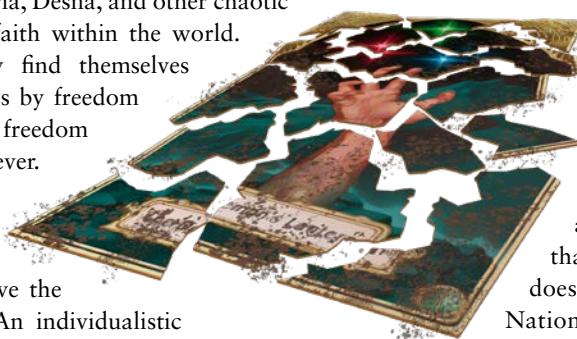
While the people of Golarion don't simply fall into line and become rigid automatons that adhere to every law, life does become a bit more structured.

Nations enact large numbers of laws and regulations dictating everything from punishments on very specific crimes to the price of grain. Friendly arrangements become the norm, with contracts and more casual agreements capping many interactions between people. Gods like Abadar and Irori rise to greater prominence. While the morality of people doesn't really change, they do become truer to their word about most matters, whether good or evil. When tyrants proclaim their intent to take over and rule with power, everyone believes them and the matter is an open one rather than a more clandestine affair.

Neutral Influence: A neutral influence is the easiest choice, for in this case, the harrower steps away from any attempt to impose a morality or ethos on the reading and simply performs the harrowing normally, without stacking the deck at all. While some might argue that doing so inherently creates a chaotic result due to the randomness of the cards, a believer in the inevitability of fate would argue that by doing nothing, the true destiny of the cards is allowed to play out. In the end, the only way to remain neutral about fate is to accept what it has in store.

THE READING'S RESULTS

Ultimately, Golarion's final fate cannot be orchestrated by mortal hands. Even with the power of the *Deck of Destiny*, the world's destiny will remain uncertain. A harrow reading is simply an interpretation of possible events, and although



Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

Beyond the Campaign

Adventure Toolbox

the *Deck of Destiny*'s power is immense, it's not enough to unfailingly assure the events seen within the reading. What the reading can do, however, is provide insight. It possibly speaks to a Golarion that might be, especially with potent forces like the Harrowing Three, the Unmatched, or the PCs themselves acting as a means of nudging fate toward a specific outcome. If the PCs wish to stack the deck, the reading speaks to some of the ideas presented above. They see Golarion as they hope to one day shape it.

The PCs might choose to remain impartial in their reading, seeking only to perform the reading and avoid having a hand in shaping the role of Golarion. In this case, they see a variety of different events, many of which are in the immediate future. They see two great powers declare war and many neighbors needing to pick sides. They see great legacies reclaimed where they were thought lost. They see the return of great evils thought lost to time. They see the sun destroyed. They see some deities laughing in delight at beloved mortal entertainers, while others consume them and choke them with cruelty. They see countless spirits shrieking in agony. They see old gods fall and new gods rise in their place. They see a pale cataclysm ravage the lands, leaving only corruption and tangled thorns in its wake. They see a humble village grow where there was nothing before. They see an immense red bird raining fire down upon a small town. They see ultimate power within the grasp of almost countless hands. They see new lands rise from ashes of ancient civilizations. They see a crowned phoenix with the tail of a peacock, its return presaging vengeance upon the world.

They also see heroes. Each of the possible horrors sees a response from those who stand against the tragedy and anguish that the possible future might bring. These heroes remain unknown to the PCs for now, but there is a chance that they can recognize one that will rise soon, for these heroes are the PCs of the next campaign you play! You can use the reading to hint at future adventures, such as upcoming Adventure Paths, or perhaps a different campaign entirely.

When performing this reading, you can hint at a future campaign and allow the players to use the power of the *Deck of Destiny* to influence their next characters. These characters can take the Harrow-Chosen rare background. As part of this background, each player selects one card from the spread and uses that card to determine the benefits of the background for a future character.

INCORPORATING IMPLICATIONS

In the end, since there will be countless more Pathfinder games played after the events of Stolen Fate conclude, fate will remain unknown, and free will is not lost. The PCs of the future will have just as much agency to make their own choices as those who came before. For some groups, the preservation of this reality may be reward enough, but if you continue to game with the players who played Stolen Fate with you, it can be fun to drop hints of your upcoming plans for the next campaign or two during their reading, or once the new game begins, to call out strange twists of fate, luck, or chance to the group to make them think that, maybe, the actions of their previous characters and the *Deck of Destiny* had an effect after all!

HARROW-CHOSEN

BACKGROUND

RARE

Unbeknownst to you, a powerful divination has confirmed that you're destined for greatness. This divination hints at a great potential you're only just beginning to understand.

Select one card from the harrow deck and note its suit and alignment. The suit is connected to a specific ability score (hammers [Strength], keys [Dexterity], shields [Constitution], books [Intelligence], stars [Wisdom], crowns [Charisma]).

Choose two ability boosts. One must be to the ability score tied to your card's suit and one is a free ability boost.

You gain the ability to cast a common occult innate cantrip of your choice and can cast the cantrip at will. A cantrip is heightened to a spell level equal to half your level rounded up. When casting the cantrip, you can empower it as a free action, tapping into the power of the harrow to grant you additional benefits while drawing a card from a harrow deck as part of the actions taken to Cast the Spell. This benefit is determined by alignment of the card you draw from the deck. The card can match both alignment components with yours (true match), match a single alignment component with yours (partial match), have no matching alignment components (unmatched), or have a diametrically opposed alignment to yours (misaligned). If you empower your cantrip in this way, you can't cast that cantrip again until your next daily preparations.

True match: You gain a +1 circumstance bonus to a saving throw of your choice (Fortitude, Reflex, or Will) for 1 minute.

Partial match: You gain resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to your level for 1 minute.

Unmatched: You gain temporary Hit Points equal to twice your level. The temporary Hit Points remain for 1 minute.

Misaligned: You gain a +5-foot circumstance bonus to your Speeds for 1 minute.



Worst of
All Possible
Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land
of Norns

Chapter 3:
Reclaiming
Fate

Beyond the
Campaign

Adventure
Toolbox

Adventure Toolbox

This adventure introduces the players to representations of some of the extremes of the harrow deck.

Apex Items

Apex items are powerful items that increase one's ability scores and grant additional potency related to the item's ability. A full description of apex items is found on page 603 of the *Core Rulebook*. The following apex items have a unique connection to the mysterious power of the harrow. Each apex item is tied to one of the six suits of the harrow, which grants them unique and intriguing abilities.

BANGLES OF CROWNS

RARE APEX ENCHANTMENT INVESTED MAGICAL

Price 15,000 gp

Usage worn; **Bulk** L

This pair of silver bangles is engraved with images of crowns. While wearing the bangles, you are filled with an overwhelming sense of assertiveness and a more commanding presence. You gain a +3 item bonus to Intimidation checks. When you invest the bangles, you either increase your Charisma score by 2 or increase it to 18, whichever is higher.

Activate ⚡ command, envision; **Frequency** once per hour; **Effect** You cast a 3rd-level *fear* spell (DC 38).

Activate ⚡ envision; **Frequency** once per hour; **Trigger** An enemy within 60 feet becomes frightened; **Effect** You become emboldened by your enemy's fear. You gain a +1 circumstance bonus to checks against the triggering creature for 1 round. You also gain 15 temporary Hit Points. You lose any remaining temporary Hit Points after 1 minute.

BRACERS OF HAMMERS

ITEM 17

RARE APEX INVESTED MAGICAL TRANSMUTATION

Price 15,000 gp

Usage worn bracers; **Bulk** L



Bracers of Hammers

These brilliant golden bracers feature a hammer motif as part of their engravings. While wearing them, your body surges with strength and you gain a +3 item bonus to Athletics checks and a +1 circumstance bonus to Athletics checks to Disarm and Trip. If you succeed, but not critically succeed, at your check to Disarm a creature, the effects of your check last until the start of your next turn, instead until the start of the target's turn. If you succeed at a check to Trip a creature, it takes 1d6 bludgeoning damage or 4d6 bludgeoning damage on a critical success.

When you invest the bracers, you either increase your Strength score by 2 or increase it to 18, whichever would give you a higher score.

Activate ⚡ Interact; **Frequency** once per day; **Effect** You reach for

a foe and attempt to topple them with a powerful flip. Attempt an Athletics check to Trip a creature within reach. On a success, the creature is knocked prone and takes 10d6 bludgeoning damage (double on a critical hit). If you knock the creature prone, it must also attempt a DC 35 Reflex save. On a failure, it drops any items it's holding.

CORONET OF STARS

ITEM 17

RARE APEX INVESTED MAGICAL NECROMANCY

Price 15,000 gp

Usage worn headwear; **Bulk** L

This short golden crown bears a number of gems, each placed in the center of an engraving of a star. While wearing the crown, you are overcome with a nurturing instinct and understand the best ways to help others. You gain a +3 item bonus to Medicine checks.

When you invest the crown, you either increase your Wisdom score by 2 or increase it to 18, whichever would give you a higher score.

Activate ⚡ envision; **Frequency** once per day; **Trigger**

A living creature within 60 feet would die; **Effect** You reach out to the creature with a lifeline. The triggering creature receives the effects of *breath of life*, except they recover 7d8 Hit Points.

Activate ⚡ command; **Frequency** once per hour; **Trigger**

An ally within 60 feet fails a non-secret check;

Effect You call out to your ally and offer a reassurance. The triggering ally rerolls the failed check and takes the higher result. This is a fortune effect.

COWL OF KEYS

ITEM 17

RARE APEX CONJURATION INVESTED MAGICAL

Price 15,000 gp

Usage worn cloak; **Bulk** L

This simple, tattered cloak is a faded green and features small, stylized keys sewn throughout its length. While wearing the cloak, you fade into the shadows and gain a +3 item bonus to Stealth checks. When you invest the cloak, you either increase your Dexterity score by 2 or increase it to 18, whichever would give you a higher score.

Activate ♦ Interact; **Effect** You brush your hand against the cloak and your fingers transform into picks, tension wrenches, skeleton keys, and any other tools, providing you with a full set of thieves' tools. This transformation doesn't otherwise hamper the normal use of your fingers or hands. These tools never break when you critically fail your check to Pick a Lock. You can Activate the cloak again to revert your fingers to normal.

Activate ♦♦ envision, Interact; **Frequency** once per day; **Effect** You place your hand against a wall, floor, or ceiling. You create a magical doorway within the surface that a creature can move through, as if the door had always been there. The doorway can penetrate up to 10 feet of material; particularly thick material, such as heavy stone walls, can cause this effect to fail, expending its use for the day. You can use an Interact action on the door to remove it from the surface and return it to its previous shape.

SASH OF BOOKS

ITEM 17

RARE APEX DIVINATION INVESTED MAGICAL

Price 15,000 gp

Usage worn garment; **Bulk** L

This elegant black sash features stylized crimson books embroidered at either end and a set of simple tassels. While wearing the sash, you feel as if you have a better understanding of the people and life around you. You gain a +3 item bonus to Society checks.

When you invest the sash, you either increase your Intelligence score by 2 or increase it to 18, whichever would give you a higher score.



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

You focus on a creature you can see and attempt to gain an instinctual understanding of the creature. You attempt a check to Recall Knowledge about the creature, rolling twice and taking the higher result. If you roll a critical failure on this check, you get a failure instead. Regardless of the result, you gain a +1 circumstance bonus to attack rolls against the creature and to your AC and saving throws against attacks and effects from the creature for 1 minute. This bonus increases to +2 if you critically succeeded your check to Recall Knowledge.

Activate ♦♦ command, envision; **Frequency** once per day; **Effect** You become keenly aware of your surroundings and become able to anticipate dangers. You gain the effects of foresight.

SCAPULAR OF SHIELDS

ITEM 17

RARE ABJURATION APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn garment; **Bulk** L

This fine scapular features the image of an ornate shield. While wearing the cloak, you feel protected and capable of withstanding even the deadliest blows. Each time you're critically hit while wearing the scapular, attempt a DC 17 flat check. On a success, it becomes a normal hit. When you invest the scapular, you either increase your Constitution score by 2 or increase it to 18, whichever would give you a higher score.

Activate ♦ envision; **Frequency** once per minute; **Trigger**

You're critically hit with an attack; **Effect** The shield on your scapular glows with light, helping reduce the effectiveness of the attack. You take normal damage from the triggering attack as if the attack were a normal hit instead. Other effects that trigger with critical hits such as the deadly weapon trait, additional conditions, and so on still occur.

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

You would take damage from an attack; **Effect** The shield on your scapular animates and intercedes on the attack. You gain 20 resistance to all damage against the triggering damage.

The Deck of Destiny

The main focus of "Worst of All Possible Worlds" is the collection of the *Deck of Destiny*'s final cards. This powerful artifact lies at the center of the Stolen Fate Adventure Path. Once the player characters collect the remaining cards in this adventure, they gain the complete powers of the *Deck of Destiny*.

Worst of All Possible Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

THE DECK OF DESTINY

ITEM 25

UNIQUE **ARTIFACT** **DIVINATION** **INVESTED** **MAGICAL**

Usage held in 1 hand; **Bulk L**

Composed of 54 cards that are powerful in their own right, the *Deck of Destiny* epitomizes the powers of the harrow and divination. The deck only has its full suite of abilities while complete. Completing the deck requires all 54 cards to be placed together and shuffled into their complete state over the span of 1 minute; the cards merely being in proximity of each other is not enough to complete the deck. Once complete, the deck can be invested normally.

While the complete deck is on your person or in hand and invested, you gain a natural insight into events to be. Any divination effects you create become heightened to 10th level for the purpose of determining their counteract level. Additionally, divination effects you create gain a +4 item bonus to their DC and to spell attack rolls. The deck also helps you maintain control of your own fate, granting you immunity to fortune and misfortune effects, though you can be affected by such effects if you wish.

Activate envision (daily preparations); When you perform your daily preparations, you can share the *Deck of Destiny* with your companions, allowing them to invest a hand of up to 5 cards each as if they carried the cards. When one of your companions activates one of their invested cards, an illusory image of the card appears in their hand, but the card's effects are otherwise unaltered. This lasts until the next time you perform your daily preparations.

Activate envision; **Trigger** A creature you can see within 60 feet is about to attempt a check; **Effect** You quickly draw a card to alter the triggering creature's fate. Choose either weal or woe. With weal (a fortune effect), the triggering creature rolls twice and takes the better result on their check. With woe (a misfortune effect), the triggering creature is forced to roll twice and take the worse result. If the card you drew is related to the check, such as drawing a card from the suit of shields for a Fortitude saving throw or a card from the suit of crowns for a Deception check, the creature is affected further. When choosing weal, the creature gains a +4 circumstance bonus to the triggering check. When faced with woe, the triggering creature takes a -4 circumstance



Deck of Destiny

penalty to the triggering check. Regardless of whether they faced weal or woe, the triggering creature becomes temporarily immune to this ability for 24 hours.

Activate envision, Interact; **Effect** You call upon the deck in an attempt to put an end to a creature's life by visiting upon them a particularly grisly fate. Choose a creature within 60 feet. The deck casts *phantasmal killer* (DC 50, heightened to 10th level) on that creature. This effect doesn't have the emotion, fear, illusion, or mental traits, as it actually alters reality to rewrite a creature's doom. Regardless of the results, the creature becomes temporarily immune to this effect for 1 week.

Activate 1 hour (vision, Interact); **Frequency** once per year; **Effect** You attempt to undo a creature's untimely death and return them to life. The deck performs a 10th-level *resurrect* ritual. This ritual doesn't have any cost and doesn't require any secondary casters. Instead, you are the primary caster and must attempt a DC 50 Occultism check to complete the ritual as you perform a harrowing, perform that same harrowing in reverse in an attempt to pull back the threads of fate, and perform one final harrowing to "rewrite" the target's destiny.

Destruction The *Deck of Destiny* is inherently connected to the fate of Golarion. If the deck is used in a harrow reading to determine the destiny of the entire planet, or if the planet itself is destroyed or removed from this reality, the cards crumble to dust after the harrowing is complete or the planet is gone.

CARDS

The following 18 cards are found in this adventure and are required to complete the *Deck of Destiny*. The rest of the deck's cards were detailed in the Adventure Toolbox of the previous two volumes of the Stolen Fate Adventure Path.

THE AVALANCHE

ITEM 20

UNIQUE **ARTIFACT** **EVOCATION** **INVESTED** **MAGICAL**

Usage carried; **Bulk –**

Suit Keys (Dex); **Alignment** lawful evil

The *Avalanche* represents unmitigated disasters, destruction that overruns all in its path. As long as *The Avalanche* is invested, you gain a +1 item bonus to damage rolls with Strikes that inflict bludgeoning damage. This increases to a +2 item bonus if you're at least 14th level, and a +3 item bonus if you're at least 18th level.

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

Effect You wave the card in the air and hurl staggering volumes of ice, snow, and rocks out into the world. This magical avalanche buries your foes. Choose up to 4 creatures within 60 feet, each of whom must attempt a Reflex save against your class DC. Regardless of their saving throw, the creature's space becomes greater difficult terrain from the mounds of ice, snow, and rubble.

Critical Success The creature is unaffected.

Success The creature takes 5d8 bludgeoning damage and is pushed into an adjacent space of its choice.

Failure The creature takes 10d8 bludgeoning damage, is knocked prone, and is restrained.

Critical Failure The creature takes 20d8 bludgeoning damage, is knocked prone, and is immobilized.

Epitome When you epitomize *The Avalanche*, assign it to a point of interest in the mountains. Avalanches of tremendous scope occur here with great frequency. A PC who travels to this region can spend 8 hours and attempt a DC 30 Athletics check to clamber onto a perfect mountainside ledge to observe these breathtaking natural disasters. On a success, the mountains shift and change to match those of a mountain range that the PC is familiar with. From this point on, any PC can use the Enter the Harrow Court activity here to open a one-way portal to that mountain range, arriving at a location of import or particular familiarity within the region as determined by the GM. Switching to a new mountain range requires another DC 30 Athletics check and familiarity with that region. A PC who Enters the Harrow Court can now arrive in the demiplane at this point of interest rather than in Harrowheart's great hall.

THE BETRAYAL

ITEM 20

UNIQUE | ARTIFACT | ENCHANTMENT | INVESTED | MAGICAL

Usage carried; **Bulk** –

Suit Crowns (Cha); **Alignment** neutral evil

The Betrayal represents selfishness and envy, twisting outcomes toward unfavorable or even devastating results. As long as *The Betrayal* is invested, you become more adept at hiding who you really are and tricking targets into positions of vulnerability. You gain a +2 item bonus on Deception checks made to Impersonate or Feint. This increases to a +3 bonus if you are at least 17th level.

Activate ♦ envision; **Frequency** once per day; **Effect** You turn the tables on

your foes, bringing one of them into your ranks and compelling them to attack their allies. You cast dominate on a creature, but can only issue commands to attack or otherwise harm, betray, or inconvenience its allies. The level of the spell is one-half your level, rounded down (minimum 6th level), and the save DC is your class DC.

Epitome Somewhere in the dungeons below Harrowheart, a room manifests such that those who enter see a chamber as they themselves might have decorated it, had they lived an entirely different life. Once, a PC can spend 8 hours of downtime here to study these choices and grow envious of how their lives might have been different, if not outright better, had they made different choices in their past. The next time the PC retrains a feat, skill, or class feature, it takes half as long as it otherwise would to retrain. A PC can benefit from this room only once per level.

THE COURTESAN

ITEM 20

UNIQUE | ARTIFACT | ILLUSION | INVESTED | MAGICAL

Usage carried; **Bulk** –

Suit Crowns (Cha); **Alignment** chaotic neutral

The Courtesan represents political intrigue and social niceties. As long as *The Courtesan* is invested, you gain a +2 item bonus to Diplomacy checks to Make an Impression. This increases to a +3 item bonus if you are at least 17th level.

Activate ♦ envision, Interact; **Frequency** once per day; **Effect** You pass the card over your face and become exactly who you need to be; you cast illusory disguise. The level of the spell is one-half your level, rounded down (minimum 6th level). You can change your appearance again at any time during the duration by using a three-action activity, which has the concentrate trait. While under these effects, your Deception checks to Impersonate are one degree of success greater when you use them against a creature that is a lower level than yourself.

Epitome A simulacrum of a doppelganger moves into a boudoir in one of Harrowheart's towers. This doppelganger reflexively shifts their appearance to become an attractive romantic partner to whomever they speak with. *The Courtesan* can grant a character who visits them for at least 8 hours a special charm the character can carry on their person. The charm casts contingency on the character, with the level of the spell being one-half their level, rounded down (minimum

The Cricket



Chapter 1:
All Is Lost

Chapter 2:
In the Land
of Norns

Chapter 3:
Reclaiming
Fate

 Beyond the
Campaign

 Adventure
Toolbox

7th level), and allows the character to select any common arcane spell of the appropriate level for the triggered spell. The trigger under which the spell would be cast in this case is always “grasping the charm as an Interact action.” This contingency effect lasts until it is triggered, but a character may only have one charm from *The Courtesan* active at any one time, and can only receive a charm once per level.

THE CRICKET

ITEM 20

UNIQUE ARTIFACT INVESTED MAGICAL TRANSMUTATION

Usage carried; **Bulk** –

Suit Keys (Dex); **Alignment** neutral good

The Cricket represents speed and quick passage. As long as *The Cricket* is invested, it grants you a +10-foot item bonus to all your Speeds. This increases to a +20-foot item bonus if you are at least 19th level or higher.

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

Effect Your feet begin to glow and shimmer as if they were vibrating. Stride up to three times your Speed. You can Burrow, Climb, Fly, or Swim instead of Striding if you have the corresponding movement type. This movement doesn’t trigger reactions and you can move through creatures’ spaces as if they weren’t there during this movement.

Epitome A Medium anthropomorphic cricket simulacrum moves into a previously empty building at the edge of the village surrounding Harrowheart. The cricket spends most of their time playing their fiddle or eating fruit, but a PC can visit them to secure swift passage to another area within Harrow Court. Once per day, the cricket can transport any number of PCs, but only to one location in Harrow Court—the transportation happens in only a few seconds, regardless of the distance traveled. The cricket remains at that location until the next day, during which time they can transport the PCs back to the village. In addition, the cricket can teach powerful but uncommon travel spells, including *gate*, *plane shift*, *teleport*, and *tree stride*.

THE CROWS

ITEM 20

UNIQUE ARTIFACT CONJURATION INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Keys (Dex); **Alignment** neutral evil

The Crows represent taking things through violence or force, particularly when done through agility and swiftness rather than brawn. As long as *The Crows* is invested, you can attempt to Grapple targets with Acrobatics checks, and if you’re at least trained in Thievery, to Disarm with Thievery checks. When you do so, you gain a +2 item bonus on the attempt, or a +3 item bonus if you’re at least 17th level.

Activate ♦ envision, Interact (teleportation); **Frequency**

once per day; **Effect** You hold the card in your hand, and with a flick of the wrist it vanishes, only to be replaced by an object of your choice within 30 feet. The object

must be 2 Bulk or less. If that object is unattended, it teleports into your hand automatically. If the object is attended by a creature, you must make a Thievery check against the creature’s Reflex DC.

Critical Success The object teleports into your hand.

Success The object vanishes from the target’s possession and lands on the ground at a point at a midway point between you two.

Failure The object does not vanish, but the creature’s grip on it falters and if it doesn’t spend an Interact action on its next turn to grip the item, it drops to the ground.

Critical Failure You fail to manipulate the object entirely.

Epitome When you epitomize *The Crows*, a murder of crow simulacra takes up residence among the highest towers and battlements of Harrowheart. These crows do not speak, but they are both incredibly intelligent and, unlike most who dwell in Harrow Court, can travel between worlds to visit Golarion. A character can visit the crows and ask them to fly into Golarion to steal consumable magic items from somewhere on the planet—where the crows find and snatch these items from is never apparent. The character can request any Common consumable item of a level equal to or less than their own level, whereupon the crows take wing and vanish from Harrow Court. The next time that PC wakes after sleeping in Harrow Court, the requested consumable is sitting nearby, along with a few stray crow feathers. If the requested item is more than 4 levels lower than the PCs’ level, the crows deliver four of the items instead of one. A character can request items only once per level; further attempts to request items of the Crows fails as if the PC were speaking to a normal murder.

THE DANCE

ITEM 20

UNIQUE ARTIFACT DIVINATION INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Keys (Dex); **Alignment** lawful good

The Dance represents the delicately balanced rhythms of the universe and the ability stay in step with existence. As long as *The Dance* is invested, you gain a +2 item bonus on Performance checks. This increases to a +3 item bonus if you are at least 17th level.

Activate ♦ envision; **Frequency** once per day; **Trigger** You are about to roll initiative; **Effect** Your body begins to move with anticipation, creating a trail of afterimages for a moment. You can roll initiative with a Performance check. Regardless of what skill you use to roll for initiative, roll the check three times and take the result of your choice. This is a fortune effect.

Epitome A ballroom appears in Harrowheart, and it’s always populated by a gala of dancers, performers, and partygoers. While these are all simulacra, the air of entertainment and delight is as real as any event that might take place on Golarion. A character can spend

a glorious 8 hours relaxing, dancing, performing, and entertaining in the ballroom. The time spent carousing allows the character to restore their inner harmony and purge a disease they may be suffering from. The character attempts to counter one disease using a Performance check against the disease's DC. On a success, the disease is removed, while on a critical success, the character becomes immune to that disease for 1 year.

In addition, some of those who attend the gala know of potent rituals that allow for ease of movement. A character can spend time here to learn either of the following rituals: *freedom* or *word of recall* (*Advanced Player's Guide* 245). If either of these rituals are later performed in the ballroom, all casters gain a +2 item bonus on checks made to perform the rituals.

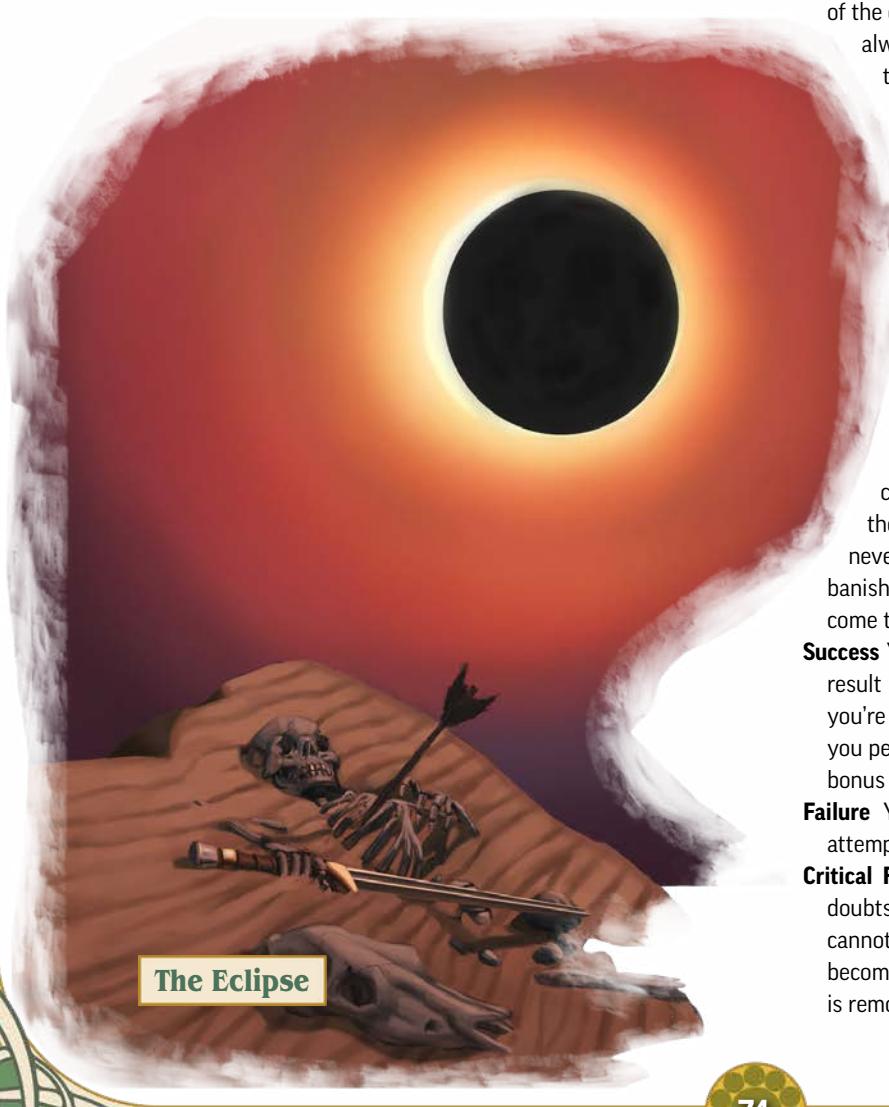
THE ECLIPSE

ITEM 20

UNIQUE **ARTIFACT** **ENCHANTMENT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Stars (Wis); **Alignment** lawful evil



The Eclipse represents self-doubt and loss of purpose, as well as a loss of faith. As long as *The Eclipse* is invested, you gain a +2 item bonus on Religion checks. This increases to a +3 bonus if you are at least 17th level.

Activate envision (mental); **Frequency** once per day;

Trigger A foe that you're aware of and who is within 60 feet achieves a critical success on a saving throw or a Strike; **Effect** You produce an aura of doubt that overwhelms all foes in a 30-foot emanation and reduces bright light in that area to dim light, as if the region were under an eclipse. The triggering creature's critical success is reduced to a regular success. All further saving throws or Strikes attempted by enemies within the emanation suffer a -2 item penalty; saving throws or Strikes attempted by the triggering enemy suffer a -3 penalty instead. You can sustain this aura of doubt for up to 1 minute.

Epitome When you epitomize *The Eclipse*, assign it to a point of interest in the desert. This indicates a region of wasteland where the sun above always seems to be in a full eclipse, plunging the region into darkness at all hours

of the day; this causes the temperatures in this hex to always function as if it were night. A PC who travels to this region feels increasingly overwhelmed with doubt and a growing conviction that all they've accomplished in their life so far is for naught, but by spending 8 hours in the region contemplating these destructive emotions, it's possible to come out the other side more confident. A character who spends 8 hours of downtime here must attempt a DC 38 Will saving throw.

Critical Success You face your doubts and crush them, emerging from the desert a better and more confident person. You gain a permanent boost to one ability score of your choice, increasing that ability by 2 (or by 1 if the ability score is already 18 or higher). You can never again benefit from this activity, as you have banished all the self-doubts *The Eclipse* can help you come to terms with.

Success Your attempt to face your own doubts did not result in you conquering your inner demons, but you're encouraged by your progress. The next time you perform this activity, you gain a +4 circumstance bonus on your Will saving throw.

Failure You fail to defeat your doubts, and cannot attempt this activity again for 1 week.

Critical Failure Not only do you fail to defeat your doubts, but they take root in your mind and grow. You cannot attempt this activity again for 1 month, and become stupefied 3 for 1 week (or until the condition is removed via an effect like *restoration*).

Worst of All Possible Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

THE FOOL

ITEM 20

UNIQUE **ARTIFACT** **ENCHANTMENT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Books (Int); **Alignment** neutral evil

The Fool represents grave foolishness, grand naivete, and exceptional greed. As long as you have *The Fool* invested, anytime you gain the stupefied condition, reduce its value by 1. You also gain a +2 item bonus to all saving throws against effects that cause the stupefied condition. This bonus increases to +3 if you're at least 17th level.

Activate ♦♦ envision, Interact (mental); **Frequency** once per day; **Effect** You display *The Fool* to your foes in a clumsy, awkward, and embarrassing way. Choose up to four creatures within 60 feet. These four creatures must attempt a Will save against your class DC.

Critical Success The creature is unaffected.

Success The creature is distracted by your antics and is stupefied 1 until the start of your next turn.

Failure The creature is stupefied 2.

Critical Failure The creature is stupefied 3. In addition, for 1 minute, the creature is confused.

Epitome When you epitomize *The Fool*, assign it to a point of interest in the lake. This indicates the approximate location of a tiny deserted island that measures no more than 20 feet in diameter. While most don't believe the rumors of a vast pirate treasure hidden on this island, the more people explain that it's ridiculous (if only because there are no pirates in the Harrow Court), the more convinced one might grow that there's a kernel of truth to the story. A character can spend 8 hours searching for this hidden treasure by utilizing an array of ridiculous inventions and homemade rafts meant to provide a quick solution to the task of tracking down the treasure. To do so, attempt a DC 38 Crafting check.

Critical Success You find the island, and there, sitting in the middle of it, is a treasure chest! You were right all along! The chest contains coins, gems, jewels, and art objects worth a total of 5,000 gp. Unlike most objects that appear in Harrow Court, these treasures are very real and can be brought elsewhere to be sold or flaunted as you desire. You can never again benefit from this activity, as you have recovered all the treasure that *The Fool* can help you discover.

Success Your attempt to track down the island makes progress, but you still don't know exactly where the site is located. The next time you perform this activity, you gain a +4 circumstance bonus on your Crafting check.

Failure You fail to discover the treasure island.

Critical Failure Not only do you fail to discover the treasure island, but you become obsessed with your failures, believing that bad luck kept you from success, not your own foolish choices and impractical

treasure-hunting inventions. You become stupefied 3 for 1 week (or until the condition is removed via an effect like restoration).

THE INQUISITOR

ITEM 20

UNIQUE **ARTIFACT** **ENCHANTMENT** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Books (Int); **Alignment** lawful neutral

The Inquisitor represents the search for the truth and the power to see through lies. As long as you have *The Inquisitor* invested, the results of your Perception Checks to Sense Motive against targets that are equal to or lower than your level are increased by one degree of success. Against targets that are higher level than you, you instead gain a +2 item bonus to your check. This bonus increases to +3 if you are at least 17th level.

Activate ♦♦ envision, Interact (linguistic, mental); **Frequency** once per day; **Effect** You swipe the card over the head of an adjacent creature to delve into their thoughts. You cast *mind probe*, but as a two-action spell rather than one that takes 1 minute to cast. The level of the spell is one-half your level, rounded down (minimum 5th level), and the save DC is your class DC.

Epitome A research library manifests on the ground floor of Harrowheart. The contents of this library update automatically and constantly change, so as to always be relevant for whatever mystery or topic of research you're looking into. You can spend 4 hours in the library to Gather Information about any topic, and can use an appropriate Lore skill check instead of Diplomacy to determine success. In addition, folios and tomes in the library contain all the information one needs to learn the rituals for *call spirit* or *legend lore*. Performing either of these rituals in the research library grants a +2 item bonus to skill checks made to cast the ritual. This increases to a +3 bonus if you are at least 17th level.

THE JOKE

ITEM 20

UNIQUE **ARTIFACT** **INVESTED** **MAGICAL** **TRANSMUTATION**

Usage carried; **Bulk** –

Suit Books (Int); **Alignment** chaotic good

The Joke represents solving a problem not with strength, but with cleverness or artifice. As long as you have *The Joke* invested, you can attempt an appropriate Lore check instead of an Athletics check made to Climb, Force Open, Grapple, High Jump, Long Jump, or Swim. For example, you could make a Mountain Lore check to climb a cliff in the mountains, or Sailing Lore check to climb the rigging on a ship.

Activate ♦♦ envision, Interact; **Frequency** once per day; **Effect** You perform a quick but amusing card trick with *The Joke* meant to distract others. You cast *hideous laughter* on up to 10 creatures in range of the spell. The

level of the spell is one-half your level rounded down (minimum 6th level), and the save DC is your class DC.

Epitome One of Harrowheart's workshops becomes staffed by amusing and witty assistants. These assistants, apart from being a delight to work with, help to prioritize and organize projects to be more efficient. Crafting checks made in this workshop gain a +2 item bonus (or +3 if you're at least 17th level), and you only need to spend 2 days at work before you attempt your Crafting check to determine initial success. In addition, the assistants can teach you how to cast the following rituals (with the expectation that you'll use these rituals at least some of the time for humorous shenanigans): *animate object*, *awaken object* (*Secrets of Magic* 147), and *fantastic facade* (*Advanced Player's Guide* 241).

THE PEACOCK

ITEM 20

UNIQUE ARTIFACT DIVINATION INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Keys (Dex); **Alignment** neutral

The Peacock represents a sudden shift in attitude or societal change, often represented by a colorful but ugly creature that serves as a reminder as to what happens if something beautiful refuses to change with the times. As long as you have *The Peacock* invested, you can react to sudden changes more swiftly, and gain Incredible Initiative as a bonus feat (*Core Rulebook* 262). If you already possess this feat, you gain a +2 item bonus on all initiative checks. This item bonus increases to +3 if you are at least 17th level.

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

Effect You freeze your appearance as it exists in this very moment by tapping *The Peacock* to your lips. You cast stoneskin on yourself, but with a duration of 30 minutes instead of 20 minutes. The level of the spell is one-half your level rounded down (minimum 6th level).

Epitome When you epitomize *The Peacock*, assign it to a point of interest in the swamp. This indicates the territory of a strangely colorful but unusual and potentially dangerous fey creature—a gremlin queen who wears a colorful robe made of cockatrice plumes. The nameless gremlin queen has infested her swampy domain with countless traps, snares, and hazards, all to protect one of her greatest treasures. A PC can attempt to navigate this morass of nooses, tripwires, spiked logs, and disguised quicksand patches by attempting a DC 38 Thievery check to Disable a Device—this check covers the disarming of a few hundred different traps over the course of 8 hours. Once the attempt is made, the gremlin queen dismantles her traps and goes into hiding; this activity cannot be attempted again for 1 week.

Critical Success You navigate all of the gremlin queen's traps, and surprise her on her throne of twigs and mud and stolen treasure. She's impressed with your skills and offers you one of the greatest treasures she used to build her throne. Choose from among the following magic items: *greater fortification armor rune*, *greater brilliant weapon rune* (*Secrets of Magic* 180), a set of *major goggles of night*, or a *greater ring of maniacal devices*. At the GM's option, other 18th-level permanent magic items could be included in this list. In any case, the gremlin queen won't grace you with a gift another time—you can never attempt this activity again.

Success You come close enough to the gremlin queen's throne to hear her panicked squeals as she packs up her treasures and flees into hiding—she's gone except for a few colorful feathers she left behind by the time you reach the heart of her domain. The next time you perform this activity, you gain a +4 circumstance check on your Thievery check.

Failure You fall victim to enough humiliating and distracting traps that by the time you reach the heart of the gremlin queen's domain, she's long gone.

Critical Failure You not only fail to make it to the gremlin queen, but one of her traps inflicts a particularly grievous wound on you. You become clumsy 3 for 1 week, or until the condition is removed via an effect like restoration.



THE QUEEN MOTHER

ITEM 20

UNIQUE ARTIFACT DIVINATION INVESTED MAGICAL

Usage carried; **Bulk** –

Worst of All Possible Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

Suit Stars (Wis); Alignment lawful neutral

The Queen Mother is knowledge manifest, but she only shares this knowledge with loyal subjects. When you first invest *The Queen Mother*, choose a Lore skill in which you have no proficiency. As long as you continue to have the Queen Mother invested, you treat that Lore skill as if your proficiency rank with it were a master. If you're at least 15th level, you treat that Lore skill as if you were legendary with it instead. You can change your selected Lore once per day as part of your daily preparations, as long as you have *The Queen Mother* invested.

Activate ♦♦♦ command, envision, Interact; **Frequency**

once per day; **Effect** You call upon a loyal subject to aid you by holding *The Queen Mother* out and asking her to send help. You cast *summon animal* or *summon construct*, but with a range of 90 feet. The level of the spell is one-half your level rounded down.

Epitome When you epitomize *The Queen Mother*, an immense queen ant manifests in a large chamber in Harrowheart's basement. This queen ant is intelligent and pragmatic, and enjoys long complicated debates and discussions about all topics—particularly those associated with the natural world. Once per day you can visit her to pose a question; she uses Nature +32 to attempt to Recall Knowledge and offer an answer. Yet her greatest gift is that of restoring life to her fallen children—the queen ant can teach the following rituals: *reincarnate* (Advanced Player's Guide 242) and *resurrect*.

THE TEAMSTER

ITEM 20

UNIQUE ABJURATION ARTIFACT INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Shields (Con); Alignment neutral

The Teamster represents the driving force to push on, no matter the circumstance. As long as you have *The Teamster* invested, all single-target effects that target you and require a saving throw gain the incapacitation trait. If the effect originates from a creature or effect of a level higher than yours, it doesn't gain the incapacitation trait in this way.

Activate ♦ envision; **Trigger** you are affected by an ongoing condition; **Frequency** once per day; **Effect** You push through your largest hindrance. Select one of the following conditions currently affecting you: blinded, clumsy, confused, controlled, dazzled, deafened, doomed, drained, dying, enfeebled, fascinated, fatigued, frightened, grappled, immobilized, paralyzed, persistent damage, petrified, restrained, sickened, slowed, stunned, stupefied, unconscious, or wounded. If the source of the condition is more than 4 levels lower than your current level, *The Teamster* automatically counters the condition. Otherwise, *The Teamster* attempts to counter the condition, with a counteract modifier of +31.

Epitome When you epitomize *The Teamster*, numerous teams of livestock drivers manifest in the village surrounding Harrowheart, along with a large number of draft animals and riding horses. These resources can be called upon by the PCs to ease their travels throughout the Harrow Court. Travel in the desert and forest are now treated as normal terrain, while travel in the mountains or swamp is now treated as difficult terrain (rather than greater difficult terrain).

THE TRADER

ITEM 20

UNIQUE ARTIFACT DIVINATION INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Books (Int); Alignment neutral

The Trader represents trades and exchanges of information. As long as you have *The Trader* invested, you gain a +2 item bonus to Diplomacy checks made to Gather Information. This increases to a +3 item bonus if you are at least 17th level.

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

Effect The Trader allows you to make an exchange with yourself. Press the card to your brow, and then select two skills. Your proficiency rank with those two skills swaps for 1 hour. For example, if you were a master in Athletics and untrained in Crafting, you would become untrained in Athletics and a master in Crafting. If making this swap would break prerequisites to feats, you lose access to those feats until your skill proficiencies change back in an hour.

Epitome A strange merchant sets up shop in the village surrounding Harrowheart. The merchant's shop contains a wealth of peculiar shelves and cabinets and nooks and crannies, such that any Common item of up to 15th level can be found here for purchase at regular prices. Items bought here are real items, and can exist outside of Harrow Court. At the GM's discretion, Uncommon or Rare items might be found for purchase here as well. If the PCs allied with the Trader harrowkin (page 6), then he becomes this merchant instead, and can offer trade through his shop or his Check the Stock ability.

THE TWIN

ITEM 20

UNIQUE ARTIFACT ILLUSION INVESTED MAGICAL

Usage carried; **Bulk** –

Suit Crowns (Cha); Alignment neutral

The Twin represents a duality of purpose or identity. As long as you have *The Twin* invested, it helps to defend you against damage to your mind or your body. When you invest *The Twin*, the card's artwork changes to look like you, and as you are exposed to afflictions, your card twin helps to protect you by absorbing them into itself. You gain a +1 item bonus to saves against curses, diseases, poison, and transmutation effects. This bonus increases to +2 if

you're at least 14th level, and to +3 if you're 20th level. As you resist these afflictions, they begin to manifest on one of the twins depicted on the card art.

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

Effect You twirl *The Twin* between your fingers and create a shadowy duplicate of yourself that mirrors your actions. The duplicate appears adjacent to you and has the same statistics as you do when you activate the card. You can sustain this effect for up to one minute. When you sustain the effect, your twin gains 2 actions. It always acts immediately after your turn, and must use identical actions to the ones you used, in exactly the same order. However, it can use the actions differently, such as Striding to a different position or selecting a different target for a Strike. If the twin is unable to mimic an action, it attempts the action without result and the action is wasted. The duplicate can't use any actions that can be used only a limited number of times per day (including casting any spell other than a cantrip). The duplicate isn't truly alive and can't be healed in any way. If the duplicate ever reaches 0 Hit Points, it is instantly destroyed and the effect immediately ends, and you take 10d6 mental damage (DC 38 basic Will save).

Epitome When you epitomize *The Twin*, assign it to a point of interest in the farmland. This indicates a location where a strange group of people moves into a small hovel. Each of these people is the identical twin of one of the PCs in your party—if these PCs change, the number and appearance of the twins who dwell in this hovel change to match. Once per level, a PC may travel to this hovel to meet with their twin; when they arrive, that twin is the only one present at the hovel. By spending 8 hours talking with your twin, you can compare notes on how your lives went on separate trajectories. Attempt a DC 38 Deception, Diplomacy, or Intimidation check.

Critical Success Your twin reveals to you that they would have chosen a different ability had they lived your life. You can immediately Retrain a feat, skill increase, or class feature, as if you had spent the normal time and effort to do so.

Success Your twin reveals to you that they would have chosen a different ability, based on the skill you used to speak to them. If you used Deception, you can immediately Retrain a skill increase. If you used Diplomacy, you can immediately Retrain a class feature. If you used Intimidation, you can immediately Retrain a feat.

Failure Your conversation with your twin is depressing and yields no benefit.

Critical Failure Your conversation with your twin is depressing and affects you in a physical way. If you used Deception, you become clumsy 3. If you used Diplomacy, you become stupefied 3. If you used

Intimidation, you become enfeebled 3. The condition lasts for 1 week, or until the condition is removed via an effect like *restoration*.

THE UNICORN

ITEM 20

UNIQUE **ARTIFACT** **INVESTED** **MAGICAL** **TRANSMUTATION**

Usage carried; **Bulk** –

Suit Crowns (Cha); **Alignment** chaotic good

The Unicorn represents finding what one seeks. As long as you have *The Unicorn* invested, you gain a +2 item bonus on Perception checks to Seek. This increases to a +3 item bonus if you're at least 17th level.

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

Effect You pass *The Unicorn* across an adjacent closed container and then open the container. Inside, you'll find a Common consumable alchemical or magic item you need to solve a problem or deal with a situation close at hand. For example, if you're badly wounded, you might find a *greater healing potion*. If you've been poisoned, you could discover a *panacea*. If you're faced with a written clue in a language you don't understand, the container might hold a comprehension elixir. The GM always decides what consumable item is discovered, and it must be equal to or lower than your level. If the consumable isn't used within 1 minute of being discovered, the item vanishes. If there's no appropriate item to solve your situation, the GM can rule that no object is found; in this case, the daily use of *The Unicorn* is not expended.

Epitome When you epitomize *The Unicorn*, assign it to a point of interest in the forest. This indicates a region of idyllic woodland that has become the home of an enigmatic unicorn. A PC can travel to this location in the forest, and the unicorn automatically emerges from the far side of a clearing to curiously greet the PC. The PC can then spend 8 hours in pleasant discourse with the unicorn to convince it of their good intentions and worthiness by attempting a DC 38 Diplomacy check, after which no one may speak with the unicorn again for 1 week.

Critical Success You impress the unicorn with your words, and it leaves the clearing for a few moments. When it returns, it has a gift for you balanced on its horn; the unicorn approaches and bequeaths this treasure to you. Choose from among the following magic items: a *greater maestro's instrument*, a *possibility tome*, a *major staff of nature's vengeance* (*Advanced Player's Guide* 263), or a *greater thurible of revelation*. At the GM's option, other 18th-level permanent magic items could be included in this list. In any case, this is the only gift the unicorn will ever have for you—you can never attempt this activity again.

Success Your words appeal somewhat to the unicorn, but fail to truly capture its trust. The next time you

Worst of All Possible Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

perform this activity, you gain a +4 circumstance check on your Diplomacy check.

Failure You fail to impress the unicorn, and it returns to hiding in the forest.

Critical Failure You end up embarrassing yourself, insulting the unicorn, or generally coming off as crass and unpleasant. The unicorn abandons you, leaving you wracked with shame and embarrassment. You become stupefied 3 for 1 week, or until the condition is removed via an effect like *restoration*.

THE WANDERER

ITEM 20

UNIQUE **ARTIFACT** **CONJURATION** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Books (Int); **Alignment** neutral good

The Wanderer represents the art of collecting and finding the value in even the simplest items. As long as *The Wanderer* is invested, you don't trigger reactions when you Interact to draw or use an item.

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

Effect You do a quick bit of legerdemain with *The Wanderer*. As the card appears to disappear from your hand, it's immediately replaced by an object of Light bulk in your hand. The object can be any Common permanent magic item, weapon, or piece of gear of a level no higher than your level -2. The item exists for 1 minute, or until it is no longer attended by you, at which point the item vanishes and *The Wanderer* reappears in your possession.

Epitome When you epitomize *The Wanderer*, a mysterious wandering centaur simulacrum manifests in the farmlands of Harrow Court. They visit the village at the center of the farmlands every evening, and are always looking to purchase items and objects. You can sell any item to the Wanderer when they visit and receive real gold coinage in return (these gold pieces do not vanish when you leave Harrow Court). Once *The Wanderer* is epitomized, you can also Earn Income with Crafting or Lore checks by selling the fruits of your labors to them. If you do so, you gain a +2 item bonus to your Crafting or Lore check made to Earn Income; this bonus increases to +3 if you're at least 17th level.

THE WINGED SERPENT

ITEM 20

UNIQUE **ARTIFACT** **DIVINATION** **INVESTED** **MAGICAL**

Usage carried; **Bulk** –

Suit Stars (Wis); **Alignment** lawful good

The Winged Serpent represents the wisdom of knowing

when to act. As long as you have *The Winged Serpent* invested, you gain a +2 item bonus on initiative checks made with sight-based Perception checks. This bonus increases to +3 if you are 17th level.

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

Effect You swipe *The Winged Serpent* across your eyes to gain insight on when to strike. You cast *foresight* on yourself, but the duration is only 10 minutes. If you're at least 17th level, the duration extends to 1 hour and you can cast *foresight* on another creature by touch. The level of this spell is one-half your level rounded down (minimum 9th).

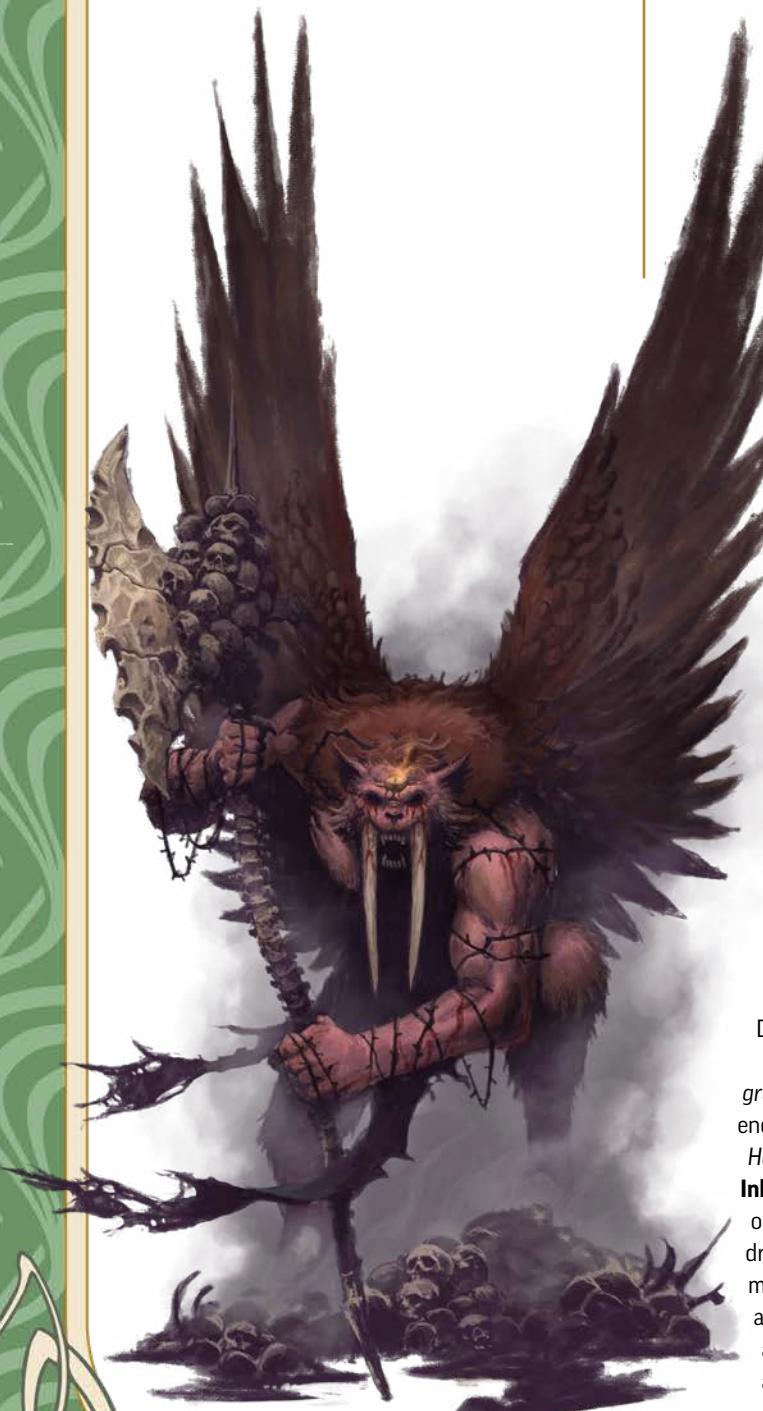
Epitome When you epitomize *The Winged Serpent*, a glorious, colorful statue of an immense couatl appears in a large meditation chamber in Harrowheart. Closer inspection of the statue reveals the countless fine etchings that adorn the couatl's scaly length. These carvings can be studied to learn how to cast the ritual *commune*. More importantly, this chamber is now an ideal place to perform this ritual—when you cast *commune* in this chamber, you gain a +3 item bonus on all skill checks made to cast the ritual, and it allows you to ask up to ten questions rather than seven.





SOUL HOARDING

Obcisidaemons carry some souls for months or even years at a time, choosing never to consume them, even when doing so might grant an advantage in combat.



Daemon, Obcisidaemon

Obcisidaemons (known to some as obliteration daemons) care only for the brutality and violence that conflict brings.

OBCISIDAEMON

UNCOMMON NE GARGANTUAN DAEMON FIEND

Perception +35; darkvision, true seeing

Languages Common, Daemonic; telepathy 100 feet

Skills Acrobatics +33, Athletics +39, Deception +34, Intimidation +36, Religion +32, Warfare Lore +36

Str +10, Dex +4, Con +8, Int +4, Wis +5, Cha +7

Cloak of Souls An obcisidaemon is shrouded at all times in a cloak of captured souls. It can hold a number of souls equal to the daemon's Charisma modifier. Destroying the daemon frees the souls, though this doesn't return the deceased creatures to life. A creature whose soul is trapped within this cloak can't be resurrected except by a 9th-level *resurrect* ritual or similarly powerful magic.

Items +3 major striking halberd

AC 43; **Fort** +35, **Ref** +29, **Will** +32; +1 status to all saves vs. magic

HP 425; **Immunities** death effects; **Weaknesses** good 20

Attack of Opportunity ↗

Scorched Earth (aura, divine, necromancy) 60 feet. Any creature who dies within the aura and isn't drawn into the obcisidaemon's Cloak of Souls via *Inherit Soul* must attempt a 38 Fortitude save. On a failure, the creature's body (but not its gear) is immediately reduced to a fine smear of ashes.

Speed 25 feet, fly 50 feet

Melee ♦ halberd +36 (evil, magical, reach, versatile S), **Damage** 4d10+18 slashing plus 1d6 evil

Melee ♦ jaws +36 (evil, magical, reach 15 feet), **Damage** 4d6+18 piercing plus 1d6 evil and Grab

Divine Innate Spells DC 38, +30; **10th** massacre; **9th** disintegrate, meteor swarm; **7th** paralyze, spell turning; **6th** cloudkill; **5th** dimension door; **4th** dimension door (at will); **1st** detect alignment (at will; good only); **Constant (10th)** true seeing

Consume Soul ♦ (divine, necromancy) The obcisidaemon consumes a soul from its cloak to gain one of the following effects. A consumed soul in this way can't be resurrected except by wish or a similarly powerful effect.

Empower Spell The obcisidaemon gains a +2 status bonus to its spell DCs and spell attack rolls until the end of its next turn.

Empower Weapon The obcisidaemon's weapon gains the effects of a greater flaming, greater frost, greater shock, or wounding rune until the end of its next turn.

Healing The daemon gains the benefit of a two-action, 8th-level *heal* spell.

Inherit Soul ↗ (divine, incapacitation, necromancy) **Trigger** The obcisidaemon slays a creature; **Effect** The obcisidaemon attempts to draw the creature's soul into its cloak of souls. The triggering creature must attempt a DC 38 Fortitude save. On a failure, its soul is consumed and added to the cloak of souls. If the obcisidaemon's cloak can't hold any more souls, the daemon can release one of the souls as a free action; otherwise, the soul isn't absorbed.

CREATURE 19

Daemon, Phasmadaemon

Known also as terror daemons, the horrifying phasmadaemons make use of illusions and their own frightening appearance (that of a serpent with a bony tail, a horned crocodilian skull for a head, and several insectile pincers) to strike fear into the hearts of others. They represent deaths brought about by fright.

PHASMADAEMON

NE **LARGE** **DAEMON** **FIEND**

Perception +29; darkvision, true seeing

Languages Common, Daemonic; telepathy 100 feet

Skills Acrobatics +31, Deception +31, Intimidation +33, Religion +29

Str +8, **Dex** +8, **Con** +6, **Int** +3, **Wis** +4, **Cha** +6

AC 39; **Fort** +31, **Ref** +26, **Will** +31

HP 340; **Immunities** death effects, fear; **Weaknesses** good 15

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 35

Unending Terror Escaping fear near a phasmadaemon is no simple task.

Creatures don't automatically reduce their frightened condition while they are within the phasmadaemon's Frightful Presence aura. Instead, they must attempt a Will save at the end of their turn against the DC of the effect that caused the condition. On a success, the creature's frightened condition is reduced by 1.

Speed 25 feet, fly 35 feet

Melee ♦ jaws +33 (evil, magical, reach 10 feet), **Damage** 3d10+16 piercing plus 1d6 evil and Grab

Melee ♦ claw +33 (agile, evil, magical, reach 10 feet), **Damage** 3d8+16 slashing plus 1d6 evil

Divine Innate Spells DC 38, +30; **9th** duplicate foe, weird; **8th** mask of terror; **7th** phasmal killer, shadow blast; **6th** shadow blast ×2; **5th** dimension door, shadow siphon ×2; **4th** dimension door (at will), nightmare (at will); **1st** detect alignment (at will; good only); **Constant (9th)** true seeing

Constrict ♦ 3d10+6 bludgeoning plus 1d6 evil, DC 35

Consume Fear ♦ (emotion, fear, mental) **Requirements** The phasmadaemon has a creature grabbed; **Effect** The phasmadaemon feeds on the creature's mortality and innate terror, dealing 6d8 mental damage. The creature must attempt a DC 38 Will save.

Critical Success The creature takes no damage and manages to break free from the phasmadaemon's grab.

Success The creature takes half damage.

Failure The creature takes full damage and increases their frightened condition by 1, to a maximum of frightened 4.

Critical Failure The creature takes double damage and increases their frightened condition by 2, to a maximum of frightened 4. If the creature is already frightened 4, it must attempt a DC 38 Fortitude saving throw. If it fails, it is reduced to 0 Hit Points and dies. This effect has the death and incapacitation traits.

Inescapable Form The phasmadaemon can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The phasmadaemon can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.

Rend ♦ claw

CREATURE 17



FEARFUL MACHINATIONS

While daemons don't typically require food, phasmadaemons seem intent on feeding on the emotions, and especially the fears, of mortals. Some believe that the life force and emotions of creatures serves as the fuel for a phasmadaemon's magic, while others believe that phasmadaemons simply enjoy facing a mortal eye-to-eye while feeding, delighting in the fear in their prey's final moments.



Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox



HARROWKIN AGENCY

Harrowkin lack free will, despite being sapient. All are neutral, even in the case of fabled harrowkin whose legacies force them into specific roles. They do not possess souls. When slain they revert back to the card from which they sprang.



Harrowkin

When a harrow deck becomes infused with great magical power, it can produce a harrowkin.

HARROWKIN ABILITIES

Each harrowkin is connected one specific harrow suit and has the following shared abilities.

Defensive Suit When the harrowkin attempts a saving throw connected to its suit—that is, Fortitude (Hammers or Shields), Reflex (Keys or Books), or Will (Stars or Crowns)—if they roll a success, they get a critical success instead.

Read the Cards ◇ (divination, occult) **Trigger** The harrowkin is about to roll initiative; **Effect** The harrowkin attempts to rewrite destiny. Roll 1d6 to determine a suit. The harrowkin gains the effects of the suit for 1 minute. If the suit matches the harrowkin's suit, the value is doubled.

Hammers The harrowkin gains a +2 status bonus to damage rolls.

Keys The harrowkin gains a +1 status bonus to AC.

Shields The harrowkin gains fast healing 5.

Books The harrowkin gains a +1 status bonus to skill checks.

Stars The harrowkin gains a +1 status bonus to saving throws.

Crown The harrowkin can reroll 1 check within the next minute and take the higher result. This is a fortune effect.

Shuffle the Deck ◇ (divination, occult) **Frequency** once per day;

Requirements The harrowkin has rolled initiative; **Effect** At the end of the current round, all creatures currently in initiative reroll their initiative, using the same modifiers as their original initiative roll, and use the new initiative values for all following rounds..

SIMPLE HARROWKIN

The simplest harrowkin resemble creatures with vague features made of patchwork cloth and painted canvas

SIMPLE HARROWKIN

CREATURE 4

UNCOMMON N SMALL CONSTRUCT

Perception +10; darkvision

Languages Common

Skills Acrobatics +12, Athletics +9, Deception +11, Stealth +12

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +0, **Cha** +3

Harrowkin Suit any

Items harrow cards (53; function as darts), shortsword

AC 20; **Fort** +11, **Ref** +14, **Will** +8

HP 60; **Immunities** death effects, disease, doomed, drained, fatigued, healing, misfortune, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ◇ shortsword +12 (agile, finesse, versatile P), **Damage** 1d6+5 slashing

Melee ◇ fist +12 (agile, finesse, magical), **Damage** 1d4+5 bludgeoning plus Grab

Ranged ◇ harrow card +12 (agile, magical, range increment 20 feet, thrown), **Damage** 1d4+3 piercing

Shuffle the Deck ◇

Sneak Attack The harrowkin deals 1d6 extra precision damage to flat-footed creatures.

Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**



ANCIENT HARROWKIN

Some harrowkin form from ancient decks, even originating from the days before Earthfall. These harrowkin are especially powerful as they've spent a long time—sometimes millennia—learning to control their own abilities and their magical influence over the power of fate. These harrowkin are known to keep weaker harrowkin as companions or servants, living secluded lives in their own courts of fate. Unlike other harrowkin, ancient harrowkin have souls, agency, free will, and can be of any alignment.

STORIED HARROWKIN

These harrowkin take on themes drawn from a specific harrow card.

STORIED HARROWKIN

UNCOMMON N **MEDIUM** **CONSTRUCT**

Perception +17; darkvision

Languages Common

Skills Acrobatics +20, Athletics +22, Intimidation +21, Occultism +17

Str +6, **Dex** +4, **Con** +5, **Int** +1, **Wis** +1, **Cha** +5

Harrowkin Suit any

Items +1 striking battle axe, +1 chainmail, harrow cards (53; function as darts), lesser sturdy shield (Hardness 10, Hit Points 80, BT 40)

AC 30; **Fort** +21, **Ref** +18, **Will** +17

HP 180; **Immunities** as simple harrowkin

Attack of Opportunity ↗

Defensive Suit See page 82.

Shield Block ↗

Speed 25 feet

Melee ♦ battle axe +23 (magical, sweep), **Damage** 2d8+12 slashing

Melee ♦ shield bash +22, **Damage** 1d4+12 bludgeoning

Ranged ♦ harrow card +21 (agile, magical, range increment 20 feet, thrown), **Damage** 2d4+9 piercing

Hit 'Em While They're Down The harrowkin wildly attacks a prone target. They deal an additional 2d6 points of damage with their melee Strikes against prone targets. This damage is equal to the damage type of the Strike.

FABLED HARROWKIN

The most powerful harrowkin are living embodiments of harrow cards.

FABLED HARROWKIN

RARE N **MEDIUM** **CONSTRUCT**

Perception +29; darkvision

Languages Common

Skills Acrobatics +30, Athletics +32, Diplomacy +32, Occultism +29

Str +7, **Dex** +5, **Con** +7, **Int** +2, **Wis** +4, **Cha** +9

Harrowkin Suit any

Items +2 greater striking greatsword, harrow deck (53 cards; function as darts when thrown by a harrowkin)

Read the Cards ♦ See page 82.

AC 40; **Fort** +32, **Ref** +30, **Will** +27

HP 315; **Immunities** as simple harrowkin

Defensive Suit See page 82.

Twist Fate ↗ (divination, fortune, occult) **Frequency** once per minute; **Trigger** A creature critically hits the harrowkin; **Effect** The harrowkin manipulates fortune in their favor. The triggering attack becomes a regular hit.

Speed 25 feet, fly 40 feet

Melee ♦ greatsword +32 (magical, versatile P), **Damage** 3d12+15 slashing

Ranged ♦ harrow card +30 (agile, magical, range increment 20 feet, thrown), **Damage** 3d6+15 piercing

Occult Innate Spells DC 35, +27; **8th** uncontrollable dance; **7th** visions of danger; **5th** dimension door; **4th** confusion; **2nd** augury; **1st** ill omen (at will); **Cantrips** (**8th**) daze, detect magic, ghost sound, telekinetic projectile

Shuffle the Deck ♦♦

CREATURE 10



NORNHOUND PACKS

Long-lived or powerful norns sometimes spin multiple nornhounds and keep entire packs as guardians.

These packs make quick work of intruders and also gain additional powers when working together. Much like a norn triumvirate, a norn pack can their powers to affect the flow of time in a localized area or even stop time outright.

Nornhound

While norns typically keep to themselves, only consulting their triumvirate or occasionally other fellow norns, they sometimes require servants to further their goals or protect their homes. Nornhounds are massive wolves spun from the old, tattered threads of fate, usually moments of time that norns severed to end a life. These wolves gain a portion of the same power over fate that norns do and serve their norn masters with unflinching loyalty.

NORNHOUND

RARE LN GARGANTUAN FEY

Perception +32; **detect magic**, greater darkvision, scent (precise) 120 feet, **true seeing**

Languages Common, Jotun, Sylvan; **tongues**

Skills Acrobatics +30, Athletics +35, Deception +31, Diplomacy +31, Intimidation +33, Occultism +30

Str +9, Dex +4, Con +8, Int +4, Wis +6, Cha +5

Sense Fate (fortune) A nornhound automatically rolls a 20 when it rolls initiative.

AC 40; Fort +34, Ref +28, Will +30

HP 421, regeneration 15 (deactivated by cold iron); **Immunities** negative;

Weaknesses cold iron 15

Beyond Fate A nornhound can ignore any fortune or misfortune effects that affect them. If they're forced to roll twice as part of such an effect, they can take whichever die result they prefer, even if the effect would normally force them to choose one of the results.

Speed 40 feet, fly 40 feet

Melee ♦ jaws +35 (magical), **Damage** 3d12+17 piercing damage plus Improved Grab

Melee ♦ tail +35 (agile, magical, reach 15 feet), **Damage** 3d8+17 bludgeoning plus Knockdown

Ranged ♦ temporal blast +33 (evocation, magical, range increment 120 feet), **Damage** 6d8 force

Occult Innate Spells DC 37; **9th** cast into time (*Secrets of Magic* 94);

8th inevitable disaster (*Secrets of Magic* 111), teleport (self only, at will); **6th** slow; **Constant (10th)** detect magic, tongues, true seeing

Breath Weapon ♦ (divination, mental, primal) The nornhound unleashes a blast of temporal energy in a 30-foot cone that deals 15d8 mental damage (DC 40 basic Will save). Creatures that fail their save become confused for 1 round. The nornhound can't use Breath Weapon again for 1d4 rounds.

Follow the Thread A nornhound is permanently quickened. It can use its extra action only to Step or Stride.

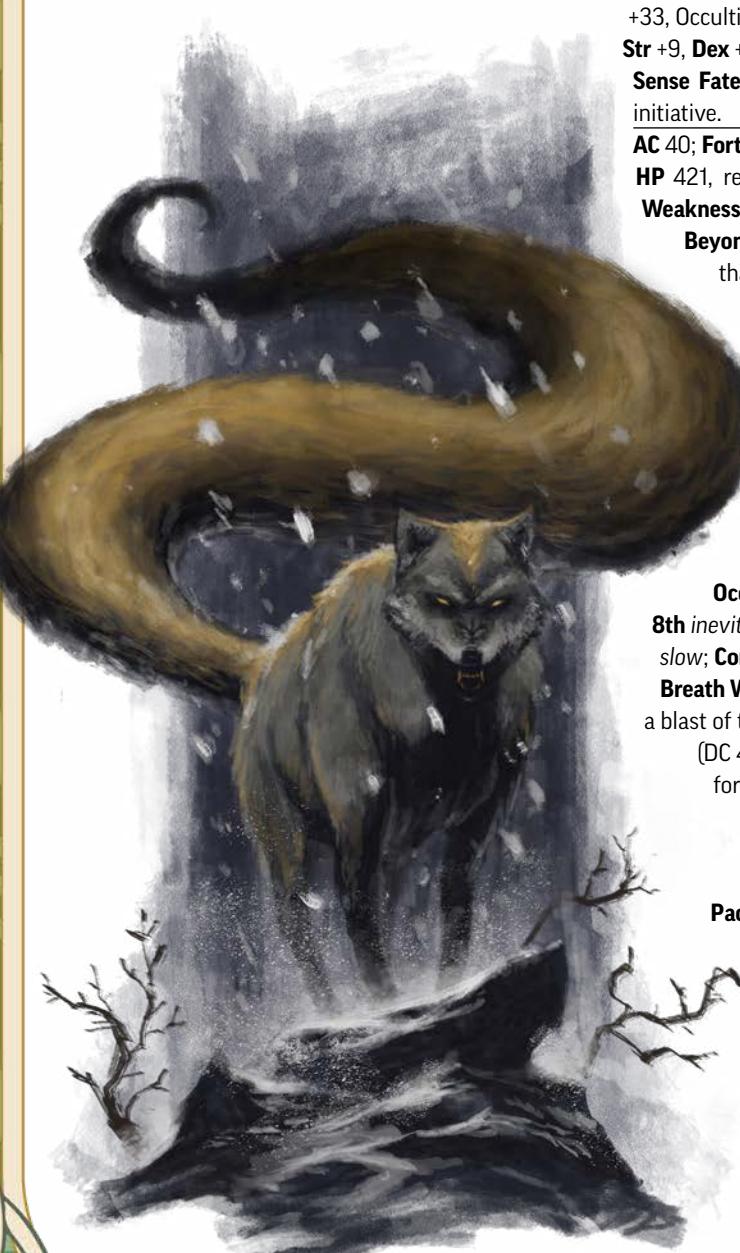
Pack Attack The nornhound's Strikes deal 1d6 extra damage to creatures within reach of at least two of its allies.

Swallow Whole ♦ (attack); Huge, 3d12+10 bludgeoning, Rupture 36

Time Bound ♦♦♦ The nornhound jumps into the air, releasing multiple blasts of temporal energy. The nornhound leaps to a point within 60 feet. It can make up to three temporal blast

Strikes at any point during this movement, each against a different target. These attacks count toward the nornhound's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

CREATURE 18



Worst of All Possible Worlds

**Chapter 1:
All Is Lost**

**Chapter 2:
In the Land
of Norns**

**Chapter 3:
Reclaiming
Fate**

**Beyond the
Campaign**

**Adventure
Toolbox**

Suvarden

While the Material Plane and the Dimension of Time remain distinct realities, the two share a powerful connection. Suvardens are living embodiments of this connection.

SUVARDEN

RARE N LARGE BEAST

Perception +17; darkvision

Languages Aklo, Common, Sylvan; telepathy 100 feet

Skills Acrobatics +16, Athletics +16, Diplomacy +17, Lore (any one) +15, Nature +15, Occultism +15, Society +13

Str +3, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +6

AC 24; **Fort** +15, **Ref** +14, **Will** +17

HP 125, all-around vision; **Immunities** confused, controlled, misfortune

Attack of Opportunity ↗

Reweave Fate ↗ (divination, primal) **Trigger** A non-suvarde creature within 30 feet of the suvarde attempts an attack roll, skill check, or saving throw; **Effect** The suvarde interferes with the triggering creature's action, pushing it toward a specific outcome. The suvarde decides on a favorable or an unfavorable outcome. With a favorable outcome, the creature rolls the triggering check a second time and takes the higher result; this is a fortune effect. With an unfavorable outcome, the creature rolls the triggering check a second time and takes the lower result; this is a misfortune effect. Regardless of the outcome, the triggering creature becomes immune to Reweave Fate for 1 day.

Speed 40 feet, climb 20 feet, fly 20 feet

Melee ♦ antler +16, **Damage** 2d12+6 piercing

Melee ♦ hoof +16 (reach 10 feet), **Damage** 2d8+6 bludgeoning

Primal Innate Spells DC 25; **3rd** hypercognition; **2nd** augury ×2; **1st** true strike ×3; **Cantrips** (**3rd**) guidance, know direction

Web of Fate ♦ (divination, primal) The suvarde creates a web spun from the threads of fate in a 10-foot burst within 30 feet. The squares filled with the web are difficult terrain. Each square can be cleared of the web by a single attack or effect that deals at least 5 slashing damage or 1 fire damage. A square has AC 5, and it automatically fails its saving throws. Each time a creature in the web begins to use a move action or enters the web during a move action, it must attempt a DC 25 Will save.

Critical Success The creature is unaffected and doesn't need to attempt further saving throws against the web.

Success The creature is momentarily baffled by glimpses of possible futures and is flat-footed for 1 round.

Failure Possibilities spun throughout the web overwhelm the creature. It becomes confused for 1 round.

Critical Failure As critical failure, but the duration is 1 minute and the creature is sickened 1 while it's confused.

CREATURE 7



A MATTER OF TIME

Suvardens have a connection to the Dimension of Time, but exist more as natives of the Material Plane. As a result, they do not possess the Time trait. Suvardens refuse to elaborate on their place within existence and time. A suvarde first tries to maintain the order of cause and effect with its guidance, but when that fails, more powerful or cruel creatures increasingly get involved. Most agree that meeting a suvarde is preferable to encountering a hound of Tindalos or siktempora, although there certainly exist powerful suvardens as well.



The Harrowing Three

Ambitious Norn Triumvirate

Of the three norns in the triumvirate known as the Harrowing Three, it was Fabrina the Spinster who first saw the change in the thread. She had grown accustomed to consulting only small portions of the thread at a time, but when she eventually looked further into the future, she saw strand lose its golden luster, growing frayed and unraveled. While her first instinct was to blame Hala the Rod for neglecting the thread's care, Fabrina soon realized what had happened: the change the three had foreseen was more than monumental, it was catastrophic. The Age of Lost Omens was, to the Harrowing Three, a death rattle from the future itself.

The sisters fell into a state of depression until Fabrina looked more closely at the thread. While she could only see the immediate happenings of existence, what she saw surprised her. Those whose fates she examined carried on with their lives, largely unaffected by the death of prophecy. What most surprised Fabrina was that fortune-tellers, harrowers, and seers continued their trade as if nothing had changed. To them, the future was still something that could be read, and those who came to seek their futures still believed as well. It was this that inspired the *Deck of Destiny*.

As the most outgoing of the three norns, Fabrina convinced her sisters that there could be a way to return to the life they knew. Inspired, the three began their work on the *Deck of Destiny*. Hala concerned herself with the past, Fabrina the present, and Diskrasia the Sharp the future. Together, they grew to understand the workings of fate all the more, shattered though it was. With the deck complete, Fabrina consulted the thread again and saw the next moments of the sisters' fate. She wept as she saw that their plan would have to wait and began preparing for the ritual to scatter the cards to the winds.

CAMPAIN ROLE

Each of the Harrowed Three uses the statistics for a typical norn (*Pathfinder Bestiary 2* 184). In addition to the standard abilities, each of the Harrowed Three has additional abilities unique to her, as detailed on these pages. In addition, all three share the Undo Fate ability, detailed below.

Undo Fate ♦ (divination, occult) **Frequency** once per minute; **Trigger** The norn critically fails a check or a creature critically hits the norn; **Effect** The norn lightly frays the golden thread of fate she holds, tampering with the fate at hand. If the triggering check was the norn's critical failure, she gets a failure instead. If the triggering check was a critical hit on the norn, it becomes a hit.

FABRINA THE SPINSTER

CREATURE 20

UNIQUE LN LARGE FEY

Female norn (*Pathfinder Bestiary 2* 184)

Declare Fate ♦♦ (divination, misfortune, occult, prediction)

Fabrina quickly consults her thread about a creature within 60 feet. Roll a d20 and note the result. Until the start of her next turn, whenever the target is about to attempt a check (but before the roll is made), Fabrina can use a reaction to force the creature to use the noted result instead. If she doesn't or is unable to force the creature to use the result by the start of her next turn, the noted result is lost and Fabrina takes 6d6 mental damage from the strain that the unfulfilled fate creates. Regardless of whether or not Fabrina can substitute her result, the creature becomes temporarily immune to Declare Fate for 1 minute.

HALA THE ROD

CREATURE 20

UNIQUE LN LARGE FEY

Female norn (*Pathfinder Bestiary 2* 184)

Reel Thread ♦♦ (divination, incapacitation, mental, occult)

Hala pulls back a portion of golden thread related to a creature within 100 feet. As the thread frays, the creature is forced to relive that instant of their life. The targeted creature attempts a DC 42 Will save. It then becomes temporarily immune to Reel Thread for 1 minute.

Critical Success The target is unaffected.

Success The target is momentarily distracted as the moment replays in their mind. They become stupefied 1 until the end of their turn.

Failure The target is compelled to relive their most recent moments. Whatever actions the target uses on their next turn, they must repeat on their following turn. The actions must be repeated in the same order and as close to the same specifics as possible. For example, if the target makes an attack, they must repeat the attack against the same creature, if

Worst of All Possible Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

possible, and if the target moves, they must move the same distance and direction, if possible, on their next turn. If the target can't repeat an action, such as Casting a Spell that has been exhausted or needing to target a creature that has died, they can act as they choose for that action but become stupefied 1 until the end of their turn.

Critical Failure As failure, except the creature takes a -2 circumstance penalty to all checks they attempt when they repeats their actions.

DISKRASIA THE SHARP

CREATURE 20

UNIQUE LN LARGE FEY

Female norn (*Pathfinder Bestiary 2* 184)

Shred Thread ♦ (divination, occult) **Requirements**

Diskrasia's previous action this turn was to Snip Thread;

Effect Diskrasia takes the cut portion of thread and further ravages it, causing the creature's mind to fall into disarray as they lose sight of their future. The target of Diskrasia's Snip Thread must attempt a DC 42 Will save.

Critical Success The target is unaffected.

Success The target's mind reels momentarily. They become stunned 1.

Failure The target's mind becomes clouded. They become stunned 2, stupefied 1, and confused.

Critical Failure The shock of the suddenly muddled future overwhelms the target. They become stunned 3, stupefied 2, and confused.



Raven Nicoletta

Thief of Fate

Born to a relatively minor noble family in Magnimar, Raven was never comfortable with the life she led. Social functions, overly proper etiquette, and everything else that life in high society brought with it seemed like an unnecessary set of restrictions and rituals for the sake of playing a part.

As part of a coming-of-age ceremony, Raven was required to recount a history of her family lineage. Delving into her family's past led Raven to discover a buried part of her family history—a major divergence in the family tree after her great-great-grandmother's marriage. When Lonirra married Kamittar Nicoletta, she hid all vestiges of her former family, the Campostari clan. Raven was intrigued by the discovery and soon used the resources afforded to her to learn more about her family's forgotten past.

Over the span of several months, Raven learned the great history of the Campostari harrowers, including how some of them traced their lineage back to the Imlios clan, a family of archivists, chroniclers, and harrowers dating back to the days before Earthfall. While the connection between Campostari and Imlios was already veil-thin by the Age of Darkness, Raven saw this as a sign. She was indeed fated for a life beyond that of nobility, and her destiny was kept hidden from her for years. With this information in hand, Raven ran away from home, intent on reconnecting with the Campostari side of her lineage.

Raven's first stop was the city of Korvosa. She believed it big enough for her to start her search, but far enough away from Magnimar to avoid attempts by her family to take her back home. On her first day in the city, she met Zellara Esmeranda, a local harrower making ends meet by performing readings and teaching new students how to use the harrow. Raven saw this encounter as another sign and immediately became Zellara's student. She spent the next few years living alongside Zellara, learning the secrets of the harrow and seeing Zellara as the mother she never had. During this time, she became aware of her magical abilities and learned to refine them with Zellara's help. After some time, Raven felt she had to move on and seek the Campostari clan, and with Zellara's blessing, the young woman set out from Korvosa.

When Raven finally did locate her lost clan, she was elated. Unfortunately, the clan was not as eager to meet Raven. They saw Lonirra's abandonment of the clan as a betrayal, and Raven's connection to nobility immediately painted her in a harsh light. Raven's welcome was indifferent at best and, in some case, actively hostile. Heartbroken, Raven returned to Korvosa only to find that Zellara was gone. Unbeknownst to Raven, Zellara had died in the time that Raven was away, and the city's poor records had no information on her fate. Raven even consulted the harrow to try to locate Zellara, but she misinterpreted the lack of guidance as a sign that Zellara had intentionally abandoned her, choosing to hide her tracks even from harrow readings. This second betrayal, as Raven saw it, was enough to turn her bitter and resentful. She decided that if she was going to forge a destiny, she would need to do so on her own.

Raven dedicated the following years to learning as much about the harrow as she could. Her search for knowledge turned up lost information pertaining to the Imlios clan, their work, and specifically, Sonnorae and the Harrowed Realm. Eventually, her search for knowledge led her to the Harrowed Three and their plan to create the *Deck of Destiny*. It was in their deck that she saw her ultimate goal: a way to fully claim her own fate once and for all.

Raven was eventually able to contact Lord Drustan and the Prince of Wolves. She formed an alliance with the two. When the time came for the Unmatched to steal the deck, Raven maneuvered Lord Drustan and the Prince of Wolves to lead the attack while she went in and stole the deck, hoping to escape with it before the other two arrived. Raven was unprepared for the norms to scatter the deck, however, so she retreated, hoping to develop a new plan and finally claim the deck for herself.

Campaign Role

Raven is the most dangerous member of the Unmatched, and is Stolen Fate's true villain. Unlike Lord Drustan and the Prince of Wolves, Raven doesn't simply want to tip the scales of fate in her favor with the *Deck of Destiny*'s harrow reading. She plans to control destiny altogether.

RAVEN NICOLETTA**CREATURE 20**

UNIQUE **NE** **MEDIUM** **HUMAN** **HUMANOID**

Female human sorcerer

Perception +33

Languages Common, Daemonic, Skald, Varisian

Skills Arcana +31, Deception +41, Diplomacy +37, Fortune-Telling Lore +33, Intimidation +35, Occultism +33, Performance +31, Society +31

Str +0, Dex +5, Con +2, Int +3, Wis +5, Cha +9

Items bracers of armor type III, circlet of persuasion, Deck of Destiny

AC 44; **Fort** +30, **Ref** +33, **Will** +35

HP 370

Reclaimed Fate Raven has eerie control over her immediate future. She can ignore any fortune or misfortune effects that affect her. If she is forced to roll twice as part of a fortune and misfortune effect, she can take whichever die result she prefers, even if the effect would normally force her to choose one of the results. Finally, when rolling initiative, Raven can choose not to roll initiative and instead have a result of 16 + her initiative modifier.

Speed 25 feet

Melee ♦ fist +31 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+8 bludgeoning

Occult Spontaneous Spells DC 42, attack +34; **10th** (2 slots) alter reality, gate; **9th** (4 slots) dispel magic, foresight, wail of the banshee, weird*; **8th** (4 slots) discern location, maze, uncontrollable dance, unrelenting observation*; **7th** (4 slots) fly, prismatic spray, retrocognition*, warp mind; **6th** (4 slots) feeblemind, spirit blast, teleportation, true seeing*; **5th** (4 slots) cloak of colors, shadow blast, shadow siphon*, synesthesia; **4th** (4 slots) blink, confusion, phantasmal killer, suggestion*; **3rd** (4 slots) blindness, hypnotic pattern, paralyze, wanderer's guide*; **2nd** (4 slots) augury*, blur, hideous laughter, mirror image; **1st** (4 slots) color spray, ill omen*, ray of enfeeblement, true strike (Advanced Player's Guide 221);

Cantrips (10th) daze, detect magic*, mage hand, shield, telekinetic projectile

Bloodline Magic When Raven casts a bloodline spell (marked with an asterisk), she gains concealment for 1 round, but can't use it to Hide.

Harrow Burst ♦ (evocation, occult) Raven unleashes a mass of magical harrow cards, dealing 15d8 slashing damage in a 30-foot emanation (DC 42 basic Reflex save). A creature that fails its save rolls 1d6 to determine a suit of cards: 1 = hammers (Strength), 2 = keys (Dexterity), 3 = shields (Constitution), 4 = books (Intelligence), 5 = stars (Wisdom), 6 = crowns (Charisma). The creature takes a -1 status penalty to all

checks related to that ability score for 1 round (-2 status penalty on a critical failure). Raven can't use Harrow Burst again for 1d4 rounds.



Chapter 1:
All Is Lost

Chapter 2:
The Land
of the Norns

Chapter 3:
Claiming
Fate

Beyond the
Campaign

Adventure
Box

Zellara Esmeranda

Harrowed Soul and Teacher

The Esmeranda clan was a storied group of traveling merchants, fortune-tellers, and performers whose lineage could be traced as far back as ancient Thassilon (or so the family tales say). When the eldest daughter of the clan, Zellara, found love during a visit to the city of Korvosa and elected to settle down in that city, the rest of the clan considered her departure bittersweet. Losing Zellara was a blow for the clan, but they were not about to interfere with the desires of her heart. Zellara bid her family farewell and settled down with her husband, Aramir, in the city's cosmopolitan Midland district. The two found a home, had a son, and generally lived a happy life for a few years.

When Zellara lost Aramir to sickness, the rest of her clan urged her to return to them, but she had grown to love Korvosa and its people. She chose to stay and make a living as a harrower for tourists and interested locals. She also took on several students during this time, teaching them the honored tradition of harrowing that was passed down among her clan. Unfortunately, Zellara's love of the harrow would ultimately lead to her death.

During an outing in the city, pickpockets working for a small-time criminal named Gaedren Lamm stole Zellara's cherished harrow deck. Her son Eran took it upon himself to recover the deck, only to end up dying at the hands of Gaedren's thugs. With her son dead and the city guard unable to help, Zellara searched for Eran's killer, eventually tracking down Gaedren to his hideout only to be slain by him as well. Overcome with anguish and despair at the moment of her death, Zellara's spirit connected to her harrow deck, allowing her to live on as a ghost intent on stopping Gaedren and protecting the city of Korvosa.

As a ghost, Zellara recruited a group of heroes to help her with her goal. From her harrow, Zellara could advise the heroes and frequently performed harrow readings to guide them during their adventures. With Zellara's help, these heroes not only brought Gaedren to justice, but eventually liberated all Korvosa from the tyranny of its new ruler, Queen Ileosa Arabasti. In the final days of this campaign to save Korvosa, Zellara's deck became empowered, transforming into a *harrow deck of many things*. This new deck gave the heroes a greater advantage moving toward their final battle.

Feeling she had accomplished her goal and could trust the heroes to save the city, Zellara's spirit moved on to the Boneyard. Once there, she awaited her soul's judgment, but realized that her connection to the power of the *harrow deck of many things* afforded her more liberty than other souls. She eventually discovered she could step "out of line" from her judgment, free to return when saw fit. Zellara saw this development as an opportunity to visit her loved ones one last time before moving on.

Zellara returned to Golarion and watched the lives of her clan, the saviors of Korvosa, and her former students. She spent several years observing them from afar, occasionally providing subtle guidance to help them with their goals or problems. Among these was her final student, Raven Nicoletta. Zellara checked in with Raven several times over the years, watching her grow into a brilliant harrower, surpassing Zellara's skill and even some of the greatest harrowers of the Esmeranda clan. In recent years, however, Zellara watched Raven become selfish, obsessed with power and legacy, and fall into the ways of evil. Zellara remained with Raven, hoping to return her to a better path, but found herself no longer able to influence her former student. Raven was lost to her. Zellara now believes that Raven is beyond saving and, while mourning this loss, hopes to find someone to put an end to the evil Raven seeks to enact on the world.

CAMPAIGN ROLE

Zellara is a guiding figure for the heroes. She's aware of Raven's entire history and can bring the heroes up to speed on Raven's abilities and motivations. Although Zellara's grown more powerful as a ghost than she ever was in life, Raven is still beyond her ability to stop all on her own—she needs the PCs to step up to this task. Zellara sees the same potential in these heroes as she saw in the heroes of Korvosa over a decade ago. She hopes that these heroes will be the ones to put an end to Raven's evil machinations, and perhaps even save her from herself. Having gained wisdom in her afterlife, Zellara can provide any information or advice the heroes might need on their journey to recover the *Deck of Destiny*.

Worst of All Possible Worlds

Chapter 1:
All Is Lost

Chapter 2:
In the Land of Norns

Chapter 3:
Reclaiming Fate

Beyond the Campaign

Adventure Toolbox

ZELLARA ESMERANDA

CREATURE 14

UNIQUE CG MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Female human ghost (*Pathfinder Bestiary* 166)

Perception +27; darkvision, harrow sense

Languages Common, Shoanti, Varisian

Skills Acrobatics +26, Diplomacy +28, Fortune-Telling Lore +26, Occultism +28, Performance +26

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

Boundless Spirit Unlike other ghosts, Zellara is not bound to a specific site or object. She can freely manifest wherever she likes.

Harrow Sense Zellara can detect the presence of harrow cards as an imprecise sense out to 1 mile. She can detect harrow cards as a precise sense out to 120 feet.

AC 36; Fort +22, Ref +28, Will +25

HP 195, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 15 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When Zellara is destroyed, she re-forms after 2d4 days at the site of her destruction, fully healed. If she is bound to a harrow deck or harrow card, Zellara can manifest near the bound item instead. Once her ex-student Raven has been defeated, Zellara will return to the Boneyard to face her final judgment.

Unbound Fate Zellara's connection to the harrow and fortune-telling in life have given her full control of her fate in the afterlife. She can ignore any fortune or misfortune effects that affect her. If she is forced to roll twice as part of a fortune and misfortune effect, she can take whichever die result she prefers, even if the effect would normally force her to choose one of the results.

Speed fly 25 feet

Melee ♦ ghostly hand +26 (agile, finesse, magical), **Damage** 3d12+8 negative

Ranged ♦ ghostly harrow card +26 (magical, range increment 60 feet), **Damage** 3d8+8 negative

Occult Innate Spells DC 34, attack +26; **7th plane shift**, **6th teleport** (at will; self only), **true seeing**; **5th crushing despair**, **sending**; **4th confusion**, **read omens**; **3rd dispel magic**, **hypercognition**; **2nd augury**, **telekinetic maneuver**; **1st command**, **mindlink**; **Cantrips** (**7th**) **detect magic**, **ghost sound**, **mage hand**, **prestidigitation**, **read magic**, **telekinetic projectile**

Flurry of Cards ♦♦ Zellara unleashes a barrage of harrow cards that deals 7d6 negative damage in a 30-foot cone (DC 34 basic Reflex save).

Harrow Binding ♦♦ (divination, occult) **Requirements** Zellara is within 120 feet of a harrow card or harrow

deck; **Effect** Zellara intentionally binds herself to a harrow card or deck she can sense. While bound in this way, she grants her Stack the Deck ability to anyone carrying the bound card or deck. The trigger and effect for Stack the Deck changes to affect the creature carrying the bound item. She can still Stack the Deck for herself while bound. Zellara can unbind herself from the item as an action, which has the concentrate trait.

Stack the Deck ♦ (divine, fortune, occult) **Trigger** Zellara is about to attempt a saving throw; **Effect** Zellara looks to her immediate future and determines the most favorable outcome for her. She gains a +4 circumstance bonus to the triggering saving throw. If she rolls a critical failure on her saving throw, she can reroll the check, but does so without the bonus.



Next Month

MANTLE OF GOLD

by John Compton

For over 10,000 years, dwarves have created—and sometimes lost—masterpieces that survive to this day. Invited to a prestigious storytelling festival in Highhelm, the greatest of dwarven cities, a clan's eclectic guests explore every corner of the metropolis to build their own legends. Yet when these budding celebrities find a relic linked to one of dwarvenkind's greatest heroes, they're drawn into an ancient mystery and urban intrigue that kick off a deadly treasure hunt.

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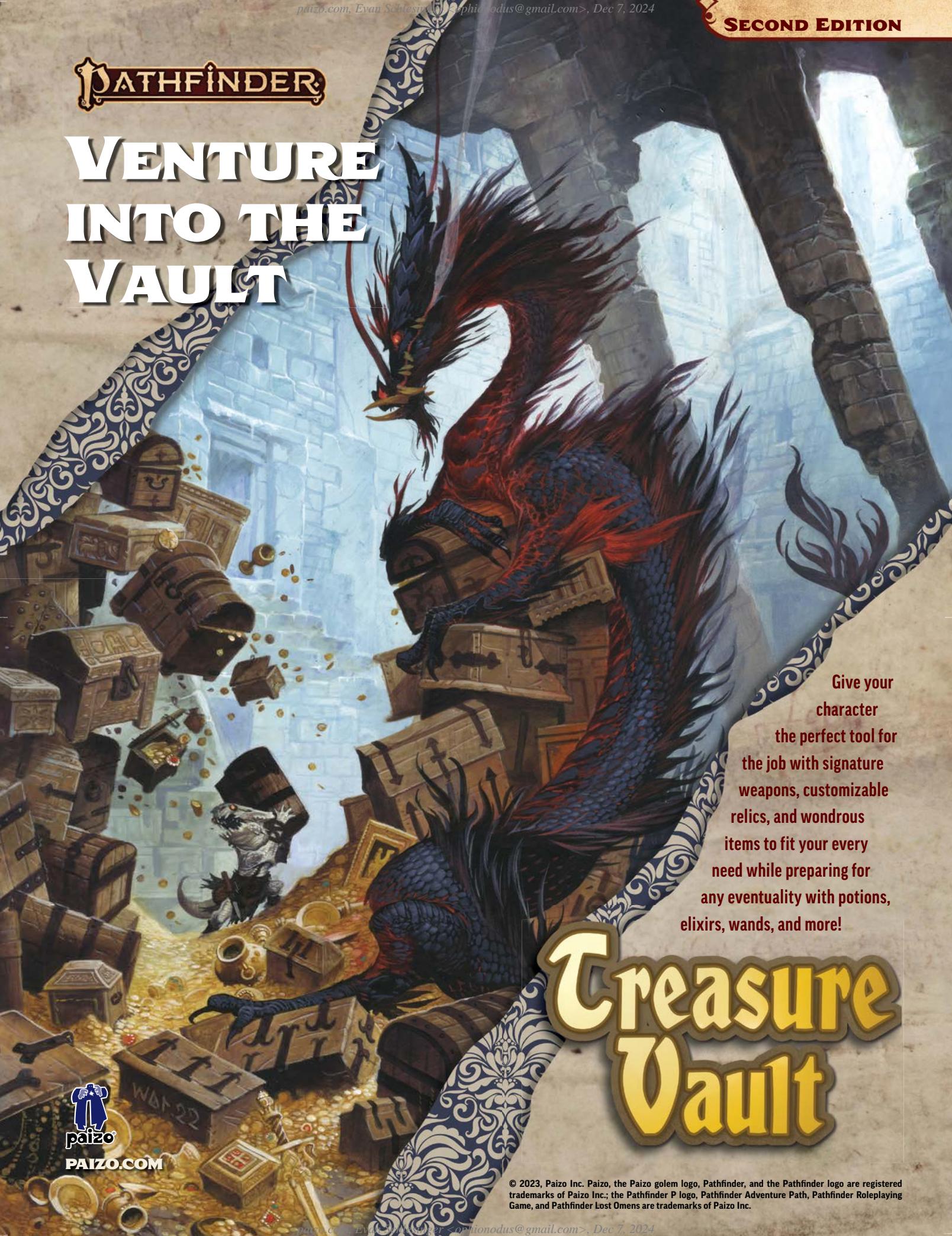
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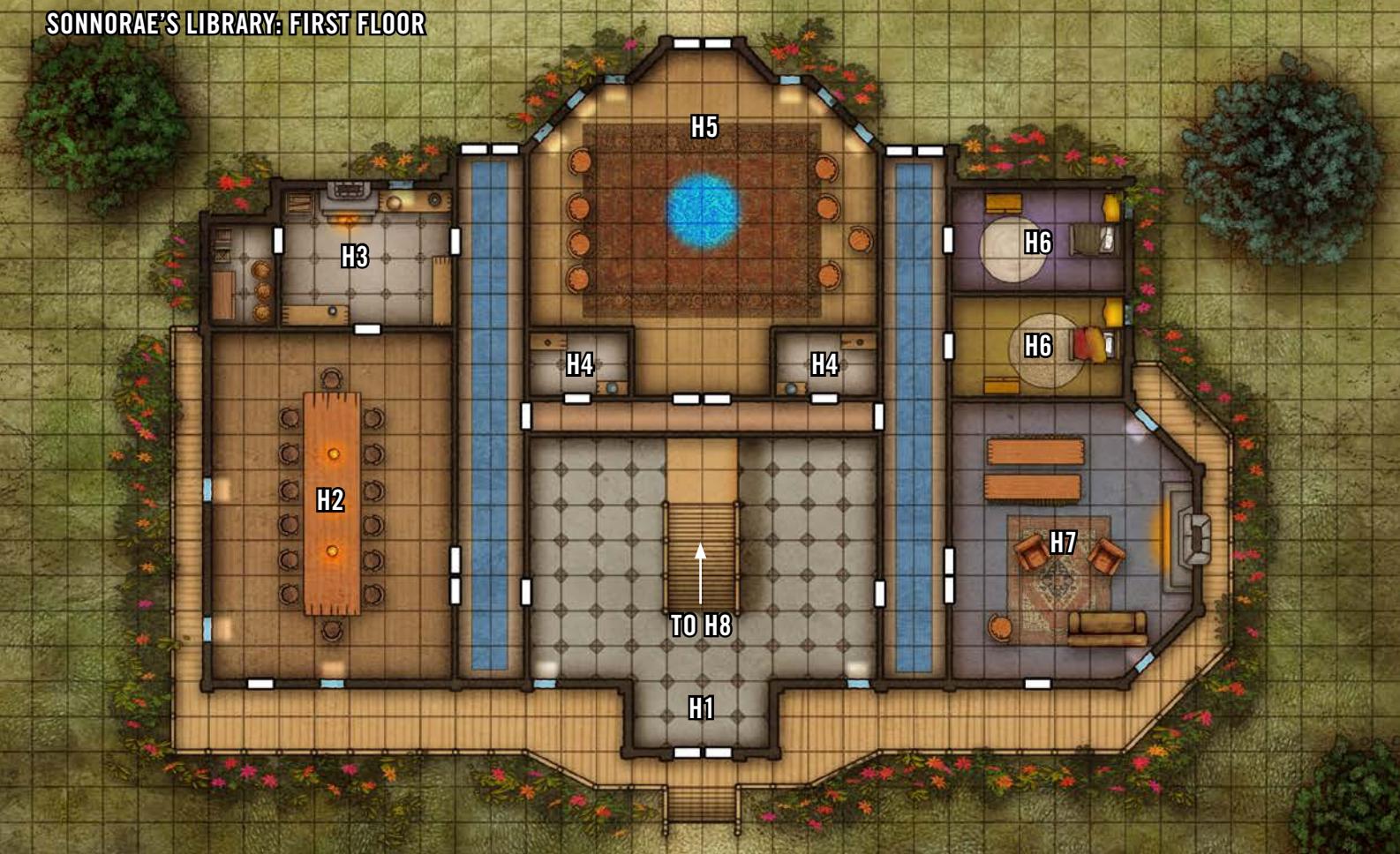
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